

THE BOOK OF RULES

VARIOUS SPEED RECORDS

Average Human Jogging Speed

Net level	lg/h	Average distance run
0	2	1
1	2,5	2
2	2,5	4
3	3	6
4	3,5	8
5	4	10
6	4,5	12
7	5	15

Average Human Long distance Jogging Speed

Net level	lg/h	Average distance run (lg.)	Average distance run (arp.)
0	1,5	1	40
1	1,5	2	80
2	2	5	200
3	2	10	400
4	2,5	20	800
5	3	40	1600
6	3,5	60	2400
7	4	90	3600

Average Human Running Speed

Net level	arp/h	lg/h	Average distance run (arpents)
0	80	2	2
1	120	3	5
2	160	4	10
3	200	5	15
4	220	5,5	20
5	240	6	25
6	280	7	30
7	320	8	40

Average Human Fastest Running Speed

Net level	arp/h	lg/h	Average distance run (arpents)
0	120	3	1
1	160	4	2
2	200	5	3
3	220	5,5	4
4	240	6	5
5	280	7	6
6	320	8	7
7	360	9	8

Average Distance Walked in a Day

Net level	Average distance walked (lg.)	Average distance walked (arp.)
0	5	200
1	5,25	210
2	5,5	220
3	5,75	230
4	6	240
5	6,25	250
6	6,5	260
7	7	280

OUTPERFORMING

For a first check of outperforming, one can add half the distance that can normally be completed for that level.

For each subsequent check, that distance should again be divided in two.

Basic exigency : 7+

Moreover, an additional point of exigency (malus) should cumulatively be counted for each new check.

If more than half of the average walking distance had already been completed before the check, count another additional point of exigency.

If more than half of the average running distance had already been completed, count two more additional points of exigency.

Average Human Swimming Speed

Net level	arp/h	Average distance swum (arp)
0	10	1
1	20	2
2	30	5
3	40	10
4	45	20
5	50	40
6	55	60
7	60	90

Average Human Swimming Speed : long distance

Net level	arp/h	Average distance swum
0	20	0,5
1	25	1
2	25	2
3	30	3
4	35	4
5	40	6
6	45	7
7	50	8

Average Human Swimming Speed : very long distance

Net level	lg/h	Average distance swum (lg)
0	20	1
1	30	2
2	30	8
3	30	16
4	30	40

5	30	80
6	30	120
7	30	140

Average Human Swimming Speed : sprint

Net level	arp/h	Average distance swum
0	30	1
1	40	1,5
2	50	2
3	55	2,5
4	60	3
5	70	4
6	80	5
7	85	6

Average Boat Speed

Net level	lg/h
0	1-2
1	3
2	4
3	5
4	6
5	7
6	8
7	9

Climbing

Surface condition	Basic exigency (Minimal score to obtain)
Dry	2
Slippery	3
Very slippery	4

Type of surface	Additional exigency (Malus : to be added to basic exigency)	Reductions in exigency (Bonus : to be subtracted to overall exigency)
Rough, cracked		+2
Rough		+1
Smooth, cracked	0	0

Smooth	2	
Very smooth	3	
Ice wall	2	

Steepness	Additional exigency	Reductions in exigency
Sloping wall		+1,2
Slightly steep	0, 1	
Steep	2	
Very steep	3	
Vertical wall	4	

Height of surface being climbed (ft.)	Additional exigency *
6	1
12	2
18	3
25	4
30	5
36	6
36+	7

Advantageous conditions	Bonus
Abundant handhold	+1,2,3
Rope and wall	+3
Rope (and no wall)	+2
Partner with mounteneering proficiency	+3,4,5...

Disadvantageous conditions	Malus
Encumbrance	-1,2,3
Armor	-1,2,3

Conditions of surface	Additional exigency (Malus : to be added to basic exigency)	Reductions in exigency (Bonus : to be subtracted to overall exigency)
Abundant handhold		+1,2,3
Rope and wall		+3
Rope (and no wall)		+2
Partner with mounteneering proficiency		+4,5,6...
Encumbrance	1,2,3	
Armor	1,2,3	

Overall Exigency (Minimal score to get in total)	Number of feet at which climbing check should be completed *
6 and less	12
7	8
8	6
9	4
10	3

* 6 feet should be added for each new level in the climbing proficiency.

Minimal score to get in total	Speed in climbing (feet/hour)*
6 and less	24
7	16
8	12
9	8
10	6

* 2 feet should be added for each new level in the climbing proficiency.

Chances of piton holding

Let it be noted that the check about this is to be performed in conjunction to climbing check.

Type of surface	Basic exigency
Rough, cracked	1
Rough	2
Smooth, cracked	3
Smooth	4
Very smooth	5
Ice wall	5

Number of pitons	Minimal score to get
1	1
2	2
3	3
4	4
5	5

Number of climbers attached	Minimal score to get *
1	1
2	2
3	3
4	4

5	5
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* 1 bonus point (reduction in exigency) should be added for each new level in the climbing proficiency.

Coming down

(Without any special tool)

Level of climber	Additional exigency
1-2	3
3+	2

Advantageous conditions	Malus (depending on corresponding level)	Bonus (depending on corresponding level)
Partner with mounteneering proficiency to hold rope at bottom		+ 5,6,7..
Free rappeling	2 (lev.0) 0 (lev.1)	+1,2,3 (starting at level 2)
Rope and wall		+5
Rope (and no wall)		+3
Abundant handhold		+1,2,3

Basic reduction in speed when climbing down : -1/4

Minimal score to get in total	Speed in climbing down (feet/hour)
8 and less	18
9	12
10	8
11	6
12	4

Tree climbing

Type of tree	Basic exigency
Low branches available	2,3
Few or no branches available	4

Type of bark	Additional exigency	Reductions in exigency
Rough bark		0, +1
Smooth bark	1 to 3	

Encumbrance

Level of encumbrance	Reduction of speed
Light	0
Significant	-1/4
Heavy	-1/2
Very heavy	-3/4

Terrain

Terrain	Reduction of speed in arp../day	Reductions of energy in non lethal life points /league**
Clear, farmland	0	
Roads	0	
Trails *	0	
Untraveled plains, grasslands, heath	10	
Hills, rolling	20	
Scrub, brushland	20	
Barren, wasteland	20	
Forest, light	20	
Forest, medium	30	1
Desert, sand	30	1,2,3
Tundra	30	1,2,3
Forest, heavy	40	2
Moor	40	
Hills, steep	40	1
Mountain, low	40	1
Mountain, medium	60	2
Jungle, medium	60	3
Mountain, high	80	3
Marsh, swamp	80	2,3

* Let it be noted that traveling by trails usually require to travel greater distances than traveling by roads, or simply by going straight to one's destination, even through any kind of terrain. This being said, it may of course take longer to travel through different kinds of terrains, depending on these terrains themselves, precisely.

** Such penalties may be partially cancelled with proper clothes and equipment, and may even be totally cancelled, depending on the quality of such clothes and equipment.

Terrain obstacles

Terrain	Reduction of speed in arp../day	Reductions of energy in non lethal life points /league*
Heavy brush or forest	20	1,2
Soft sand, snow : knee-deep	20	1
Water : waist-deep	30	2
Water : shoulder-deep	50	3
Snow : waist-deep	40	3
Snow : shoulder-deep	60	4
Mud	40	2,3
Ice or slippery footing	20	1

* Such penalties may be partially cancelled with proper clothes and equipment, and may even be totally cancelled, depending on the quality of such clothes and equipment.

Weather conditions

Terrain	Reduction of speed in arp../day	Reductions of energy in non lethal life points /league*
Darkness	20	
Freezing cold	20	3
Scorching heat	20	3
Heavy fog	20	
Rain, light	20	1
Rain, heavy	40	2
Rain, torrential	60	3
Wind, light	20	1
Gale-force winds	30	2,3
Hurricane	150	4
Snow, normal	30	1,2
Snow, blizzard	70	3
Ice Storm	80	3
Dustorm, sandstorm	100	1,2,3

* Such penalties may be partially cancelled with proper clothes and equipment, and may even be totally cancelled, depending on the quality of such clothes and equipment.

Orientation

Surroundings	Minimal score to get
Level, open ground	2
Rolling ground	3
Lightly wooded	3
Rough (wooded or hilly)	4
Forest	5
Swamp	5
Mountains	3,4,5
Sea, along the coast	3,4
Open Sea	6
Thick Forest	6
Jungle	6

Overall conditions o	Additional exigency (Malus : to be added to ba- sic exigency)	Reductions in exigency (Bo- nus : to be deduced from overall exigency)
Indications		+1,2,3...
Quality of trail		+1,2,3...
Map		+3
Compass		+3
Guide or Navigator		+4,5,6...
Darkness	3	
No Distinguishable landmarks	3	
Few Distinguishable landmarks	2	
Fog	3	
Rain	2	

Modalities of training

Level	Hours of training	Weeks of training	<u>Weeks of training</u>	Weeks of training
0	8	1	<u>1</u>	1
1	24	1	<u>1</u>	1
2	48	2	<u>2</u>	1
3	100	3	<u>2</u>	2
4	400	8	<u>6</u>	5
5	800	66	<u>50</u>	34
6	1200	100	<u>75</u>	50
7	1000	80	<u>63</u>	42

Intelligence score	0	1	2	3	4	5	6	7
Number of weeks saved	0	1	2	3	6	10	12	14

Master's quality score	0	1	2	3	4	5	6	7
Number of weeks saved	0	1	2	3	6	10	12	14

Total number of weeks of training	Number of adventures
1-3	1
4-9	2
10-20	3
20+	4

Optional / Alternative / Simplified tables to calculate number of adventures

Intelligence score	Number of adventures
0,1	4
2,3	3
4,5,6	2
7	1
8+	0

Level of teacher	Reduction in number of adventures
1-4	0
5,6	1
7-8	2
9	3
10	4

Final test of competence

One «test», at some point (that has to be successfully met in order to climb one level higher, naturally)...
 Success actually measured through a competency check, starting at 4+ for level 1.
 Each new level : +1 of additional exigency.
 Additional time added for each failed trial : one week per level.

Experience

Pour toute compétence, un personnage peut passer à un niveau supérieur par au moins quatre moyens : l'apprentissage, la pratique, l'usage et les accomplissements.

Les acquis nécessaires pour passer d'un niveau à l'autre sont mesurés en nombre de semaines d'études, pour ce qui est de l'apprentissage, et en points, pour ce qui est de la pratique, l'usage et les accomplissements.

Plus précisément, les acquis nécessaires pour passer d'un niveau à l'autre, pour quelque compétence que ce soit, sont présentés dans le tableau suivant.

Level	Minimal number of weeks of training to complete in order to pass to next level (intensive)	Minimal number of weeks of training to complete in order to pass to next level (extensive)	Weeks of training* necessary to complete level only by training (intensive)	Number of weeks of training that can be replaced by weeks of research
0	2	4	4	--
1	4	8	8	--
2	8	16	16	1
3	20	40	40	2
4	40	80	80	4
5	80	140	140	12
6	120	200	200	24
7	180	220	220	56
8	220	260	260	78
9	260	300	300	96

Number of percentage points required to pass from one level to the next

Level	Practice	Use	Achievements
0	25	25	25
1	100	100	100
2	280	280	280
3	360	360	360
4	600	600	600
5	1000	1000	1000
6	2000	2000	2000
7	3500	3500	3500
8	4800	4800	4800
9	8000	8000	8000

Let it be noted that, for all of the four different category of experience points (training, practice, use and achievements), experience points are to be cumulated separately, as if they related to different competencies altogether, which, at least in a sense, is actually the case, since they represent different learning processes that unfold each in their own way, while culminating of course to one same ultimate result, namely the development of the competency itself.

Besides, the point count for a given category should be started again from zero each time a level is completed for that category.

Number of points saved to pass from one level to the next, for each level of intelligence

Level	Number fo points saved
0	0
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9

1	1 month	1 day	6 hours	1 hour	10 min.	1 min.	1 min.	1 min.
2	3 months	1 week	6 hours	3 hours	1 hour	24 min.	10 min.	10 min.
3	4 months	1 month	1 week	6 hours	3 hours	1 hour	24 min.	24 min.
4	6 months	3 months	1 month	1 week	6 hours	3 hours	1 hour	1 hour
5	8 months	4 months	2 months	1 month	1 week	6 hours	3 hours	3 hours
6	10 months	6 months	4 months	2 months	1 month	1 week	6 hours	6 hours
7	12 months	8 months	6 months	4 months	2 months	1 month	1 week	1 day
8	14 months	10 months	8 months	6 months	4 months	2 months	1 month	1 week

Note : when learning a spell occurs at the same time as the character is actually studying magic, presumably in the intention of gaining a new level, the time to learn a spell can be reduced by a third, and past level 4, by half of the original time.

Time to prepare spell

Level of spell	Level							
	0	1	2	3	4	5	6	7
1	1 week	10 min.	1 min.	Instant	Instant	Instant	Instant	Instant
2	1 week	3 hours	24 min.	10 min.	3 min.	1 min.	Instant	Instant
3	2 week	6 hours	2 hours	24 min.	10 min.	3 min.	1 min.	Instant
4	3 weeks	1 day	3 hours	1 hour	24 min.	10 min.	3 min.	1 min.
5	4 weeks	2 days	6 hours	2 hours	1 hour	24 min.	10 min.	3 min.
6	5 weeks	3 days	1 day	3 hours	2 hours	1 hour	24 min.	10 min.
7	6 weeks	1 week	2 days	6 hours	3 hours	3 hours	1 hour	24 min.
8	7 weeks	3 weeks	3 days	1 day	6 hours	4 hours	3 hours	1 hour

Note : For any character who is not fundamentally specialized in magic, the time needed for learning or preparing any spell corresponds to the time needed for learning a spell that is basically 3 levels higher.

Practice time necessary for full spell acquisition

Level of spell	Level							
	0	1	2	3	4	5	6	7
1	6 months	2 months	2 weeks	1 week	3 days	1 day	6 hours	1 casting
2	1 year	3 months	1 month	2 weeks	1 week	3 days	1 day	6 hours
3	2 years	1 year	3 months	1 month	2 weeks	1 week	3 days	1 day
4	3 years	2 years	1 year	3 months	1 month	2 weeks	1 week	3 days
5	4 years	3 years	2 years	1 year	3 months	1 month	2 weeks	1 week
6	5 years	4 years	3 years	2 years	1 year	3 months	1 month	2 weeks
7	6 years	5 years	4 years	3 years	2 years	1 year	3 months	1 month
8	7 years	6 years	5 years	4 years	3 years	2 years	1 year	3 months

Number of spell that can be learned or practiced at the same time

Level of spell	Level							
	0	1	2	3	4	5	6	7
1	1	1	3	3	3	4	5	6
2		1	2	2	3	3	4	5
3			1	2	2	3	3	4
4				1	2	3	3	3
5					1	2	2	3
6						1	2	2
7							1	2
8								1

Basic exigency for casting a spell (Minimal score to obtain) : 4

	Level							
	0	1	2	3	4	5	6	7
Mana units available / day	0	10	40	90	180	250	360	720

	Level							
	0	1	2	3	4	5	6	7
Rate of mana recovery (in mana units / day)	0	2	10	24	60	100	150	220

	Level							
	0	1	2	3	4	5	6	7
Basic impact of spell	1d3	1d6	1d6	1d6 + 1d3	2d6	2d6	3d6	3d6

	Level							
	0	1	2	3	4	5	6	7
Personal impact	0	+1	+2	+3	+4	+5	+6	+7

Amount of protection against spells corresponds to personal impact, and thus to the wizard's level.

	Level							
	0	1	2	3	4	5	6	7
Protection against	0	+1	+2	+3	+4	+5	+6	+7

spells								
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Combat experience

	Level							
	0	1	2	3	4	5	6	7
Effect on casting spells during combat	-5	-3	-2	-1	0	0	0	+1

	Level							
	0	1	2	3	4	5	6	7
Penalties for wearing armour	-3	-2	-1	0	0	0	0	+1

Combat

Initiative est calculée sur la seule base de la vitesse et bonus qui peuvent y être ajoutés.

Jet d'attaque opposé à un jet de défense.

La différence entre les deux jets représente la totalité du dommage causé.

Jet d'attaque

Constitué à la base des bonus composés de force, de dextérité et de vitesse auxquels on ajoute ceux des différentes armes

Jet de défense

Constitué à la base des bonus composés de force, de dextérité et de vitesse auxquels on ajoute ceux des différentes armes défensives.

Humanoïde : 5 points de classe d'armure au départ

(Jet de précision : nécessaire pour armes de tir, ou pour tout coup ou tâche demandant une précision plus particulière...)

Différence d'attaque devient bonus sur dommage subséquent...

Selon modalités suivantes

Différence entre deux jets opposés	Avantage au jet suivant
1-3	+1
4-6	+2
7-9	+3
10-12	+4
13-15	+5
16-18	+6
19-21	+7

Points de vie perdus en un coup	Malus sur les jets suivants
4-6	-1
7-9	-2
10+	-3

Points de vie restants	Malus sur les jets suivants (cumulatifs)
3/4 des points de vie	-1
1/2 des points de vie	-1
1/4 des points de vie	-1
4-5	-1
2-3	-2
1	-3

Non lethal damage : hit points cannot go lower than 0, unless some "special" attack is made (i.e. : choking, limb breaking, dislocation, etc. ...)

Bonus de précision

Pour toute habileté de combat, il devient possible, à partir du niveau 3, d'obtenir un « bonus de précision ». Il suffit, pour ce faire, de disposer d'un quelconque jeu ou système permettant de mesurer directement l'habileté réelle du joueur, en terme de précision, comme par exemple un jeu de dards ou de poche, auquel il ne s'agit ensuite que d'associer une valeur en bonus pour au moins trois zones pouvant être atteintes, en fonction bien sûr de leur proximité à la cible ultime, soit habituellement le centre de la cible en question, de sorte que le joueur jeu pourrait se voir attribuer un bonus de précision de +1, +2 ou +3.

Rate of recovery for lost hit points

Let it be noted that both of the following measures should be understood as averages, and that the actual rate of recovery actually depends on the circumstances in which such a recovery is expected to be taking place. Many, and in fact any factor can be considered as influencing the rate of recovery, the most basic of such factors certainly being eating and sleeping habits, which is why their specific effect on that matter are being described below.

The two most fundamental factors

Lethal damage (Hit points)	1 day/1hit point
Non lethal damage (Vigor points)	1 hr/hit point*

* Let it be noted that for any vigor point to be regained, the hour necessary for it has to be spent sleeping or recovering in some way, or at the very least abstaining from any sort of physical work.

Vigor

Vigor can be measured in bonus or malus points for practically all activity of whatever kind, which naturally involves combat and spell casting, as well as performances related to any sort of competence.

Effects of eating habits on Vigor

Minimal number of meals in a day : 2

The effects of eating are measured by taking the day as a basic unit of measurement. Thus, the effects of the following conditions of eating should be considered as taking effect when they are prevailing through one whole day.

Let it be noted that portions of food may also be counted in terms of how many days of eating they can actually account for.

Meal quality	Effects on vigor points	Effects in terms of bonus/malus when rolling any die
One extra meal per day	+1	+1*
Top quality eating	+1/day	+1*
Good quality eating	+1/day	
Average quality eating	----	
Poor quality eating	-1/day	
Skipping a meal	-1	-1
Overeating	-1	-1

* Let it be noted that this bonus can only occur once in a day.

Effects of sleeping habits

Minimal number of hours of sleep in a day : 7

Meal quality	Effects on vigor points	Effects in terms of bonus/malus when rolling any die
Extra hour	+1,2,3	+1
Top quality sleep	+2,3	+1
Good quality sleep	+1,2	
Average quality sleep	----	
Poor quality sleep	-1,2	
Skipping a night of sleep	-5	-2
Oversleeping	-1	-1

For each extra point of constitution, one bonus point can be gained in terms of the benefits of eating and sleeping, or in terms of resilience to lack of proper eating or sleeping.

If, for three days in a row, non lethal points are lost for the same reason, one lethal point is lost as a result. And from that moment, for each day where any non lethal point is lost for the same reason, one more hit point is lost, so that the player should lose one hit point the first day, two the second, and so on.

Niveau effectif et niveau réel...

Character formation

Player decides where to send 7 potential levels for qualities.
Player decides where to send 7 potential levels for competencies.

Competencies

Jet de base pour une compétence où le joueur n'a aucun niveau (niveau 0) : un dé 6

Force intérieure

Le gain de niveaux de force intérieure se traduit par un gain de niveaux dans toutes les autres qualités, et ce selon l'échelle suivante.

Gain en niveaux de qualités pour chaque nouveau niveau de force intérieure

Niveau de force intérieure	Gains en niveaux de qualités
1	+1 en celle des qualités suivantes qui s'avère déjà la plus forte chez le personnage en question : sagesse, charisme, intelligence, courage, dextérité
2	+1 en la deuxième plus forte des qualités précédemment mentionnées (en excluant
3	+1 en la troisième plus forte des qualités précédemment mentionnées
4	+1 en la quatrième plus forte des qualités précédemment mentionnées
5	+1 en la dernière des qualités précédemment mentionnées

6	+1 en constitution
7	+1 en force
8	+1 pour toutes les qualités
9	+1 pour toutes les qualités

Notons que dans le cas des 5 premiers niveaux de force intérieure, la même qualité ne peut se voir bonifiée plus d'une fois.