

Training & Magic

General Training

Skills increase by 1 level at a time
 1 training point per new skill level
 Double cost if not used in anger since last training.
 1 day per training point

INT + trainer excess + facilities
 (6 - 16) +/-1 day

Maximum improvements

Stamina 10% + 1 (round up)
 Power points To cast max spell level

Max Stamina = 10 + 10x (Con + Endurance)
 Bonus Stamina = difficulty 12 against Con

Related skill Training

Single training session
 Cost = 2x difference up to related skill level -1

Magic Training

Max power

Mage = Arcane K. x (Arcane K. + Will) +5
 Priest = Faith x (Faith+Will) +5

Bonus power points

Mage = difficulty 12 against Int
 Priest = difficulty 12 against Will

Training Point cost per level

Arcane Knowledge 1
 Specialisation 2

Trainer Daily Rates / spell costs

Skill	Normal	Priest	Mage	Spell
1	2	4	10	1
2	3			
3	5	10	20	2
4	7			
5	10	25	50	3
6	15			
7	25	50	100	4
8	35			
9	50	150	300	5
11	150	300	750	6
13	500	1,000	2,500	7
15	2,000	-	10,000	8

Learning spell difficulty

Base = 8 + spell level (vs Arcane K.)
 High Level Caster -1
 Equal level caster 0
 Book +2
 Scroll +3

Magic Item Identification

	Skill	Needs	1 day's wage
Potion	Alchemy	12	(Alchemist)
Item	Legends	16	(Bard)
Pendant	Knowledge	12	(Sage)
Anything	Divination	Identify	(Mage)
"	Arcane K.	20	(Mage)

Spell Alteration

Spells may be modified by 1 place per ability level

Value/People	Time	Weight	Distance	Area	Volume cube
0	Instant	Feather	Touch	Self	Self
1	1r	1lb	10 feet	10' sq/rad	10'
1.5(1)					11.5'
2.5(2)			8 yards	15'	13.5'
4				20'	15'
6	1 minute		20 yards	25'	18'
10			100'	30'	21.5'
15		1 stone		40'	25'
25	4 minutes			50'	29'
40				60'	34'
60	10 minutes	Hobbit	200 yards	80'	39'
100	1/4 hour	<7st	1000'	100'	46'

Damage level +1 = Spell level +1

Spell Power

Level	Points	Level	Points
1	1	6	9
2	2	7	11
3	3	8	14
4	5	9	17
5	7		

Attribute Increases

Attribute increases to	Training points	Min Skill
Max +2	55	10
Max +1	40	8
Max	30	7
Max -1	20	6
Max -2	15	5
Max -3	10	4
Max -4	6	3