

MAGIC LAMP - Adven. 1

MAGIC WINE - Adven. 3



AMULET - Adven. 2



MEDUSA'S HEAD - Adven. 4



And through that vision, through an underworld
Of lines and dazzling fragments, I arise,
Through theaters of darkness I emerge,
Riding the plots of Shakespeare through his veins

And looking backward as the sand collapses
Into excessive darkness, sight replotted
Out of its hall of mirrors, bound in senses,
Bound in the blessing of potential sky

The sands are a glittering hunger in pursuit
Of partial worlds behind you, nor will that fact
Of all facts change: Here's looking at you
In the dodge and tunnel of the setting forth

For old men at their end know your beginning:
Blindness the twin of absence, and its object
Sought feelingly, mapped in a recollection,
Until you read the fault lines in your eyes

ANTHROPOLOGY/ARCHAEOLOGY

With this skill, you can remember and deduce facts about ancient or primitive societies—about customs, beliefs, language, or the use and identity of artifacts, for example. You can also identify fossils and excavate buried relics. *Q-checks* determine results. Make only one check per item or subject. (See *back*.)

Skill Level	Standard/Back Chance
★	60/40
★★	70/50
★★★	95/75

KNOWLEDGE SKILL - ADVENTURE ONE

MEDICINE

Your skill makes a character heal two wounds after every eight-hour resting period—double the usual rate. You have only one chance to speed a character's healing rate, and if you succeed, you must look in on the patient while he or she rests. With the Storyteller's discretion, Medical skill also enables you to perform functions that any 1985 physician could handle. *Success checks* determine results.

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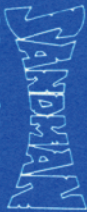







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KNOWLEDGE SKILL - ADVENTURE ONE

ITEM CARD		POEM - ADVENTURE THREE		POEM - ADVENTURE ONE	
 Map of Halaal		 Map of Halaal		 Map of Halaal	
ITEM CARD		POEM - ADVENTURE FOUR		POEM - ADVENTURE TWO	
 Map of Halaal		 Map of Halaal		 Map of Halaal	
ITEM CARD		SKILL CARD		SKILL CARD	
 Map of Halaal		<p>The Storyteller determines what information you gain, often, it's listed in the adventure.</p> <p>Q-CHECK KEY</p> <p>L = Gain at least one fact M = Gain at least two facts H = Gain at least three facts C = Gain all available information</p>  Map of Halaal		<p>The Storyteller determines what information you gain, often, it's listed in the adventure.</p> <p>Q-CHECK KEY</p> <p>L = Gain at least one fact M = Gain at least two facts H = Gain at least three facts C = Gain all available information</p>  Map of Halaal	
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 Map of Halaal		 Map of Halaal		 Map of Halaal	

HANDGUN

Skill Level Standard/Red Chance
★ 60/40
★★ 70/50
★★★ 95/75

You're a skilled marksman when using a handgun of any type—such as a revolver or automatic pistol. Compared to an unskilled marksman, you've got a better Chance to hit your target, and can fire more shots per round: 2 per round at ★ level, 3 at ★★ level, 4 at ★★★ level. *Q-checks* determine results.

WEAPON SKILL – ADVENTURE ONE

STUNT DRIVING

Skill Level Standard/Red Chance
★ 60/40
★★ 70/50
★★★ 95/75

While driving any car or truck, this skill enables you to avoid accidents and perform dangerous stunts, such as high-speed bootleg turns, bumps, cut-offs, and jumps. Just pass a *success check* to perform the stunt without crashing.

SPECIAL SKILL – ADVENTURE ONE

BARGAINING

Skill Level Standard/Red Chance
★ 60/40
★★ 70/50
★★★ 95/75

With this skill, you can raise or lower a price—whichever suits you best. Bargaining affects the sale or purchase of goods, services, or information. A *Q-check* determines how your skill alters a price. (See below.)

INTERACTION SKILL – ADVENTURE ONE

DAGGER

Skill Level Standard/Red Chance
★ 60/40
★★ 70/50
★★★ 95/75

Though you cannot throw a blade any better than the average person, you *are* skilled in knife fighting. When slashing or stabbing, your Chance reflects your ability to inflict wounds. Use *Q-checks* to learn results.

WEAPON SKILL – ADVENTURE TWO

HANDGUN

Skill Level Standard/Red Chance
★ 60/40
★★ 70/50
★★★ 95/75

You're a skilled marksman when using a handgun of any type—such as a revolver or automatic pistol. Compared to an unskilled marksman, you've got a better Chance to hit your target, and can fire more shots per round: 2 per round at ★ level, 3 at ★★ level, 4 at ★★★ level. *Q-checks* determine results.

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WEAPON SKILL – ADVENTURE TWO

RIFLE

Skill Level Standard/Red Chance
★ 60/40
★★ 70/50
★★★ 95/75

You're a skilled marksman when firing any type of musket or rifle, excluding automatic rifles. Rifle skill increases your Chance to hit the target. For each skill level, you also gain one extra shot per round, provided the weapon can handle that number of shots. (You can fire 2x per round at ★ level, 3x at ★★ level, 4x at ★★★ level.) *Q-checks* determine results.

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WEAPON SKILL – ADVENTURE ONE

SWORD

Skill Level Standard/Red Chance
★ 60/40
★★ 70/50
★★★ 95/75

You're a skilled swordsman, wielding any type of sword with better-than-average accuracy (includes fencing skills, but not throwing). Your Chance reflects your ability to inflict wounds; use *Q-checks* to determine results.

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SKILL CARD	SKILL CARD	SKILL CARD
 Map of Halaal	 Map of Halaal	 Map of Halaal
SKILL CARD	SKILL CARD	SKILL CARD
 Map of Halaal	<div>Q-CHECK RESULTS L = Gain or save up to 10% M = Gain or save up to 25% H = Gain or save up to 33% C = Gain or save up to 50%</div>  Map of Halaal	 Map of Halaal
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BLIND

Skill Level
Standard/Red Chance
 ★ 60/40
 ★★ 70/50
 ★★★ 95/75

You can temporarily blind any one character or creature, provided the "victim" is within sight. (Counts as an attack in a round.) The skill is magical, but it requires great effort; tell the Storyteller you have suffered one Scratch wound every time you try to blind someone. Use *Q-checks* to determine results.

MAGICAL SKILL - ADVENTURE TWO

CREATE LIGHT

Skill Level
Standard/Red Chance
 ★ 60/40
 ★★ 70/50
 ★★★ 95/75

You can create a temporary light that burns as brightly as normal sunshine, yet illuminates only a dome or sphere 30 feet around you (in all directions). The circle of light moves with you if you desire it. Each time you try to use this skill, tell the Storyteller you've suffered a Scratch wound; creating light is strenuous. *Q-checks only. (See Back.)*

MAGICAL SKILL - ADVENTURE TWO

CLEAR SIGHT

Skill Level
Standard/Red Chance
 ★ 60/40
 ★★ 70/50
 ★★★ 95/75

This skill enables you to see things as they really are, cancelling all illusions. To use Clear Sight, you must keep your eyes closed and pass a *success check*. Every time you try to use this skill, tell the Storyteller you've suffered a Scratch wound; Clear Sight taxes you. For continued Clear Sight, make a *success check* each round.

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MAGICAL SKILL - ADVENTURE TWO

DANCE/ACROBATICS

Skill Level
Standard/Red Chance
 ★ 60/40
 ★★ 70/50
 ★★★ 95/75

You're accomplished in both artistic dance and daring stunts—such as cartwheeling along a balcony railing, pirouetting, and somersaulting to the chandelier. Usually, a *success check* determines whether you succeed or fail; occasionally, the Storyteller may call for a *Q-check* instead.

SPECIAL SKILL - ADVENTURE THREE

AUTOMATIC RIFLE

Skill Level
Standard/Red Chance
 ★ 60/40
 ★★ 70/50
 ★★★ 95/75

When firing an automatic rifle or sub-machine gun, your Chance to hit is higher than an unskilled character's. In addition, you can fire one extra shot per round: two shots at ★ level, three at ★★ level, four at ★★★ level. Machine guns can also fire one (and only one) burst per round. A burst covers any or all targets in a 180-degree arc, at your discretion. *Q-checks* determine results.

WEAPON SKILL - ADVENTURE THREE

CHANGE COLOR

Skill Level
Standard/Red Chance
 ★ 60/40
 ★★ 70/50
 ★★★ 95/75

You can change the color of any item or being. (Counts as an attack in a round.) The skill is magical but its use is taxing; tell the Storyteller you have suffered one Scratch wound every time you try to use Change Color. *Success checks* determine results.

MAGICAL SKILL - ADVENTURE TWO

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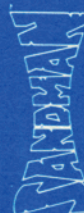




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WEAPON SKILL - ADVENTURE THREE

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 Map of Halaal	 Map of Halaal	 Map of Halaal
SKILL CARD	SKILL CARD	SKILL CARD
 Map of Halaal	 Map of Halaal	 Map of Halaal
SKILL CARD	SKILL CARD	SKILL CARD
Q-CHECK KEY L = Light lasts 2 rounds M = Light lasts 5 rounds H = Light lasts 12 rounds C = Light lasts 1 hour	Q-CHECK KEY L = Light lasts 2 rounds M = Light lasts 5 rounds H = Light lasts 12 rounds C = Light lasts 1 hour	 Map of Halaal
SKILL CARD	SKILL CARD	SKILL CARD
Q-CHECK KEY L = Blindness lasts 2 rounds M = Blindness lasts 3 rounds H = Blindness lasts 5 rounds C = Blindness lasts 12 rounds	Q-CHECK KEY L = Blindness lasts 2 rounds M = Blindness lasts 3 rounds H = Blindness lasts 5 rounds C = Blindness lasts 12 rounds	 Map of Halaal

CREATE MIME SHOW

Create Mime Show enables characters to create a grand illusion—a “show” with any number of performers, and any visual effects. The show is soundless, and covers an area up to 200’ by 100’. • To create a mime show, all PCs who have this skill must be together and pass a *success check* simultaneously. The effort is taxing; tell the Storyteller you’ve suffered one Medium wound each time you try to use this skill.

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MAGICAL SKILL – ADVENTURE THREE

SPACECRAFT PILOTING

With Spacecraft Piloting skill, you can maneuver a spaceship to increase the firing accuracy of all characters manning that ship’s weapons. If you man a weapon while flying, you also increase your own firing accuracy (Chance to hit). *Q-checks* determine results.

SPECIAL SKILL – ADVENTURE FOUR

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SPECIAL SKILL – ADVENTURE FOUR

SPACECRAFT WEAPONS

Spacecraft Weapons skill increases your Chance to hit a target when you fire any type of spacecraft weapon. The adventure you are playing specifies when to make a *success check* or a *Q-check*, and what the results of a *Q-check* are.

WEAPON SKILL – ADVENTURE FOUR

ADVANCED ENGINEERING

Advanced Engineering skill enables you to understand, repair, and/or reprogram advanced technology items, such as robots or computers. The adventure you are playing specifies when to make a *success check* or a *Q-check*, and what the results of a *Q-check* are.

KNOWLEDGE SKILL – ADVENTURE FOUR

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Advanced Engineering skill enables you to understand, repair, and/or reprogram advanced technology items, such as robots or computers. The adventure you are playing specifies when to make a *success check* or a *Q-check*, and what the results of a *Q-check* are.

KNOWLEDGE SKILL – ADVENTURE FOUR

SPACECRAFT WEAPONS

Spacecraft Weapons skill increases your Chance to hit a target when you fire any type of spacecraft weapon. The adventure you are playing specifies when to make a *success check* or a *Q-check*, and what the results of a *Q-check* are.

WEAPON SKILL – ADVENTURE FOUR

CREATE AN ITEM

This skill enables characters to magically create an item that’s no more than 1 lb. in weight, and no larger than the average hardcover book. The item may have minor magical properties (Storyteller’s discretion). To create one item, *all* PCs who have this skill must be together and pass *success checks* simultaneously. Tell the Storyteller you’ve suffered a Medium wound each time you try to use this skill.

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MAGICAL SKILL – ADVENTURE FOUR

SKILL CARD

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Q-CHECK RESULTS
L = Add "5" to gunners' Chances
M = Add "10" to gunners' Chances
H = Add "15" to gunners' Chances
C = Add "25" to gunners' Chances

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