

Character Creation

STEP DICE			RACIAL MODIFIERS										
Step	Action Dice	Equiv.	Race	Movement	Dexterity	Strength	Toughness	Perception	Willpower	Charisma			
1	d4 - 2	—	Dwarf	Dexterity - 2	—	+2	+3	—	—	-2			
2	d4 - 1	1-3	Elf	Dexterity + 1	+2	—	-2	+1	+1	+1			
3	d4	4-6	Human	Dexterity	—	—	—	—	—	—			
4	d6	7-9	Obsidiman	Dexterity - 3	-2	+6	+4	-1	—	-1			
5	d8	10-12	Ork	Dexterity + 2	-1	+3	+1	—	-2	-1			
6	d10	13-15	Troll	Dexterity	—	+4	+2	-1	+1	—			
7	d12	16-18	T'skrang	Dexterity	+1	—	+1	—	—	+1			
8	2d6	19-21	Winding	Land Dexterity - 8 Air: Dexterity +2	+1	-4	-3	+1	—	+2			
KARMA & RACIAL ABILITIES													
			Race	Start (Current)	Maximum	Cost	Karma Die	Racial Abilities					
9	d8+d6	22-24	Dwarf	6	25	10	d6	Heat Sight 750'					
10	d10+d6	25-27	Elf	5	25	10	d6	Low-Light Vision					
11	d10+d8	28-30	Human	10	40	6	d8	Versatility					
12	2d10	31-33	Obsidiman	5	25	10	d4	Wound Threshold +3 Min. Strength of 15(21); Phys. Armor					
13	d12+d10	34-36	Ork	10	40	7	d8	Low-Light Vision					
14	d20+d4	37-39	Troll	6	20	10	d4	Heat Sight; Min. Strength of 11 (15), Min. Toughness of 11 (13)					
15	d20+d6	40-42	T'skrang	5	25	8	d6	Tail Attack (S+3)					
16	d20+d8	43-45	Winding	15	60	5	d10	Astral Sight 30'; Physical Defense +2; Max. Strength 11 (7)					
17	d20+d10	46-48											
18	d20+d12	49-51											
ATTRIBUTES													
			Attribute	Cost	Step	Defense	Move	Carry/Lift	Death	Unconscious	Wound	Recovery	Mystic
19	d20+2d6	52-54	1	—	2	2	13/25	10/20	19	10	3	1/2	0
20	d20+d8+d6	55-57	2	+8	2	3	14/28	15/30	20	11	4	1/2	0
21	d20+d10+d6	58-60	3	+7	2	3	15/30	20/40	22	13	4	1	0
22	d20+d10+d8	61-63	4	+6	3	4	16/32	25/50	23	14	5	1	0
23	d20+2d10	64-66	5	+5	3	4	18/35	30/65	24	15	5	1	0
24	d20+d12+d10	67-69	6	+4	3	4	19/38	35/75	26	17	6	1	0
25	d20+d10+d8+d4	70-72	7	+3	4	5	20/40	40/85	27	18	6	1	0
26	d20+d10+d8+d6	73-75	8	+2	4	5	22/43	50/100	28	19	7	2	0
27	d20+d10+2d8	76-78	9	+1	4	6	24/48	60/115	30	21	7	2	0
28	d20+2d10+d8	79-81	10	0	5	6	25/50	70/135	31	22	8	2	0
29	d20+d12+d10+d8	82-84	11	1	5	7	27/54	80/160	32	24	8	2	1
30	d20+d10+d8+2d6	85-87	12	3	5	7	29/57	90/185	34	26	9	2	1
31	d20+d10+2d8+d6	88-90	13	5	6	7	30/60	105/210	35	27	9	2	1
32	d20+2d10+d8+d6	91-93	14	8	6	8	33/65	125/250	36	28	10	3	2
33	d20+2d10+2d8	94-96	15	11	6	8	35/70	145/290	38	29	10	3	2
34	d20+3d10+d8	97-99	16	14	7	9	38/75	165/300	39	31	11	3	2
35	d20+d12+2d10+d8	100-102	17	16	7	9	40/80	200/400	40	32	11	3	3
36	2d20+d10+d8+d4	103-105	18	18	7	10	42/85	230/460	42	34	12	3	3
37	2d20+d10+d8+d6	106-108	19	—	8	10	45/90	270/540	43	35	12	3	3
38	2d20+d10+2d8	109-111	20	—	8	10	50/100	315/630	44	36	13	4	4
39	2d20+2d10+d8	112-114	21	—	8	11	55/110	360/735	46	39	13	4	4
40	2d20+d12+d10+d8	115-117	22	—	9	11	60/120	430/860	47	40	13	4	4
CREATION STEPS			23	—	9	12	65/130	500/1000	48	41	14	4	5
1	Discipline		24	—	9	12	70/140	580/1160	50	43	14	4	5
2	Race		25	—	10	13	75/150	675/1350	51	44	15	4	5
3	Attributes (36 points)		26	—	10	13	80/160	790/1580	52	45	15	5	6
4	Characteristics & Karma		27	—	10	13	85/170	920/1840	54	47	15	5	6
5	Racial Abilities		28	—	11	14	90/180	1,075/2,150	55	48	16	5	6
6	8 Talent Ranks		29	—	11	14	100/200	1,200/2,500	56	49	16	5	7
7	Spells (Perception step)		30	—	11	15	110/220	1,450/2,900	58	51	17	5	7
8	1 Artisan Skill (C)		Starting 36 D/P/C D S T T T T T W										
9	1 Language 2 Knowledge												
10	120 Silver Equipment												



Advancement & Adventuring

MATRIXES				RAW MAGIC WARPING & DAMAGE			
Matrix Type	Death Rating	Holds Threads	Circle	Region	Warping	Damage	Horror Mark
Spell	10	No	1-4	Safe	C	C+4	1
Enhanced	15	Yes	5-8	Clean	C+5	C+8	C+2
Armored	25	Yes	9-12	Tainted	C+10	C+12	C+5
Shared	20	No	13-15	Corrupted	C+15	C+16	C+15

SPELL DIFFICULTY NUMBERS					LANGUAGE DIFFICULTY		FALLING DAMAGE		LEGEND AWARDS		
Circle	Weaving	Cast/Dispel	Sensing	Disbelief	Language	Difficult	Distance	Damage Step	Circle	Award	Total
1	8	7	15	7	Dwarven	5	5-10	2	1	50-75	100-450
2	9	9	16	8	Elvish	6	11-20	6	2	75-100	150-600
3	10	10	18	9	Human	6	21-30	15	3	125-150	250-900
4	11	12	19	10	Obsidian	7	31-50	15(2)	4	175-200	400-1200
5	12	13	21	11	Ork	6	50-100	20(2)	5	200-300	600-1800
6	13	14	22	12	Troll	6	101-150	25(2)	6	300-500	1000-3000
7	14	15	24	13	T'skrang	7	151-250	25(3)	7	500-750	1,500-4,500
8	15	17	26	14	Winding	7	251-400	30(3)	8	750-1,000	2,000-6,000
9	16	18	27	15	SECRET DOORS		401-600	30(4)	9	1,000-1,500	3000-9000
10	17	20	29	16	Difficulty	Target	601+	30(5)	10	1,500-2,500	5000-15000
11	18	21	30	17	Easy	5	ETIQUETTE		11	2,500-4,000	8000-24,000
12	19	22	32	18	Average	9	Situation	Mod	12	4,000-7,500	12,000-40,000
13	20	24	33	19	Hard	15	Higher Class	+2	13	7,500-10,000	18,000-60,000
14	21	25	34	20	Very Hard	21	Different Race	+3	14	10,000-20,000	25,000-100,000
15	22	26	35	21	Heroic	25	Alien Culture	+4	15	20,000-30,000	40,000-150,000

RANK	TALENTS				SKILLS	CIRCLES		
New Rank	From Circle 1-4	From Circle 5-8	From Circle 9-12	From Circle 13-15	Legend Points	# of Talents	At Rank	Teacher Cost
1	100	200	300	500	200	—	—	—
2	200	300	500	800	300	5	2	200 _s
3	300	500	800	1,300	500	6	3	300 _s
4	500	800	1,300	2,100	1,300	7	4	500 _s
5	800	1,300	2,100	3,400	2,100	8	5	800 _s
6	1,300	2,100	3,400	5,500	3,400	9	6	1,000 _s
7	2,100	3,400	5,500	8,900	8,900	10	7	1,500 _s
8	3,400	5,500	8,900	14,400	14,400	11	8	2,000 _s
9	5,500	8,900	14,400	23,300	23,300	12	9	2,500 _s
10	8,900	14,400	23,300	37,700	37,700	13	10	3,500 _s
11	14,400	23,300	37,700	61,000	—	14	11	5,000 _s
12	23,300	37,700	61,000	98,700	—	15	11	7,500 _s
13	37,700	61,000	98,700	159,700	—	16	12	10,000 _s
14	61,000	98,700	159,700	258,400	—	17	12	15,000 _s
15	98,700	159,700	258,400	418,100	—	18	13	20,000 _s
8 hours meditation					25 per week	40 Hours in 3weeks		Teacher's Circle

ATTRIBUTE INCREASE		NEW DISCIPLINE		LEGENDARY STATUS		AVERAGE DIFFICULTY NUMBERS					
Increase	Legend Points	Lowest Circle	Talent Cost	Status Level	LP Needed	Character	Easy	Average	Hard	Very Hard	Heroic
First	800	1	1,000	Level 1	10,000	Ordinary	1-2	3-5	6-9	10-12	13-15
Second	1,300	2	800	Level 2	40,000	Skilled	1-2	3-7	8-12	13-16	17-20
Third	2,100	3	600	Level 3	160,000	Veteran	3-6	7-12	13-18	19-22	23-27
Fourth	3,400	4	400	Level 4	640,000	Expert	6-8	12-16	18-24	25-29	30-35
Fifth	5,500	5	200	Level 5	2,560,000	Legendary	8-11	17-20	25-28	29-34	35-41
		6+	100								

COMBAT SITUATIONAL MODIFIER			CLIMBING DIFFICULTY		FIRE DAMAGE		BARRIER RATINGS		
Situation	Attack/Def	Defense Modifier	Surface	Difficulty	Fire Size	Damage Step	Material	Physical Armor	Damage Rating
Blindside	+2 steps	—	Tree	3	Torch	4 (Touch)	Wood < 2 inch	7	20
Darkness	-3 steps	—	Pole	7	Small	6 (Touch)	Wood > 2 inch	9	30
Harried	-2 steps	—	Wall with	9	Large	8 (Touch)	Stone &	12	45
Knocked	-3 steps	-3	Rocky Cliff	12	House Fire	10	Stone	20	85
Suprized	No Test	-3	Sheer Surface	15	Forest Fire	12	Cave/natural	30	150

Miscellaneous Adventuring

DEFAULT ATTRIBUTE		DURABILITY					
Talent	Default Attribute	Discipline	Death	Uncon	Discipline	Death	Uncon
Air Sailing	Willpower	Archer	6	5	Swordmaster	7	6
Avoid Blow	Dexterity	Air Sailor	6	5	Thief	5	4
Book Memory	Willpower	Beastmaster	7	6	Troubadour	6	5
Climbing	Dexterity	Boatman	6	5	Warrior	9	7
Melee Weapons	Dexterity	Cavalryman	7	6	Weaponsmith	6	5
Missile Weapons	Dexterity	Elementalist	4	3	Wizard	4	3
Throwing Weapons	Dexterity	Illusionist	4	3	Windancer	6	5
Unarmed Combat	Dexterity	Journeyman	6	5	Windmaster	9	7
Willforce	Willpower	Nethermancer	4	3	Windsout	6	5
		Scout	6	5	Woodsmen	6	5
		Sky Raider	8	6			

KNOWLEDGE/RESEARCH DIFFICULTY & SUCCESS LEVEL REQUIRED				HUNTING OR FISHING SUCCESS		POISON			
Type of information	Difficulty	Skill	Success	Success Level	Days of Food	Type	Step	Onset Time	Duration
General	5	General	Extraordinary	Average	1 days	Damage	5-9	Instant/1-2 Days	1-5 Rounds
Specific	7	Somewhat Related	Good	Good	2 days	Debilitation	5-7	Instant	Effect days
Intricate	9	Related	Average	Excellent	5 days	Paralysis	5-9	Instant	Effect Hours
Obscure	11	Specific	+3Steps	Extraordinary	10 days	Death	10-13	Instant/1-2 Days	Instant

FAVOR SUCCESS REQUIRED			VISIBILITY RANGES				ILLUMINATION RANGES	
Attitude	Small Favor	Large Favor	Condition	Long	Medium	Short	Light Source	Radius
Awestruck	Any	Average	Daylight	750	200	20	Candle	10
Loyal	Average	Good	Dawn/Dusk	500	125	15	Torch	30
Friendly	Average	Excellent	Light Fog	250	75	10	Campfire	50
Neutral	Good	Extraordinary	Heavy Fog	10	5	2	Lantern	100
Unfriendly	Excellent	—	Light Rain/Drizzle	350	175	15		
Hostile	—	—	Heavy Rain	100	50	10		
Enemy	—	—	Night with Moon	200	60	15		
			Night with no Moon	30	15	5		

PERCEPTION DIFFICULTY			KEY KNOWLEDGES			
Hidden Target	Dexterity Step	1	1	Name of the item		
Traps	Detection	2-3	2-3	Name of creator or the item's specific abilities		
Secret Doors	8+	4-5	4-5	Source of materials or Name of creature that aided construction		
Notice clues	5+	6-7	6-7	Name of last known owner/wielder		
Notice unusual	6	8+	8+	Last known event in which item was used		

TRAP STATISTICS						
	Detection	Spell Defense	Disarm	Trigger	Initiative	Effect
Pit	7	—	7	Plate	8	Damage: 12
Ward	10	10	12	Passing	30	Fireball: 16/20

BOOK RECALL		INCITE MOB OR STAMPEDE		PHYSICIAN DIAGNOSIS		GRAVE MESSAGE		HAGGLING AVAILABILITY	
Books Memorized	Difficulty	Size	Success Required	Ailment	Difficulty	Distance (miles)	Difficulty		
1	7	Rank x 10	Average	Common Cold	4	> 1	2	Everyday	-2
2	8	Rank x 25	Good	Wounds	5	2-5	5	Average	0
3	9	Rank x 50	Excellent	Flu	6	6-10	8	Unusual	+2
4	10	Rank x 100	Extraordinary	Mild Poison	6	11-25	11	Rare	+5
5	11			Broken Bones	8	26-50	14	Very Rare	+9
each additional	+1			Strong Poison	11	51-100	17	Extra day	-1 (-3)
				Black Death	15			Good	Cost: +50%
								Best	Cost: +100%

PATTERN ITEM SPELL DEFENSE		PATTERN ITEM STUDY TIME TABLE			
Pattern Item Class	Spell Defense	Attempt #	Study Time	Attempt #	Study Time
Minor	7-12	1	1 week	9	1 additional month
Major	13-18	2	1 additional week	10	1 additional month
Core	19+	3	1 additional week	11	2 additional months
		4	2 additional weeks	12	3 additional months
		5	2 additional weeks	13	4 additional months
		6	2 additional weeks	14	6 additional months
		7	3 additional weeks	15+	1 additional year
		8	3 additional weeks		

Space
for
Rent

Arms, Armor & Magic

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MELEE WEAPONS						ARMOR									
Cost	Damage	Strength	Weight	Size		Cost	Physical	Mystic	Weight	Penalty	Blood				
Knife	3cp	1	4	10 oz.	1	Padded Cloth Armor	2	2	0	3	0				
Dagger	8cp	2	5	1	1	Leather Armor	10	3	0	15	0				
Dwarf Sword	6	3	7	2	2	Padded Leather Armor	20	4	0	20	0				
Whip	10	3	§7 D:7	1	3	Hardened Leather	40	5	0	20	1				
Short Sword	16	4	5	2	2	Hide Armor	50	5	1	25	1				
Broadsword	25	5	9	3	3	Obsidian Skin	100	3	1	20	0				
Troll Sword	50	6	13	6	4	Ring Mail	110	6	0	30	2				
Two-Handed Sword	125	7	15	7	5	Fernweave	125	2	3	15	0				
Hand-axe	12	4	10	2	2	Chain Mail	180	7	0	40	3				
Battle-axe	35	6	13	5	4	Blood Pebble Armor	300	5	3	n/a	1 4				
Pole-axe	150	8	15	12	6	Crystal Ringlet	500	4	4	45	2				
Pole Arms	100-175	8	15	12	6	Living Crystal Armor	1,100	6	3	n/a	2 5				
Lance	150	5	15	10	6	Plate Mail	3000	9	0	60	4				
Spear	3	4	11	4	4	Crystal Plate Mail	12,000	7	7	90	5				
Trispear	25	5	11	7	3	SHIELDS									
Sap	1	1	2	8 oz.	1	Cost	Physical	Mystic	Weight	Penalty	Shatter				
Quarterstaff	5	2	5	4	5	Buckler Shield	5	+1	0	5	0 17				
Club	2	3	7	3	2	Ferndask	22	+1	+2	5	1 16				
Mace	20	4	9	5	3	Footman's Shield	12	+3	0	10	1 19				
Flail	35	5	10	8	3	Rider's Shield	20	+3	0	8	1 19				
Spiked Mace	40	6	13	8	4	Crystal Viking Shield	150	+3	+3	15	2 18				
Warhammer	125	7	15	7	5	Body Shield	50	+5	0	15	2 21				
MISSILE WEAPONS						BLOOD CHARMS									
Cost	Damage	Strength	Weight	Size	Range	Cost	Wt	Dmg							
Blowgun	2	1	1	10 oz.	1	Absorb Blow	100	1	2	Absorbs 12 points non-suprize damage					
Box of 10 Needles	1	—	—	8 oz.	—	Astral Sensitive Eye	325	1	1	Perception/Spellcasting to see					
Sling	3	2	7	2	2	Death Cheat	450	1	3	Force recovery test +5 on death					
Troll Sling	15	4	15	3	4	Desperate Blow	275	1	4	Attack or Damage test +6 Reusable					
Winding Bow	25	3	5	14 oz.	2	Desperate Spell	300	1	3	Spellcasting or Effect test +6 Reusable					
20 Winding Arrows	5	—	—	8 oz.	—	Horror Fend	200	1	2	PD +3 SD +3 for 2 rounds Reusable					
Short Bow	15	3	10	3	3	Targeting Eye	450	1	1	Thrown/missile attack +2; 1					
20 Short Bow Arrows	5	—	—	5	—	HEALING AIDS									
Longbow	60	4	13	4	5	Cost	Wt								
20 Longbow Arrows	10	—	—	7	—	Booster potion	50	2	Recovery test at +8						
Light Crossbow	50	4	10	5	4	Cure Disease	500	2	Resist disease +5 heal						
15 Light Crossbow Bolts	15	—	—	3	—	Healing Potion	300	2	Heal 1 wound Force recovery test +8						
Medium Crossbow	100	5	13	6	5	Kelix's Poultice	50	1	Resist poison +5 for 5 rounds						
15 Medium X-bow Bolts	20	—	—	3	—	Kelix's Antidote	125	2	Resist disease +4; no damage for 4 hours						
Elven Warbow	200	5	13	4	§5 D:152-40,200,300	Last Chance Salve	600	1	Make all tests; force one test						
20 Warbow Bolts	25	—	—	7	—	Resist Disease	75	2	Resist disease +3						
Quiver	2	—	—	3	—	SIZE RESTRICTIONS									
THROWING WEAPONS						Cost	Damage	Strength	Weight	Size	Range	Tail	One	Two	Notes
Winding Net	15	n/a	4	2	2	15	n/a	4	2	2	1-2,4,6		3	6	No missile weapons larger then 4
Net	15	n/a	9	5	6	15	n/a	9	5	6	1-2,4,6		3	6	
Dart	5cp	1	5	2 oz.	1	5cp	1	5	2 oz.	1	1-36,9		3	6	No size 1 weapons
Dagger	8cp	2	9	1	1	8cp	2	9	1	1	2-510,15		3	6	
Throwing Dagger	2	2	12	12 oz.	1	2	2	12	12 oz.	1	2-10,20,30		4	6	No size 1 weapons
Burning Flask of Oil	6	(§)	5	8 oz.	3	6	(§)	5	8 oz.	3	2-10,20,30		4	6	
Bola	10	3	4	1	2	10	3	4	1	2	2-152535		4	6	No size 1 weapons
Throwing Axe	25	3	5	3	3	25	3	5	3	3	2-152540		4	6	
Flight Dagger	25	2	12	12 oz.	1	25	2	12	12 oz.	1	2-1540,75		4	6	No size 1 weapons
Winding Spear	45	2	4	8 oz.	2	45	2	4	8 oz.	2	2-1540,75		4	6	
Spear	3	4	5	4	4	3	4	5	4	4	2-1540,100		2	3	6
Hawk Hatchet	125	4	9	2	3	125	4	9	2	3	2-2580,125		1	2	

Goods & Services

CLOTHING		ADVENTURING GEAR		Specialized Items			
Package Deals	Cost	Distinctive Items	Cost	Package Deals	Cost Wt	Cost Wt	
Peasant Garb		Hosiery		Adventurer's Kit		Writing ink vial 10 1/2	
Shirt, belt, sandals	12	Plain	5 cp	Backpack torch		SERVICES	
w/ breeches		Silk	20	& steel, bedroll,		Cost	
w/ robe or dress	3	Jackets		sack, waterskin.	15 10	Armorer	
Traveler's Garb		Wool	12	+ tent	40 25	Repair	50
Soft boots, shirt, belt,		Silk	90	Specialized Items	Cost Wt	Decoration	35
traveler's cloak		Courtier's	170	Carving	15 1	Messengers	
w/ breeches	8	Pin	1	Sculpting	30 1	Local	5
w/ robe or dress	9	Robe		Painting	45 2	City-to-city	30-75
Wealthy Traveler		Linen	15 cp	Embroidery/Sewing	25 1	Sage	15-100
Riding boots, belt, shoes,		Embroidered	15	Backpack	5 3	Scribe	50-75
3 patterned shirts, guild		Elfweave	80	Bedroll	5 2	Library access	
(breeches or fine dress),		Sandals	2 cp	Belt pouch	8 cp 1	Major city	25
fine hat, satin cloak,		Shirts		Blanket	15 3	Thoral library	20
ornamental broach		Plain	2 cp	Candles (2)	7 cp 1/2	Transportation	
w/ breeches	40	Patterned	1	Chain, light	10 5	(Per person per day)	
w/ embroidered robe	50	Silk	45	Chain, heavy	50 10	Caravan	3-5
Distinctive Items	Cost	Shoes		Chalk (5-piece box)	3 cp 1/2	Riverboat	5
Belt	5 cp	Merchant's	2	Fishhook	1 cp —	Weaponsmith	
Boots		Courtier's	40	Fishnet (15sq. ft.)	15 10	Repair	55
Soft	1	Scarf	5	Flint & steel	1 1	Decoration	45
Riding	4	Sword scabbard	5	Forge tools	100 20	VEHICLES	
Mountain	8	Toga	6 cp	Grappling hook	10 5	Cost	
Breeches		Tunic	4 cp	Healer kit	75 5	Cart, Small	10
Peasant's	4 cp	PROVISIONS		Refill	50 —	Large	25
Merchant's	1		Wt Cost	Iron pot	20 8	Wagon, Small	30
Guild Member's	7	Trail Rations	8 10	Lantern		Large	50
Brooch		Dwarf Mine Rations	6 25	Hooded	9 6	Boats, Canoe	15
Plain Brass	2	Simple meal	3 cp	Bull's-eye	27 6	Rowboat	20
Patterned	12	Average meal	1	Light Quartz	75 8	Small sailboat	35
Silver	15	Good meal	3	Map/scroll case	8 cp 3	ANIMALS	
Gold	120	Sumptuous feast	50	Musical stuff		Cost	
Cloaksense	350	Theran Uyglar	25	Whistle	2 cp 1	Horses, Draft	150
Cloak		Mug Average ale	5 cp	Flute	2 1	Riding horse	125
Wool	5	Mug Good ale	1	Drum	7 5	War horse	1,500
Satin/silk-lined	14	Mug Dwarf stout	2	Lute	25 6	Dogs, War	50
Fur-trimmed	50	Glass, Wine	1 cp	Horn	70 7	Hunting/Guard	30
Espagra-scale	120	Bottle, Wine	5 cp	Oil, flask	6 1/2	Elephant	3000
Dwarf winternight	275	Glass, Fine wine	1	Paper/Parchment	1 —	Falcon (trained)	3500
Theran	380	Bottle, Fine wine	5	Piton	9 cp 2	Pack mule	100
Dresses		LODGING		Rope		Thundra beast	4,000
Plain	2		Cost	10 feet	8 5	Griffin (trained)	7,500
Patterned	7	Flophouse (no bed)	1 cp	25 feet	15 12	DeamonKitty™	unique
Embroidered	22	Cheap		50 feet	25 25	ANIMAL FUD	
Satin	100	public	5 cp	Sack		Cost	
Ballroom gown	250	private	1	Large	2 1	Big Cat fud, week	35
Theran	560	Merchant, one bed	3	Small	1 —	Cat fud, week	5
Gloves		w/ bath	5	Sewing kit	5 —	Dog fud, week	8
Leather	2	Guild, bed/bath	8	Tent	30 15	Griffin fud, week	40
Quiet Fingers	140	w/ locks	12	Thieves' tools	100 1		
Hats		Luxury, bed/bath	25	Torch	5 cp 1		
Felt	4 cp	w/ magic amenities	40	Whetstone	2 cp 1		
Woolen cap	12	+personal valet	56+ tips	Waterskin	2 —		
Fine quality	9	LIGHT QUARTZ		(full)	2 2		
Courtier quality	18	Small	75 2	Wineskin	2 —		
One-size	35	Mid-sized	125 6	(full)	2 2		
Hooded mask	3	Large (kaer size)	200 20				

Downtime & Success Levels

EARTHDAWN DOWNTIME SYSTEM				SUCCESS LEVELS					
Code	Activity	Time	Silver	Difficulty	Easy	Average	Hard	Very Hard	Heroic
(#)				Success	Poor	Average	Good	Excellent	Extraordinary
	Karma Ritual	None	None	3	1	3	6	8	10
ADV	Adventuring	Variable	Variable	4	1	4	7	10	12
ATT	Increase Attribute	New level in days	Days x 10	5	1	5	9	11	14
CIR†	Raise Circle	New circle in days	See advancement	6	2	6	10	13	17
LOC	Locate Tutor	One day (can fail)	50	7	2	7	12	15	19
KN†	Learn Knack	One Day (w/ CIR)	100	8	3	8	13	16	20
NA	Goofing Off	One day	None	9	4	9	14	17	22
PUF	Shopping	Half a day	Variable	10	5	10	15	19	24
RES	Research Information	One week	100	11	5	11	17	21	25
	Research Key Knowledge	Thread rank in weeks	Weeks x 100	12	6	12	18	22	27
SKL†	Raise Skill	See table below	See table below	13	6	13	20	24	29
SPL†	Learn Spell	Spell circle + 1 days	Circle x 100	14	7	14	21	26	32
TAL	Raise Talent	Half a day	None	15	8	15	22	27	33
THR	Thread Weaving	One day	None	16	8	16	24	29	35
WRK	Working	One week	Earn roll x 15	17	9	17	25	30	37
		One to six days	roll x 15/ 8 x days	18	10	18	26	32	38
Skill rank	Normal or Artisan		Knowledge	19	11	19	27	33	39
Rank 1	3 weeks	75 x Tutor	12 weeks	300, x Tutor	20	12	20	28	34
Rank 2	5 weeks	125 x Tutor	20 weeks	500, x Tutor	21	13	21	29	35
Rank 3	8 weeks	200, x Tutor	32 weeks	800, x Tutor	22	13	22	31	37
Rank 4	13 weeks	325 x Tutor	32 weeks	1,300, x Tutor	23	14	23	32	38
Rank 5	21 weeks	525 x Tutor	84 weeks	2,100, x Tutor	24	15	24	33	40
Rank 6	34 weeks	850, x Tutor	136 weeks	3,400, x Tutor	25	16	25	34	41
Rank 7	55 weeks	1,375 x Tutor	220 weeks	5,500, x Tutor	26	17	26	35	42
Rank 8	89 weeks	2,225 x Tutor	356 weeks	8,900, x Tutor	27	18	27	36	43
Rank 9	144 weeks	3,600, x Tutor	576 weeks	14,400, x Tutor	28	18	28	38	45
Rank 10	233 weeks	5,825 x Tutor	932 weeks	23,300, x Tutor	29	18	29	40	47
COST OF LIVING: 5 silvers per day multiplied by the character's circle plus the number of large animals he maintains. (Horses count, cats don't) e.g: Sixth circle character with a griffin pays 35 per day, for living expenses.				30	20	30	40	47	55
DAILY LEGEND AWARD: 5 Legend points per day				31	21	31	41	48	56
LOCATING A TUTOR: add d3 to the level you are at and make a charisma (or similar) test against that number. Good = -10%, Excellent = -20%, Extraordinary = -30%				32	22	32	42	49	58
PAID RESEARCH: For twice the normal amount research can be hired out. This cannot be done in parallel.				33	23	33	43	51	59
Activities marked with a dagger require a tutor.				34	23	34	45	53	62
				35	24	35	46	53	62
				36	25	36	47	55	64
				37	26	37	48	56	65
				38	26	38	50	58	67
				39	27	39	51	59	68
				40	28	40	52	60	70
				41	29	41	53	61	71
				42	30	42	54	62	72