

Professions

PROFESSION	STATUS/ WEALTH	SKILL BONUSES	TRAITS	SAMPLE MOTIVATIONS
SAILOR	POOR, AVERAGE	AGILITY +10%, COMMUNICATION +10%, CRAFT +10%	CLIMB, ANY CRAFT, DODGE, SWIM PICK FOUR: BOAT, SHIP, COMMAND, ANY LANGUAGE, NAVIGATE, ANY ONE LIGHT WEAPONS	COME BACK SAFE AND SOUND RESPECT THE WATERS DON'T OFFEND THE SPIRITS OF THE SEA
SERVANT	POOR, AVERAGE	COMMUNICATION +10%, CRAFT +10%, PERCEPTION +10%	BARGAIN, ANY CRAFT, ETIQUETTE, ANY LANGUAGE PICK FOUR: ANY VEHICLE, FIRST AID, HIDE, HOUSEKEEPING, INSIGHT, PERSUADE, SNEAK	SERVE YOUR MASTER/MISTRESS BECOME INVALUABLE GAIN SERVANTS OF YOUR OWN
SOLDIER	AVERAGE	AGILITY +10%, CLOSE COMBAT +10%, RANGED COMBAT +10%	DODGE, BRAWL PICK SIX: AXE, FLAIL, HAMMER, SWORD, BOW, CROSSBOW, DAGGER, POLEARM, SHIELD, CLIMB, FIRST AID, COMMAND, DRIVE, HIDE, JUMP, HORSE, SNEAK, TACTICS	LIVE FOR THE MOMENT SURVIVE AT ANY COST HAVE WOMEN FAWN OVER YOU
SORCERER/ WIZARD	POOR, AVERAGE, AFFLUENT	CONCENTRATION +20%, KNOWLEDGE +10%	ANY WRITTEN LANGUAGE, MAGIC, THREE ARCANE POWERS OR TRAITS PICK THREE: ANY CRAFT, EVIL EYE, INSIGHT, ANY LANGUAGE, PERSUADE, ENCHANT, RESEARCH, ANY ONE ARCANE POWER OR TRAIT	BECOME THE SUPREME WIZARD DISCOVER LOST KNOWLEDGE RECOVER LOST ARTEFACTS
SPELLSWORD	POOR, AVERAGE	AGILITY +10%, CLOSE COMBAT OR RANGED COMBAT +10%, CONCENTRATION +10%	MAGIC, ONE WRITTEN LANGUAGE, ONE WEAPON TRAIT PICK FIVE: EVIL EYE, BRAWL, CLIMB, DODGE, HIDE, JUMP, SWIM, INSIGHT, PERSUADE, SNEAK, TRACK, ANY CANTRIP OR ARCANE SPELL OR TRAIT	DISCOVER LOST KNOWLEDGE RECOVER LOST ARTEFACTS BECOME WEALTHY
SPY	POOR	AGILITY +10%, STEALTH +20%	HIDE, SNEAK, DISGUISE PICK FIVE: BRAWL, DAGGER, DODGE, STREETWISE, CLIMB, JUMP, ANY LANGUAGE, LOCK PICKING, MECHANISMS, SLEIGHT OF HAND, PERSUADE	LEARN THE SECRETS OF OTHERS TAKE REVENGE UPON PRINCE JOHN BLACKMAIL THOSE AROUND YOU
STUDENT	AVERAGE, AFFLUENT	COMMUNICATION +10%, CRAFT +10%, KNOWLEDGE +10%	ANY ONE CRAFT, ANY ONE KNOWLEDGE, ANY ONE LANGUAGE PICK FIVE: ANY ART, HEALING, INSIGHT, ANY KNOWLEDGE, ANY LANGUAGE, PERSUADE	EAT, DRINK AND BE MERRY LEARN YOUR TRADE UPHOLD THE REPUTATION OF YOUR UNIVERSITY
TAX-COLLECTOR	AVERAGE, AFFLUENT	KNOWLEDGE +20%, RIDE +10%	COMMAND, HORSE, INSIGHT, LAW PICK FOUR: AXE, BRAWL, PERSUADE, RECORD KEEPING, SWORD, ANY LANGUAGE	SERVE YOUR LORD FLEECE THE POOR BECOME WEALTHY
TEACHER	POOR, AVERAGE, AFFLUENT	COMMUNICATION +10%, CRAFT +10%, KNOWLEDGE +10%	TEACH, ANY TWO KNOWLEDGE TRAITS PICK FIVE: ANY LANGUAGE, ANY ART, HEALING, ANY KNOWLEDGE, INSIGHT, PERSUADE	GAIN A WEALTHY PATRON GAIN WEALTHY STUDENTS UPHOLD THE REPUTATION OF YOUR UNIVERSITY
THIEF	POOR	AGILITY +10%, CRAFT +10%, STEALTH +10%	HIDE, SNEAK, STREETWISE PICK FIVE: BRAWL, DAGGER, DODGE, CLIMB, JUMP, LOCK PICKING, MECHANISMS, SLEIGHT OF HAND, DISGUISE, INSIGHT, LAW, PERSUADE	EARN ENOUGH MONEY TO RETIRE BE ACCEPTED INTO A GANG OF CRIMINALS STEAL SOMETHING SO WONDROUS THAT THEY'LL BE TALKING ABOUT YOU FOREVER
TRICKSTER	POOR	AGILITY +10%, COMMUNICATION +10%, STEALTH +10%	DISGUISE, HIDE, INSIGHT, PERSUADE, SNEAK PICK THREE: BRAWL, CLIMB, DODGE, JUMP, DECEIT	BRING CHAOS INTO THE WORLD NOTHING IS SERIOUS ALWAYS BE INCONSISTENT
TROUBADOUR	AVERAGE, AFFLUENT	ART +10%, COMMUNICATION +10%, KNOWLEDGE +10%	INSIGHT, OCCITAN, ANY INSTRUMENT, SING PICK THREE: ANY LANGUAGE, DANCE, ANY ART, ETIQUETTE, HERALDRY, DISGUISE, PERSUADE, SEDUCE, ANY MUSICAL INSTRUMENT PICK TWO: DAGGER, [HORSE], PHILOSOPHY, [REGION], FAST TALK	GAIN A WEALTHY PATRON COMPOSE THE BEST POEMS IN THE WORLD WIN THE LOVE OF A FAIR MAIDEN
TROUVÈRE	AVERAGE, AFFLUENT	ART +10%, COMMUNICATION +10%, KNOWLEDGE +10%	INSIGHT, FRENCH, ANY [INSTRUMENT], SING PICK THREE: DAGGER, ANY LANGUAGE, ANY [ART], DANCE, ETIQUETTE, PERSUADE, SEDUCE, SLEIGHT OF HAND, ANY MUSICAL INSTRUMENT PICK TWO: REGION, DAGGER, SWORD, FAST TALK, DISGUISE	GAIN A WEALTHY PATRON BECOME THE MOST FAMOUS TROUVÈRE IN THE WORLD WIN THE LOVE OF A FAIR MAIDEN

Fairy Magic

Fairy Folk are innately magical creatures. In game terms, they have a high chance of having Psionic Abilities. These abilities are not learned but are part and parcel of being one of the Fairy Folk. As part of Character Generation, Fairy Folk, including Changelings, have 1 Psionic power. A character that is a true Fae may either roll the number of powers or just decide to have one. A Changeling gets his or her single power as part of the Changeling Background package

The trait chosen must be one of the base powers for Psionics (Heal, Sensitivity, Telepathy or Telekinesis), and the Narrator may allow the Fae to eventually acquire new traits in the corresponding family of powers, representing the character's advancement in the understanding of the power.

Inhabitants of Elf Land

There are many different inhabitants of Elf Land, some fair and some foul, some kind and some nasty, some good and some evil. As well as the following fey folk, strange creatures also inhabit Elf Land and terrifying monster in the form of dragons, demonic black hounds, ethereal apparitions, water horses, trolls and giants, can be found.

The Shires

England was too big to be administered as a single unit, so, in Anglo Saxon times; it had been split up into Shires. With the Norman Conquest, the Shires became Counties, but many retained the suffix -shire.

A Sheriff, or shire-reeve, oversees the administration of each shire. The Sheriff reports directly to the Crown, and probably purchased his position. The Sheriff serves the Crown and has a number of obligations: he must keep law and order; he must pay a certain amount of tax; and he must maintain the castles and standing army of the county. The position can be a very lucrative one. First of all, the Sheriff appoints officials below him, and these positions are often bought. Second, while the Sheriff must pay a certain amount of tax, any taxes above this amount are his to keep. Third, the Sheriff can impose tariffs on merchants, marry off wards, and raise money in a number of other ways.

The capital of the Shire, the County Town, normally has a castle at its centre. Many shires have more than one castle, maintained by the Crown, great magnates, local barons, or their stewards. Castles are a source of great instability in many places, and are the focus of rebellion and warfare.

Shires are split further into hundreds, containing 100 hides, or enough land to support 100 households. Hundreds are split

Encounters with Fair Elf Land

- ♦ *To cross a bridge, you must wrestle a giant who is really a friendly shape-changed pixie*
- ♦ *When travelling under a full moon you accidentally take a fairy road and discover a year has passed in your absence*
- ♦ *Journey to Elf Land to rescue your liege lord's son, kidnapped by goblins*
- ♦ *Aid the Elves to defeat a fearsome dragon, which can only be overcome by Christian Blessings*
- ♦ *Free a beautiful maiden imprisoned in an Elf tower, only to watch in horror when she ages to a feeble hag on return to the mortal world*
- ♦ *Joust with a fairy knight and win a bag of gold, whose contents after nightfall turn into sunflower seeds*

into tithings of ten hides. Some counties have different terms or sub-divisions, the counties of the Danelaw has wapentakes, not hundreds, Yorkshire has Ridings, or thirds of a county; some northern counties had wards; Kent had Lathes, Sussex had Rapes, both containing several hundreds, Wales has cantrefs, and Ireland has Baronies. Hundreds controlled by the Crown have their own sheriff. Those controlled by lords have a Steward.

Each hundred has its own court, and the sheriff, steward, or lord administers local justice. Each tithing is covered by a Frankpledge, meaning that all men over 12 years of age are bound by each other's behaviour, sharing the blame for any wrongdoing, and responsible for producing any wrongdoers suspected of a crime.





Malaria is not cured permanently by eliminating all its Resolution Points, and can strike again, at the Games Master's discretion.

Children lose INT rather than STR, due to inflammation of the brain, such losses are permanent.

Smallpox

NARRATIVE TIME, MIGHT 4D6, EFFECTS: ACHES AND PAINS, FATIGUE, FEVER, PUSTULENCE

An often-fatal disease, smallpox is spread through the inhalation of infected droplets, often via coughs and sneezes, also by contact with the belongings or bedding of an infected person. The main symptoms are high fever, muscular aches, fatigue and headaches, followed by a rash consisting of inflamed blisters and pustules. Survivors of smallpox often have scarring on the face and body.

Surviving patients are immune to further attacks of smallpox, but lose 1D8 APP permanently due to the scarring. Characteristic points lost, except for APP, are regained at the rate of 1 per day, with rest and recuperation.

Smallpox cannot be effectively treated, but medieval physicians have several herbal remedies that can help assist recovery. Knowledge [Healing] can provide several Support Bonuses to anyone fighting the ailment.

Typhus

NARRATIVE TIME, MIGHT 5D6, EFFECTS: ACHES AND PAINS, FATIGUE, FEVER, DEATH

Spread by the human louse, typhus can be prevalent where hygiene is poor, where bodies are forced together and where the same clothes are worn for long periods of time, conditions typical in armies of the time of Merrie England. The main symptoms are headaches, a cough, a running nose, nausea and chest pain for a couple of weeks, followed by chills, a high fever, muscular aches, vomiting, constipation and a red rash covering the trunk, arms and legs. It is at this time when the lice leave the body, forced away by the high fever, and moves to a new host, thus increasing the infection rate.

Modern treatment for Typhus normally involves antibiotics, something that is not available at the time of Merrie England. This means that any attempt to treat Typhus has an automatic Penalty, in addition to any other situational Penalties. A physician may only easily treat one typhus patients for every 10% skill in his Knowledge [Healing], attempting to treat any more incurs another Penalty, because the treatment is time consuming. A successful Knowledge [Healing] roll breaks the fever and halts the course of the disease. Lost CON is regained at the rate of 1 point for every day of bed rest.

Blessings from the Scriptures

Jews, Muslims and minor sects such as the Waldensians and Cathars can learn unique Blessings from studying Holy Scriptures instead of taking Vows or using Relics and Icons.

An Adventurer would take a [Sacred Text] trait, representing how much knowledge of that text the Adventurer has. Learning a Blessing from a Holy Scripture requires the sage to study the texts for a long time. Studying the Scriptures is a Downtime Activity and generally takes weeks or months of study. He then attempts a Knowledge roll, an Advantage means the priest or sage has found a unique Blessing in the text and gains 1 Holiness and knowledge of the Blessing as a stunt beneath the trait. Gaining a Blessing in this way costs one Improvement Point.

The particular Blessing gained could be chosen by the player from a list, or decided by the Games Master. Some characters study a particular scripture in order to gain a particular Blessing, others read the scriptures and stumble on the sacred knowledge by accident.

Abraham the Good spends much of his time studying the Torah. After studying and praying, he rolls his Knowledge [Sacred Texts] skill and rolls 21, an Advantage, so gains +1 Holiness and gains a new Blessing, Infallible [Wisdom], from reading about the life of Solomon.

Simon the Simple finds an ancient scroll containing a chapter from the Gospel of Mary Magdalene, one of the secret gospels and highly heretical. Being a good priest, he reads the scroll so that he can denounce it and hand it to his priest, but is intrigued by its content. After several weeks of study, Simon rolls his Knowledge [Sacred Texts] skill and rolls 43, an Advantage, so gains +1 Holiness and gains a new Blessing, Wash Away Sin, a stunt belonging to his Sacred Text trait, under his Piety. Although Simon is a holy man, he now knows a Blessing that is heretical and runs the risk of being declared a heretic for openly using this new Blessing.

Mysticism

Many religious practices have an element of mysticism, the study of the divine through experience, intuition, instinct or insight. Sufi Islam, Shia Islam, Kabbalistic Judaism and Catharism all have elements of mysticism.

In game terms, a mystic gains a Mysticism trait that connects the mystic to the divine.

Example of Holy Scriptures

- ♦ Christians might have Old Testament, New Testament, Apocrypha, Life of [Saint] or Teachings of the Church
- ♦ Jews might have Torah, or Talmud
- ♦ Islamic Sages might have Koran, Hadiths, Sunnah and Sirah

The Torah is the Old Testament, the Talmud are Commentaries on Sacred Texts, Hadith are Commentaries on Sacred Texts, Sunnah are the Ways and Deeds of Mohammed and the Sirah covers the life of Mohammed.

Games Masters may prefer to simply have a generic Sacred Texts Trait rather than having multiple variants, but the mechanism for learning Blessings from the Scriptures is the same.

Mystics may use their Mysticism trait to gain specific Blessings through the contemplation of the divine, gaining a Blessing and Holiness in the same way as when studying sacred text. Mystical Contemplation is a Downtime Activity and generally takes weeks or months to gain any benefits. Gaining a Blessing in this way costs one Improvement Point.

Mystics can use their Mysticism trait to gain miraculous aid, in the same way as using Piety, using their Piety to augment their chances of success.

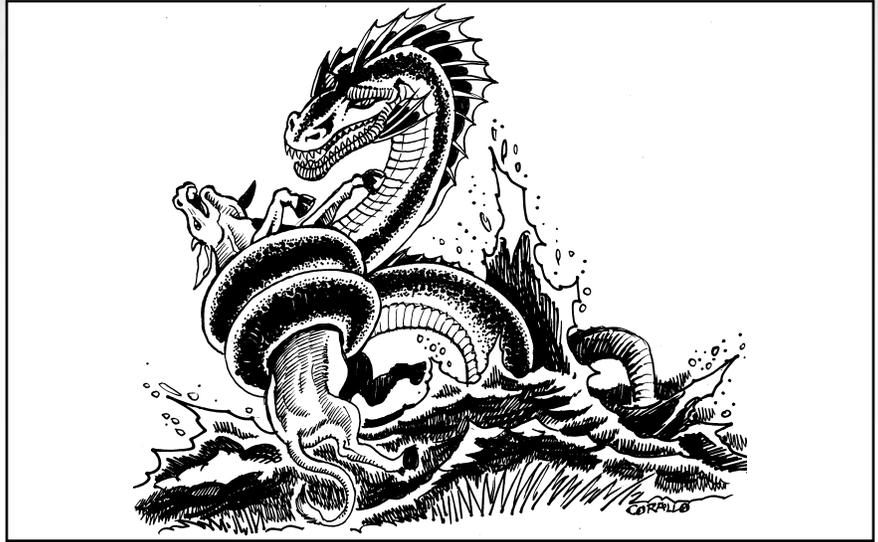
Some say that a mystic who uses his magical powers has fallen from the way and is a failed mystic. That may well be true. However, in Merrie England we make no distinction between a mystic and a failed mystic and leave theologians to discuss the difference.

Simon the Simple is a priest, a hermit and a healer, who spends much of his time reading ancient scrolls and contemplating the divine. His years alone in the wilderness have given him a mystical bent and he takes the Mysticism trait. He rolls his Piety [Mysticism] and rolls 31, an Advantage, so gains +1 Holiness, to 9, and gains a new Blessing, Absorb Sin, a stunt belonging to the Mysticism trait. He is now extremely heretical, believing himself a Priest and having Blessings of Wash Away Sin and Absorb Sin.

Knucker

In the south of England in the county of Sussex can be found Knuckerholes, small sheltered ponds, and within these Knuckerholes can be found Knuckers, large water dragons that prey on the local farm animals, livestock and even the occasional child, woman or man. Physically, the Knucker is similar to the Wurm, in fact a Knucker is a type of Wurm, but quicker and water-dwelling.

Knuckers use the Wurm statistics from the core rulebook, and they can breathe a Combat Time poison with Might equal to their CON and Effect: Death by drowning.



Water Hags

Within still lakes and dark ponds dwell the Water Hags, malevolent water spirits, ugly to the sight and cold to the touch, who wait for men and women to come to the water's edge, when they pounce and drag their victims beneath the waters, the men to become their lovers and the women to become their maidservants. Water Hags often have green skin and hair with sharp teeth.

Those in Lancashire, Shropshire or Cheshire know these hags as Ginny (Jennie/Jenny) Greenteeth, but those along the River Tees know them as Peg Powler. In Yorkshire they are known as Grindylows and they have many arms like an octopus, the more to drag their victims into the water with.

CHARACTERISTIC	ATTRIBUTE		d6/d8		LOCATION	AP/Cov	AP/Cov	TOUGHNESS
STR	14	4d6	Size Class	L 1	R Leg	1/0+	4/4+	8
CON	10	3d6	Might	+3 2	L Leg	1/0+	4/4+	8
DEX	10	3d6	Strike Rank	12 3,7,8	Torso	1/0+	4/2+	9
INT	17	5d6	Encumbrance	- 4	R Arm	1/0+	4/3+	7
WIL	17	5d6	Life Points	27 5	L Arm	1/0+	4/3+	7
CHA	3	1d6	Move	6 6	Head	-/-	1/0+	8
Weapon	SR	SR to Att/Def	Damage	Parry/Range	Special			
Bite	12	5/-	1d4+3d2	-	Slash (effect)			
Kiss	12	5/-	Drowning	-	Bash			
Grapple	12	3/-	Grapple	-				

Skills: Agility [Brawn, Swim] 50%, Close Combat [Bite, Kiss, Grapple] 54%, Stealth [Hide, Sneak] 67%

Armour: Thick skin and leather clothing (1/0+, 4/4+)

Notes: The Water Hag fills her victim's mouth with water with a successful kiss. The victim must then defeat a Resolution point pool equal to the Hag's CON in a Parallel Conflict of CON/Endurance to avoid drowning. On a successful surprise attack, the Water hag uses her Grapple trait as she bursts from the water to drag her prey beneath the surface. A grappled victim cannot defend against a Kiss or Bite attack. Any Medium-sized opponent is at -2 to Strike Rank when fighting a Water Hag.



- The Sheriff informs Maid Marian that her father has died in the Holy Land and he has nominated another lord to take over the estate, but she must find proof that her father is still alive before her elderly uncle fights a duel with the new lord
- A friend of Marian's late brother returns from the Holy Land intending to marry her. He finds out that she is in league with the outlaws and threatens to expose her unless she agrees to take him.
- Maid Marian's cousin Sir William arrives in Sherwood with a message from Queen Eleanor demanding a large sum of gold for King Richard's ransom, but Marian has a forbidding dream of warning and Robyn must determine whether to trust Sir William or anger Queen Eleanor.
- The Sheriff promises Maid Marian's hand in marriage to a knight against her wishes, in return for a sizable purse
- Maid Marion's cousin is to be married against her will, as her betrothed has been killed in the Holy Lands. However, he is alive and returns to Marion to ask her for help. Can the outlaws rescue her from her fate and reunite the pair?
- Maid Marian's young but disinherited cousin, Edwin, arrives in Nottingham from France for his 16th birthday. Spoiled and scornful, he soon makes enemies of most of Marian's household. He follows Marian to Robyn's camp, but what are the Merrie Men to do with him?
- Maid Marian travels back from a tryst with Robyn and accepts a lift from a friendly tinker, but when in his cart she falls under a magical spell and falls asleep. He takes her to an old stronghold in the Wildwood and leaves her with several more beautiful captives. The only person to have seen them is Archibald, an old hermit whom everyone thinks is mad. Meanwhile, the sister of one of the outlaws runs away just before her wedding, but was seen speaking to a tinker an hour beforehand. If the outlaws follow her trail, they reach the tinker's stronghold, where they find out that he is a Fae sorcerer trying to marry thirteen women in one day, fathering thirteen sons in one night, in order to empower thirteen crystals, the congealed blood of thirteen ancient deities.

Friar Tuck

CHARACTERISTIC	ATTRIBUTE	d6/d8	LOCATION	AP/Cov	AP/Cov	TOUGHNESS		
STR	15	Size Class	M	1	R Leg	-/-	1/1+	7
CON	16	Might	+1	2	L Leg	-/-	1/1+	7
DEX	15	Strike Rank	15	3,7,8	Torso	-/-	1/0+	8
INT	17	Encumbrance	.	4	R Arm	-/-	1/1+	6
WIL	18	Life Points	34	5	L Arm	-/-	1/1+	6
CHA	15	Move	5	6	Head	-/-	1/1+	7

Weapon	SR	SR to Att/Def	Damage	Parry/Range	Special
Brawl	15	3/2	1d3+2d2	-	
Quarterstaff	23	8/3	1d4+3d2	4	
Broadsword	21	6/3	1d6+1d2	3	Slash (effect), Impale (effect)
Long Bow	35	5*/-	1d6+2d2	300(M)	Impale (effect)

Skills: Agility [Dodge] 71%, Art [Oratory] 60%, Communication [Insight, Persuasion, Clergy Status, Language: English, Latin, Norman] 92%, Concentration [Willpower] 65%, Close Combat [Brawl, Staff, Sword] 90%, Knowledge [Sherwood, Literacy, Religion] 64%, Ride [Horse] 63%, Stealth [Hide, Sneak] 82%, Perception [Hearing, Vision, Track] 65%, Ranged Combat [Bow] 90%, Survival [First Aid, Forest] 73%.

Armour: Robe 1/1+ (with hood on, otherwise 1/2+)

Powers: Holiness 6, Piety 70%, Heal Wound x3, Healing Touch of the Virgin, Shield of St. George, Wash away Sin

Notes: Friar Tuck is not a priest, so cannot take confession. However, he has learned a blessing by contemplating the holiness of St Mary Magdalene and can use Wash away Sin to remove the sins of those who confess to him and cry as a result, their tears wash away their sins. However, this only works for minor trespasses, so the Merrie Men still need to go to confession for major sins.



A jolly travelling friar, Tuck lives well, as do many of his brethren. He loves ale, mead and wine, also loving pies and other food. Given to the church when a boy after the death of his father, he was raised by the monks at Fountains Abbey, but was thrown out for his lack of respect for authority. He then became a wandering friar, but was asked to become Marian's chaplain and confessor. He became part of the Merrie Men when Robyn needed a priest to marry Alan a Dale.