

TALES OF GOR

GOREAN ROLEPLAYING



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FANTASTICAL ADVENTURES ON THE COUNTER-EARTH

Authorised and based on the Gorean books of John Norman

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Do not ask the stones or the trees how to live; they cannot tell you; they do not have tongues.

Do not ask the wise man how to live, for, if he knows, he will know he cannot tell you.

If you would learn how to live, do not ask the question.

Its answer is not in the question but in the answer, which is not in words.

Do not ask how to live, but, instead, proceed to do so.

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Introduction

WORLD OF GOR

This book is intended as a companion volume to the *World of Gor* and as a role-playing game to play in the world described in that volume and in the Gorean cycle of fantasy novels. Both books are intended to be a fan resource for those who love the world of John Norman's books and who wish to draw upon it in their own games, stories and when re-reading the novels again, as a companion.

You will find many details in this book, about the world of Gor, which are better described and covered in the *World of Gor*. While the books can be used independently it is strongly recommended that those who intend to play the game make use of both books.

MY GOR

I was gifted the first twenty-four books of *John Norman's Chronicles of Gor* when a friend of mine went away to university. I was still at school at the time, in my final year, voraciously reading any and all science fiction and fantasy I could find (at the rate of up to six books a day on weekends).

To receive over twenty books, completely new to me, out of the blue was an enormous gift and I threw myself into reading them, one after another until they were all done.

Here was a series of books with much of the same fantastical imagination as Edgar Rice Burroughs' *Barsoom* series or the Hyborian fantasies of *Robert E. Howard*, but drawing on the same imagery of Greek and Roman heroism I'd learned at school and had seen in the films of *Ray Harryhausen*.

Where *Burroughs* and *Howard* coyly turned aside at the last minute, however, trapped by the relative prudishness of their times (for all the livid covers and descriptions of a more liberated – and naked – society), *Norman's* hero did not. The fate of the handmaidens and slave girls that

Tarl Cabot encountered was never in question, but then nor was the fate of the oiled, male silk slaves under the aloof, free women of Gor's cities.

Tarl Cabot's struggles adapting to the fierce Gorean world were in many ways a reflection of adolescence for me, and for many others.

Fiction helped many of us to understand and accept the more adult and cutthroat world we were entering via the ravages of puberty. For many others – in the days before the Internet – the Gorean world was also their first exposure to the aesthetic of BDSM and D/S, their first hint that this was something normal, or that it was a kink shared by others. The importance of that, to so many, along with his book *Imaginative Sex* cannot be underestimated.

Despite the great success of the Gorean cycle, selling between six and twelve million copies and *Tarnsman of Gor* being reprinted twenty-two times, the Gorean series was interrupted in 1988 when it was dropped by its publisher, allegedly for political reasons. There were, as a result, thirteen years between *Magicians of Gor* in 1988 and *Witness of Gor* in 2001 and another seven years after that until *Prize of Gor* in 2008. 'Political correctness' in the late eighties and through the nineties made such sexually explicit and controversial fantasy difficult to know what to do with and the 'Social Justice Warrior' mindset of today causes similar problems.

Fortunately the Internet rose during the same period and fans of *Norman's* work began to form their own communities online. Forums and chat rooms sprang up by the dozen, Internet Relay Chat played host to dozens of Gorean role-play rooms, people sold, resold and naughtily transcribed the books as they went out of print, and created online resources for these communities as they arose.

As the Internet advanced, so did the complexity of these resources and as graphical role-play became possible it spread there, to the point where – in 2009 – it was estimated that there were some fifty-thousand Gorean role-players on *Second Life* alone as well as being some of the first role-play groups to arrive in *The Palace* and *IMVU* back when those started.

The Internet would also come to the rescue of the series, in time.

The advent of cheap print on demand and e-books has meant that the series has managed to continue and the entire back catalog has become available to purchase once again, via the company *E-Reads* (and *Open Road Media*, and *Orion's Gateway* imprint) breathing new life into the series and bringing new revelations and new stories to its fans.

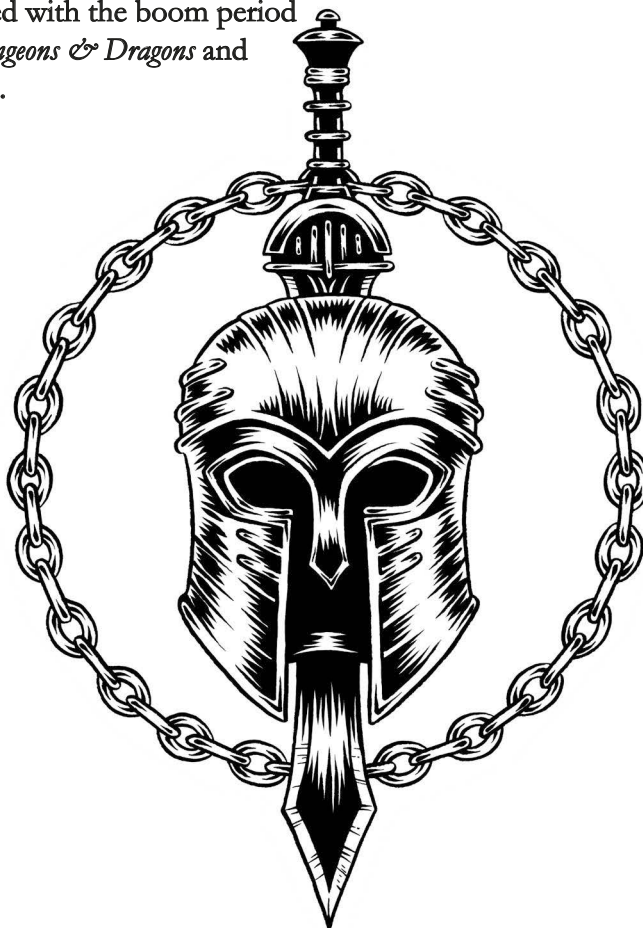
In all this time, however, there has never been an official Gorean role-playing game. Everything that exists online is unofficial and organized by fans, strange for a series of fantasy books whose publishing peak coincided with the boom period of the popularity of *Dungeons & Dragons* and other role-playing games.

High time it had one.

POSTMORTEM STUDIOS

Postmortem Studios is the personal publishing imprint of award winning writer and game designer James 'Grim' Desborough. Since opening in 2001, Postmortem Studios has built a reputation based on black humour, innovative concepts and tackling challenging and difficult subject matter. Postmortem Studios' back catalogue can be found on PDF at rpgnow.com or in print on demand via Lulu.com.

You can also support James' work via subscription at [Patreon](https://www.patreon.com/Grimachu), under 'Grimachu' and can keep up with releases and discussion at: postmortemstudios.wordpress.com



SCRIBE OF GOR

As I sit now, in this once familiar study, writing these words; everything seems strangely off. I feel heavier, the air feels dirtier, the noise of traffic makes me startle and reach for a dagger on my belt that isn't there. I've acquired some sort of air or swagger compared to those around me and I seem to take up more space than I used to. People recoil in fear and sneer at an academic who holds his head so high and my, frank, stares are making people rather uncomfortable.

Two years I spent on the Counter-Earth, recording my experiences and observations. Two years of toil, danger and terrifying horror. Two years of excitement, love and wonder.

Never in my wildest dreams had I thought that anything like what I have experienced could be true or that a world so different to our own, so alive, could exist. Nor could I believe that strange forces from the antichthon could be at work on our own world, yet now I know better; a state of affairs to both my cost, and to my benefit.

I was contacted in the January of 2012, in my home, by a man calling himself Geoffrey Marlowe, though he spoke with a strange accent and looked more Greek to me rather than being of my own, mongrel, British blood. He had not contacted me beforehand, he simply turned up – unannounced – and asked to talk to me. He told me that he had a business proposition to present to me on the behalf of a Mr Harrison Smith and a Mr Matthew Cabot, the commissioning of a travelogue of sorts.

As a 'hack' writer, barely scrimping by day by day and without a university degree to my name I was hungry for the cash, but also honest enough to tell them the truth. That I lacked the qualifications necessary to complete such a task and that my expertise was in electronic publishing and fiction, rather than the kind of tourist information or guidebook they seemed to be asking me to write.

My honesty, it seems, was part of my appeal to them and over the following few months we negotiated my contract, I received an advance (in cash) and then traveled to what was claimed to be Mr Marlowe's estate in a remote part of the Western Isles of Scotland.

A drab place to begin what was supposed to be an exotic travelogue, even though the islands had long held a special place in my heart. They were far from most people, wild and free, and gloriously empty.

It was there that the truth was revealed to me, much to my horror.

Marlowe claimed to be an agent of something called 'Priest Kings' but acting on a personal errand for Matthew Cabot. He spun me a tale of conspiracies and aliens, of another world that I would visit and he told me my fee would be doubled from what had been negotiated. An amount large enough to make me stop scoffing and to tolerate his eccentricity – something that we English are very good at doing, so long as the eccentric is wealthy.

Still, I didn't believe him.

I continued not to believe him until out of the night a silver ship descended from the sky and landed in that remote and boggy place. Even then I didn't truly believe my own eyes, not until I saw the plastic tubes - like coffins - being loaded aboard and Marlowe of Harfax tossed my traveling bags into a peat bog and dragged my stunned person aboard the ship.

Two years on the Counter-Earth, Philolaus' fever dream, amongst gods and monsters, 'true men' and 'true women' only to be brought back to this grubby, petty little world. It was too much to stand.

This introduction is the last thing I type before the files are sent to Harrison's office for the old man to approve. When this is done I plan to return to Lewis, to find that estate – so far from the roads – and to wait for them to return. For I am no longer a man of Earth and there is no longer any place for me here, at least none I can tolerate or live with.

Jowan

Jowan of Ke-Ro-Ba

Scribe of Gor

22nd of April 2014

*3rd Day of the First Hand of the Second Month of
Year 56 of the Administration of Matthew Cabot,
10,164 Contasta Ar*

ROLE-PLAYING GAMES

Role-playing games are games of make-believe, but they're games of make-believe that you describe with your words. They have rules to determine what you can and cannot do, and to stop people arguing with each other.

You can think of them like telling a story or playing a board game together, only without a board. You picture what's happening in your mind and describe it to each other, coming up with your own epic tales that span the Counter-Earth.

When you play the game one player will take the part of the 'Games Master'. They look after the rules and determine the story that lies behind the action. They describe where you are, the enemies you face, the action as it unfolds and they come up the plots and enemies that you'll solve and eliminate as you make your way from adventure to adventure.

Role-playing games emerged in the nineteen-seventies with *Dungeons & Dragons*, the one role-playing game – or RPG – that most people have heard of. Since then role-playing has expanded into a global hobby with millions of players and a huge variety of different games using different rules and different ideas for many worlds from traditional fantasy to horror and science fiction.

In all this time, however, there has never been a Gorean role-playing game, though there have been Gorean role-players for a very long while.

Gorean role-play appears to have been through many different incarnations. There are fan versions that use various gaming systems, there have been forum games, web-chat games, IRC games and various graphical, online games culminating in the currently very active *Second Life* Gorean role-players.

It's our hope that *Tales of Gor* will provide a common language and basis for the existing Gorean community and will provide an introduction to tabletop role-playing for those who love the novels.

For those who are already role-players it may introduce them to a classic series of science-fantasy fiction of a very different sort.

RACE AND SEX

The Gorean world is one in which sex plays a central role and in which gender is hugely important. This contrasts hugely with the direction in which fiction has been going for some years now and to the eyes of 2014 can offend and upset in a way that it did not to the eyes of 1966. To those lacking context or familiarity it would be all too easy to dismiss the Gorean world as one of racism, imperialist fantasy and misogyny.

Primarily one should always keep in mind that the Gorean world is a fantasy world and, as such, should be treated as fantasy. It is escapism, whimsy and a way of exploring alternate worlds and ideas from the safety of your own mind.

Millions of people around the world enjoy the fantasy of domination and submission into which Gor fits and it says nothing of their own personal beliefs about the political and social relationships of men and women outside the bedroom - and nor does enjoying a guilty pleasure like Gor.

On race it is, again, all too easy to see the word 'savage' and to react with visceral disgust. The term 'Red Savages' for example, originates within the Gorean world to describe the transplanted Native American culture found there.

Within a Gorean context considering a warrior people to be 'savage' is almost a compliment and if the books involving that culture are read they are - if anything - greatly admiring of the Native American people and treats them as full equals, experts and even has them besting the hero numerous times.

No disclaimer can ever affect the settled and decided attitudes of those who seek or choose to be offended, but they can - at least - offer a certain amount of pre-emptive explanation.

GOR'S GENRE

The genre of Gor can be broadly described as science-fantasy since, despite the presence of aliens, space ships, immortality and strange technologies it primarily takes place at the level of fantasy.

Gor also shares a great many things in common with the classic 'Planetary Romance' novels and the barbarian fantasies of the pulp era. What made Gor even more risqué and controversial than the pulps that inspired it – and were considered a bad influence in their day – were Gor's more explicit inclusion of sex and especially dominance and submission, beating *Fifty Shades of Grey* to the punch by fifty years and thirty novels.

Gor draws on diverse sources from the pulps, adventure stories, science fiction, fantasy and 'spicy tales', but it also draws from human history and most especially and foundationally classical Greece and the Roman Empire upon which much of 'civilised Gor' derives aspects of its culture.

From this heady mix you have the potential for engaging and rewarding adventures on an alien world, shaping the fates of cities, civilisations and even planets – all from the point of a sword.

THE NOVELS

At time of writing there are thirty-four novels in the Gorean cycle, traversing all of known Gor and beyond.

Most of these chart the adventures of Tarl Cabot, a flame-haired man of Earth and lost scion of Gor coming to that planet and finding himself.

They chart events across Gor for much of the period in which the novels have been written and are an excellent way to understand the plots, schemes and adventures that centre around the Counter-Earth. The books are all available via Open Road Media.

1. Tarnsman of Gor (1966)

Tarl Cabot has always believed himself to be a citizen of Earth. He has no inkling that his destiny is far greater than the small planet he has inhabited for the first twenty-odd years of his life. One frosty winter night in the New England woods, he finds himself transported to the planet of Gor, also known as Counter-Earth, where everything is dramatically different from anything he has ever experienced. It emerges that Tarl is to be trained as a Tarnsman, one of the most honored positions in the rigid, caste-bound Gorean society. He is disciplined by the best teachers and warriors that Gor has to offer . . . but to what end?

2. Outlaw of Gor (1967)

Tarl Cabot finds himself transported back to Counter-Earth from the sedate life he has known as a history professor on Earth. He is glad to be back in his role as a dominant warrior and again in the arms of his true love. Yet Tarl finds that his name on Gor has been tainted, his city defiled, and all those he loves made outcasts. He is no longer in the position of a proud warrior, but an outlaw for whom the simplest answers must come at a high price. He wonders why the Priest-Kings have called him back to Gor, and whether it is only to render him powerless.

3. Priest-Kings of Gor (1968)

Tarl Cabot is the intrepid tarnsman of the planet Gor, a harsh society with a rigid caste system that enacts the most brutal form of Social Darwinism. In this volume, Tarl must search for the truth behind the disappearance of his beautiful wife, Talena. Have the ruthless Priest-Kings destroyed her? Tarl vows to find the answer for himself, journeying to the mountain stronghold of the kings, knowing full well that no one who has dared approach the Priest-Kings has ever returned alive . . .

4. Nomads of Gor (1969)

Join celebrated tarnsman Tarl Cabot in his latest adventure on the parallel planet of Gor, with its exotic lifestyle and social norms. Tarl has dedicated his life to ensuring that the Priest-Kings survive the harsh lands of Gor, but a savage tribe that closely guards its secrets has halted his quest. To continue it, Tarl must unravel the mysteries of this strange, private band of nomads called the Wagon People at risk of his life. He is the only man alive who has not trembled in the presence of this mysterious tribe. Now he is embarking on the most perilous adventure of his sojourn on the counter-world of Gor. Will he be accepted by the tribe and learn the secrets they guard with their lives—or will he die trying?

5. Assassin of Gor (1970)

Welcome to Gor, a parallel Earth where social norms are exotic and the way of life is brutal. In the fifth book in the Gorean Saga, the deadly assassin Kuurus is intent on a bloody mission of vengeance. His adventure takes him from the caste of the pleasure-slaves, who are rigorously trained in the rules and techniques of sexual ecstasy, to the brutal arenas where humans participate in deadly hand-to-hand combat. He witnesses violence, conflict, and uncertainty, as the inhabitants of Counter-Earth are forced to confront their destinies . . . no matter how exalted or debased.

6. Raiders of Gor (1971)

Former Earthman Tarl Cabot finds himself in the most depraved city on Gor. Port Kar is a city of robbers, brigands, and men without allegiance to any cause or kingdom where the weak are quickly consumed by the strong. However, Tarl is able to flourish in the cutthroat environment of the city, for he is a powerful Tarnsman, used to having his way. He finds that there is much to learn in Port Kar, where the people are celebrated for their skill of training their voluptuous slaves into utter obedience.

7. Captive of Gor (1972)

In this installment of the Gorean Saga, beautiful and headstrong Elinor Brinton of Earth finds herself thrust into the savage world of Counter-Earth, also known as Gor. Brinton must relinquish her earthly position as a beautiful, wealthy, and powerful woman when she finds herself a part of the harsh Gorean society. She is powerless as a female pleasure slave in the camp of Targo the slave-merchant. Forced to learn the arts of providing pleasure to any man who buys her, Elinor is determined to escape. Nevertheless, she is sold for a high price, and her master is determined to get his money's worth . . .

8. Hunters of Gor (1974)

Former Earthman Tarl Cabot is now a powerful Tarnsman of the brutal and caste-bound planet of Gor, also known as Counter-Earth. He embarks on an adventure in the dangerous and mysterious wilderness of Gor, pitting his warrior's skills against those of treacherous outlaws, bandits, and fighters. Three different women are working to bring change to Tarl's far-from-peaceful life on Gor: Talena, his onetime queen and first love; Elizabeth, his brave fighting partner; and the Amazonian Verna, chief of the fierce and wild panther women. As Tarl journeys through the wilderness, the fates of these three remarkable women will finally be decided.

9. Marauders of Gor (1975)

Former Earthman Tarl Cabot is now a powerful Tarnsman of the brutal and caste-bound planet of Gor, also known as Counter-Earth. He embarks on an adventure in the dangerous and mysterious wilderness of Gor, pitting his warrior's skills against treacherous outlaws, bandits, and fighters. Three different women are working to bring change to Tarl's far-from-peaceful life on Gor: Talena, his onetime queen and first love; Elizabeth, his brave fighting partner; and the Amazonian Verna, chief of the fierce and wild panther women. As Tarl journeys through the wilderness, the fates of these three remarkable women will finally be decided.

10. Tribesmen of Gor (1976)

Tarl Cabot must prove his final loyalty to the harsh and caste-bound planet known as Counter-Earth. "Surrender Gor," reads a message sent from the Others, a mysterious people from the worlds of steel. Either the proud rulers of Gor must submit or be destroyed. Now Tarl is leaving the decadent city of Port Kar to wander in the wilds of Gor, taking up the sword to defend his rulers and enemies, the Priest-Kings. For he knows that the fate of his home planet, Earth, is inextricably tied to the fate of Gor.

11. Slave Girl of Gor (1977)

Taken as a possession, Judy Thornton, an Earth resident, is found meandering in the wilderness of the Earthlike planet of Gor. In keeping with the uncivilized culture of the Goreans, she is trained and used as a slave. What her masters don't know is that Judy is more than just a beautiful chattel. She has the power to obliterate Gor and all that is related to it. Determined to seize control of her, Priest Kings and Kur-Monster enter combat, neglecting the fact that the fate of Gor rests in the hands of the ethereal Judy.

12. Beasts of Gor (1978)

The fight for survival on the primitive, Earthlike world Gor continues with a ferocity that matches the rest of the series. On Gor, there are three different kinds of beings that are labeled beasts: the Kurii, a monster alien race that is preparing to invade Gor from space; Gorean warriors, who fight with viciousness almost primitive in its bloodlust; and then there are the slave girls of Gor, lowly beasts for men to treat as they see fit, be it as objects of labor or desire. Now all three come together as the Kurii fight to take over Gor with its first beachhead on the planet's polar ice cap. As all three kinds of beasts struggle together, an incredible adventure is told, one that begins in lands of burning heat and ends up in the bitter cold of the polar north among the savage red hunters of the polar ice pack.

13. Explorers of Gor (1979)

This enchanting escapade is the most important quest of Tarl Cabot's career. He must retrieve a potent shield ring from a strange explorer. It is imperative that the omnipotent Priest-Kings obtain this ring so that the Goreans do not challenge their enormous power. Throughout his expedition, Cabot learns of uncharted territories on Earth's cosmic counterpart. In the dense forests he discovers, Cabot must use his skills to endure the perils that await his arrival. Cabot will encounter Gor's barbarism in full force through enchantingly dangerous beasts, bloodthirsty men, and exotic kingdoms.

14. Fighting Slave of Gor (1980)

Emotionally lost, Jason Marshall finds himself thrust into a lengthy struggle to save his beloved from slavery on an Earthlike world called Gor. Kidnapped and helpless, Jason begins a life on Gor as a slave and becomes a prominent warrior. He must battle his way to freedom, if only to liberate his love from the clutches of the alien slave emporium. Will Jason overcome the numerous obstacles he encounters? Will he ever reunite with the girl he loves? Can he survive the trials and tribulations he must endure on Gor?

15. Rogue of Gor (1981)

Jason Marshall, an Earthman enslaved by the Goreans, is learning a valuable lesson in gender roles and must prove himself on the planet Gor. Determined to find the beautiful Earthwoman who was kidnapped with him, Jason is caught in the middle of a devastating war between Ar and the Salerians. Jason must prove himself a real man and survive the war in hopes of finally finding the girl of his dreams.

16. Guardsman of Gor (1981)

Thrust into a life full of woeful twists and turns, Jason Marshall has contended with the prehistoric customs and immeasurable power of the Goreans. His struggles on Gor, a planet resembling Earth, included escaping imprisonment, enslavement, and redeeming lost land. Jason has fought to regain control of his life. Having ascended to a position of power in the Gorean army, Jason must prevail in a battle that seems destined to destroy Gor. Jason has a lot riding on his success as a war leader: prestige, wealth, and an Earth girl of goddess-like beauty. Will Jason be able to win the war and avoid a fate worse than death?

17. Savages of Gor (1982)

Long ago in their intraspecific conflicts, a violent, technologically sophisticated life form, the Kurii, destroyed their native world. They now seek another. Between Earth and Gor, or the Counter-Earth, and the power of the imperialistic, predatory Kurii, now ensconced in the "Steel Worlds," a number of satellite colonies concealed amongst the debris of the asteroid belt, stands only the defensive might of the Priest-Kings of Gor. Tarl Cabot, once of Bristol, England, laboring on behalf of the Priest-Kings, once managed to foil a Kur attempt to set the stage for an invasion of Gor. But to pursue this mission, Cabot must enter and traverse the Barrens, the vast Eastern prairies of the primary Gorean continent, lands contested by tribes of warring savages, lands forbidden to strangers.

18. Blood Brothers of Gor (1982)

Half-Ear, or Zarendargar, a Kur general fallen from favor in the Steel Worlds, now sought by a death squad of his savage compeers, has determined to lure his pursuers into the Barrens, the vast prairies to the east of known Gor, populated by warring tribes known to Goreans as the Red Savages. He has arranged matters in such a way that he will be abetted in his stand against the death squad and its human allies by a human ally of his own, his former foe, Tarl Cabot. The ancestors of the Red Savages, like those of many other Goreans, were brought to Gor long ago in Voyages of Acquisition by the Priest-Kings. The Red Savages were settled in an area not unlike that of their former home, a sweeping, almost endless grassland, where they tend to continue their former ways of life—and war.

19. Kajira of Gor (1983)

In their contentions with Priest-Kings, Kurii, savage denizens of the Steel Worlds concealed within the asteroid belt, have frequently had recourse to human allies and subversion. In accord with such projects, Kurii have occasionally sought to place and support congenial administrations in key cities. One such city is Corcyrus. Corcyrus is ruled by a beautiful woman, the cruel, arrogant, much-hated Sheila, an agent of Kurii. It is thought to be advisable to find a double for Sheila, who, in case of military or political disaster, may serve as her proxy or substitute. For this role, an unwitting young Earth girl, Tiffany Collins is chosen and brought to Gor. Tiffany, fleeing for her life, finds herself alone, frightened, and friendless, a vulnerable Earth female, no more than a lovely, defenseless barbarian on the beautiful, perilous world of Gor.

20. Players of Gor (1984)

The games of Gor are diverse, as are their players. There are the games of planetary politics, in which worlds are contested. And those of cities and ubarates, of ponderous cavalries and fleets of lateen-rigged ships. And smaller games, bloody games, played on a square of sand, in which the counters and pieces are edged weapons. And, too, there is Kaissa, common on Gor, played with pieces of wood, on a board of a hundred squares. The major land power in the northern latitudes of known Gor has long been the imperium of mighty Ar. Against her hegemonies on the continent, plans by her major enemies, the maritime ubarates of Cos and Tyros, have been carefully drawn to involve attack from without and subversion from within. Cabot, once of Earth, is drawn into these intrigues.

21. Mercenaries of Gor (1985)

On Gor, there are numerous mercenary companies—some larger, some smaller—whose services may be purchased or bid upon for given periods of time. The allegiance of these companies is to their pay and their captains. The forces of Cos and Tyros, powerful maritime ubarates, and their allies have now beached upon the mainland and are utilizing the city of Torcodino as a repository for supplies, in preparation to march on a nigh-undefended and unprepared Ar. Should Ar fall, the disinterested tolerances and neutralities, and even the balance of power long sustained between Ar and the great maritime ubarates—things that made the existence of the independent companies possible—will vanish, a development threatening the very existence of the independent companies. But when Cabot arrives in Ar, it is a city rife with doubt, dissension, and treason. To whom shall the letters be delivered, and whom can he trust?

22. Dancer of Gor (1985)

Doreen Williamson is a quiet, shy librarian on Earth. Like many other young women, she is distrustful of her attractions, frightened of men, introverted in manner and sexually inhibited. She lives within a quiet, lonely, dissatisfying, sheltered, frustrated desperation, distant from her true self, her nature denied, her only friends books and her secret thoughts. In the realization and enactment of a profound fantasy, after acute self-conflict, she dares to study a form of dance in which she is at last free to move her body as a female, a form of dance in which she may revel in her beauty and womanhood, a form of dance historically commanded by masters of selected, suitable slaves: belly dance. She must then dance, for the first time, before men. In doing so, she discovers her own desirability and that she may be well bid upon.

23. Renegades of Gor (1986)

The maritime ubarate of Cos and her allies are mounting an attack on Ar on two fronts, from the South with a major invasion force and in the North with an expeditionary force besieging Ar's Station, Ar's base of power in the vast arable basin of Gor's mightiest river, the Vosk. Dietrich of Tarnburg, a mercenary, has seized Torcodino, with its stores of military supplies, to temporarily halt the march of Cos on Ar in order to buy Ar time to organize for her defense. Cabot has delivered letters from Dietrich to the regent of Ar, apprising him of the situation at Torcodino. Tarl escapes his imprisonment and ponders whether he should then flee Ar's Station, making his way to freedom through its miseries and desolations, its ruins and flames, or shall he remain, to defend her weakened, betrayed, starving defenders, those who had been his very captors?

24. Vagabonds of Gor (1987)

Cabot and his friend Marcus, of Ar's Station, who have been spying for Ar in the Cosian encampments, now seek the long-inert forces of Ar to report acquired intelligence to their commander, Saphronicus, who proves to be of the treasonous party of Ar. Cabot and Marcus are placed under arrest, as spies. Primary forces of Ar, largely inactive in recent months, are now to pursue Cosian forces withdrawing from Ar's Station, through the vast Vosk delta to the sea. The Cosian forces, however, have avoided the delta, and the delta campaign is a ruse to decimate the armed might of Ar, to use as a weapon the marshes and swamps of the delta itself, their treacherous, trackless wildernesses and wastes, the quicksand, the insects, the serpents and reptiles, the local populations, to deliver a final decisive blow to what was once the unchallenged splendor and power of Gor's finest infantry.

25. Magicians of Gor (1988)

After the disaster of the delta campaign, Ar is essentially defenseless. The forces of Cos and her allies are welcomed into the city as liberators. Ar's Station, which held out so valiantly against superior forces in the North, is denounced as traitorous. Veterans of the delta campaign are despised and ridiculed. Patriotism and manhood are denigrated. Lawlessness and propaganda are rampant. Marlenus, the great ubar, who might have organized and led a resistance, who might have rallied the city, is presumed dead, somewhere in the Voltai Mountains. Tarl is concerned with a warrior's vengeance upon sedition and treachery, and, in particular, with meeting one who stands high among the conspirators—a beautiful woman now enthroned as ubara, whose name is Talena.

26. Witness of Gor (2001)

Ar, defeated, shamed, and systematically looted, is occupied by Cosian forces. Perhaps Marlenus of Ar alone, the great ubar, could remind the men of their Home Stone and its meaning. But it is thought that he perished in the Voltai. Young women from Earth brought to Gor are commonly taken to the markets to be branded, collared, and sold as the delicious, lovely livestock they are. Such is the case of a young woman whom we shall call Janice, for that was her Gorean slave name. In the prison pits of piratical Treve there exists a chained prisoner who believes himself to be of the Gorean peasantry. The nature and even the existence of this prisoner, strangely enough, is a closely guarded secret. In order to better keep this secret, it is decided that his servant and warder had best not be a native Gorean.

27. Prize of Gor (2008)

Ellen is a beautiful young slave girl on the planet Gor. But she was not always so lovely. For nearly sixty years, she was a woman of Earth, but life had largely passed her by. Then, following a chance encounter at the opera with a strangely familiar young man, she finds herself transported from Earth to Gor. Here she discovers the true identity of her kidnapper and his sinister motives. She is given a strange drug that reverses the aging process, turning back time itself, and once again she is the beautiful young woman she remembers from years before, so long ago. Now her adventures really begin. Men challenge one another to own her. To the victor go the spoils, but who will that victor be?

28. Kur of Gor (2009)

The Kur race once had a planet of its own, but somehow it was rendered unviable, either destroyed or desolate, apparently by the Kurs' own hands. So they searched for a new home and found not one but two suitable planets—planets they set their minds to conquering. But these planets, Earth and its sister planet Gor, the Counter-Earth, were not undefended. The Kur attempted their conquest four times, only to be beaten back by the mysterious Priest-Kings, rulers of Gor. As the Kurii lurk deep within an asteroid belt, awaiting the chance to seize their prize, their attention is drawn to a human, Tarl Cabot. Tarl was once an agent of Priest-Kings but is now their prisoner, held captive in a secret prison facility. But what is their interest in Tarl Cabot?

29. Swordsmen of Gor (2010)

Fresh from his exploits in the Steel Worlds, home of the Kurii, a savage alien race intent on conquering Gor, Tarl Cabot has been returned to an isolated beach, at coordinates apparently specified by the Priest-Kings, the masters of Gor and the enemy of the Kurii. His only companions are his beautiful new slave Cecily and Ramar, a ferocious sleen bred in the Steel Worlds to hunt and kill. But why has he been returned to such a remote spot? Did the Priest-Kings wish their former agent to serve them once more? Did the Kurii intend to use Cabot to further their own ends? The truth, as Tarl will learn, is darker and deeper than either of these possibilities.

30. Mariners of Gor (2011)

Many on Gor do not believe the great ship of Tersites, the lame, scorned, half-blind, half-mad shipwright, originally of Port Kar, exists. Surely it is a matter of no more than legend. In the previous book, however, *Swordsmen of Gor*, we learned that the great ship, commissioned by unusual warriors for a mysterious mission, was secretly built in the northern forests and brought down the Alexandra to Thassa, the sea, beginning her voyage to the "World's End," hazarding waters beyond the "farther islands," from which no ship had returned.

31. Conspirators of Gor (2012)

Picking up where the alien war between Kurii and the Priest-Kings left off, a young woman by the name Allison Ashton-Baker, involved in playing Gorean games on Earth, is transported to Ar to become a major witness of the unfolding events. We meet again with Lord Grendal, the result of a failed experiment to mix the genes of humans and Kurii; the Lady Bina, former pet of Agamemnon, who dreams of becoming Ubara of Ar; and Agamemnon himself, eleventh face of the Nameless One, the illustrious mastermind behind the Kurrian invasion. Packed with action, and, as usual, presented with a spicy dressing of cultural relativism and critical remarks on modernity and gender relations.

32. Smugglers of Gor (2012)

In what constitutes a prequel to *Mariners of Gor*, we learn that a mysterious cargo, suitably disguised, was covertly placed on the great ship, a cargo that might influence the outcome of the aforementioned gamble. One narrator is a young woman, once a Miss Margaret Alyssa Cameron, and the other is an individual whose name, for reasons that will become obvious, is withheld in the manuscript. It does seem clear, however, that the individual referred to was somehow instrumental in bringing the former Miss Cameron to the height of a large slave block in the coastal city of Brundisium, one of Gor's major ports.

33. Rebels of Gor (2013)

John Norman takes you on a journey to “World’s End,” a set of once-unknown islands far west of the continental mainland. Lying across vast, turbulent Thassa, these mysterious islands were reached for the first time during the historic voyage of the ship of Tersites. Now this remote locale has been chosen by two warring, technologically advanced species—the bestial, imperialistic, predatory Kurii, and the retiring, secretive Priest-Kings, the “gods of Gor.” On this all-too-real “gaming board,” a roll of the dice will determine the fortunes and fate of Gor—and perhaps that of Earth. Few realize the momentous nature of the conflict, seeing in it no more than a local war for territory and power. Those who grasp the dimensions of the game realize that the stakes are nothing less than the world itself.

34. Plunder of Gor (2016)

Explore the counterearth of Gor—where men enslave women and science fiction and fantasy combine—in the latest installment of the long-running Gorean Saga. A mysterious package lies unclaimed somewhere in the great port of Brundisium, and it is rumored that its contents could determine the fate of a world. Whether or not that is true, one thing is certain: Men and beasts will kill to claim it. Meanwhile, a young woman, now merchandise, has been brought to the slave markets of Gor after displeasing a stranger in her secretarial job back on Earth. Unbeknownst to her, she holds the key to finding the elusive package—and changing the course of history forever.



Tales of Gor

Far across the gulf of space, shielded from the view of Earth's finest instruments by the blazing sphere of the sun and the technology of the Priest Kings, lies the world of Gor. It is another Earth, a counter-Earth, our twin and our opposite, the antichthon, an alien planet within our reach but beyond our grasp.

On this far world, transplanted and lost human cultures - along with new and alien ones - survive, thrive and fight for power under the watchful eye of the mysterious Priest Kings. Kept at a relatively primitive level, these societies and city-states fight with blade, bow and spear but also on the backs of fantastical creatures, from the saurian tharlaron to the great flying war bird called the tarn.

Behind it all, Gor rests upon the backs of slaves, taken in conquest or as a result of criminality, debt or custom. On Gor, slavery is seen as being as natural as a predator taking prey or the strong overcoming the weak. Equality is seen as a contemptible myth and though they do not discriminate by race, they do by gender. On Gor there is no gender equality, the differences are seen as immutable and important and many a beautiful woman will find herself in the chains of a Gorean master, taken as a prize, no matter her power or station. Men who are taken prisoner are unlikely to find themselves in so soft a slavery and may well be executed or put to work in mines or fields, until death or sale.

Gor and Earth alike are pawns in a game between the secretive Priest Kings and the warlike Kur, an orphaned species from another star, huddled in steel worlds in the deep solar system and striving in a, long running, interplanetary Cold War to remove the Priest Kings and take the world for themselves.

In the games of war, slavery, exploration and even the survival of worlds, heroes are needed to stand up for those who are simply men in the wars of the 'gods'. Glory, honour, riches, power and slaves are theirs for the taking.

GOR

Gor, the Counter-Earth, the antichthon, is a savage planet of peril, adventure, intrigue and survival.

Hidden by the technological wizardry of the inscrutable Priest Kings and the 'sun shield', Gor is unknown to most men of Earth. To them it is a fiction told in stories, a cautionary tale, a dark little fantasy confined to conspiracy theorists and the darker corners of the Internet; something to be laughed at, scoffed at or to live in blissful ignorance of.

However, it is real.

Across the gulf of space, sharing an orbit with the Earth is a world very like, and at once very different to, Earth.

The world itself is slightly smaller than Earth, a little less dense, slightly closer to the sun with less gravity and mass. It is an unspoiled world, where man lives in relative harmony with nature, where there is no large scale industry and the population does not make it into the billions. As a result - the air is cleaner, with a greater percentage of oxygen. Gor's flame of life burns a little brighter.

As a result Gor has many wild spaces and, within those spaces, enormous flora and fauna can exist and thrive, fueled by the higher oxygen and the lower gravity. Great saurians called tharlaron wander the land and haul the wagons, great birds known as tarns soar in the skies - even ridden by men. Insects can reach great size and enormous forests and jungles hide all manner of creatures and secrets, never having been felled or cleared for agriculture. Beasts the likes of which have not been seen since before recorded history can also be found, from the gigantic, bovine bosk to the apex predators like the feline larl.

Man lives here, in his great, walled cities, his fortified towns and villages.

By the machinations and orders of the Priest Kings he is kept from the great technologies that would devastate the world, dominate it or lay waste to it in war. He can make war only with clashes of shield and spear, of fire, catapult, cunning and cavalry. This has not dimmed mankind's desire for war and conquest, however and Gor has been ravaged by wars between its most powerful city states for the past fifty years. Now its forces are exhausted and a new period of wary peace has descended a drawing of breath as the men of Gor await the next big event.

The very word, 'Gor', means 'home stone' in the older forms of the Gorean language and this name echoes the loyalty that Goreans have towards their homes and their cities. The home stone is like a flag or a religious symbol to the Goreans and while each is a fierce defender of their own home and hearth. The name Gor reflects their loyalty and reverence for their planet and for the natural order as a whole.

Gor has three, small, moons orbiting it, though only one is known by a common name – the Prison Moon. Their dance in the sky marks time for the women of the Wagon People and the frenzies of the Panther Girls. At night they light the sky virtually every night, varying from the brightness of three full moons sharing the sky, to the dark of three new ones.

The known civilizations of Gor all live on a single, known continent and refer to the ocean by one word – Thassa. To the west of that seemingly endless sea, past the island states of Cos, Tyros and the farther isles, lies another, larger island, home to the Pani. The Pani are a transplanted Japanese civilization only recently made aware of their cousins to the east.

Throughout human history the Priest Kings have taken men of Earth, setting them down on alien shores to survive and thrive, or fail and die, lost cities and ancient ruins are testament their successes – and their failures.

Silver, and black ships ply the space between Gor and Earth, bringing goods, slaves and agents back and forth. In the ongoing cold war between the mighty Priest Kings and their great enemy the Kurii, the battles and the intrigue never end. They threaten to engulf both worlds in a tide of war should either side overstep, or the Kurii become desperate.

EARTH

Earth lies blissfully unaware of the very existence of Gor, or that silent ships in the service of alien powers dart between the worlds on missions of kidnap, plunder, bribery and infiltration. Were they to learn, they might panic, and it is indeed possible that nobody knows that this happens.

That the agents of Priest Kings and Kur are able to move and work so freely and easily suggests otherwise. It might mean the collusion or acceptance of governments on Earth as a whole, fearful of the alien powers or promised technology and concessions in exchange for their complicity, their silence bought with gold and flesh. Certainly individual police, whole departments and private companies have been subverted or created. Priest Kings and Kur even have agents amongst the Earth-born, all over that planet, running sophisticated operations of slaving and asset recovery.

To the Gorean point of view, Earth is a sick world and it's population a sick people. Humans have polluted and killed their planet, destroyed or squandered much of its natural wealth. Humanity has spread to every nook and cranny of the globe and built large, ugly, smoke-spewing cities. The whole civilization of Earth exists in denial and defiance of the natural order – even their own – and it could all be made to end in a single moment at the push of a button in the hands of a rash individual.

The people of Earth, to the Goreans, seem repressed, weak and sick. They see Earth's men and women as frustrated because they do not embrace their animal nature.

They believe men have abdicated their strength and women their femininity.

To a Gorean, a man is physically strong and so he should be emotionally strong. He wants to fight, so he should fight. He wants to possess a woman, so he should possess a woman. To them a woman, as the weaker sex, more properly belongs in chains or under protection of men or society.

The role of the woman in Gorean society is seen as the scholar, the shop keeper, the businesswoman or the slave. Ehile there are exceptions, the idea of equality, as in being identical, is considered absurd.

The demands of Earth society are inverted there with gender roles being seen as virtually absolute and immutable.

Earth continues along its ruinous path towards destruction and, in the meantime, the unseen forces pluck the best of what Earth has to offer to take to Gor. Men and women, become agents and slaves, prey upon the people of their former world, finding natural slaves and material wealth to feed to the wilder planet that spins in its opposite place.

THE STEEL WORLDS

Out near Saturn and Jupiter, and secreted in the asteroid belt, the Steel Worlds of the Kur circle like sharks, waiting for a taste of blood in the cosmic waters.

The Steel Worlds are a rag-tag fleet of ships and space stations travelled in or built by the Kur as they fled their dying world to seek a new home. They now wait to claim Earth and Gor for themselves.

The new home, in particular, that they have set their sights upon is Gor; an unsullied, wild world, suitable for their needs. It seems like everything that they once lost.

There's just one problem standing in their way, the existence of the Priest Kings, the gods of Gor.

In truth the Kur do not need a planet, they have all they need in their orbiting homes, but they desire to have a planet to call their own, and see the humans occupying them as a weaker species. They see the Priest Kings as a mere obstacle to overcome, one that doesn't seem to have the power to destroy them for all that they appear to be a worthy foe.

The Steel Worlds themselves are divided between the Kur's many factions, infighting and warring with one another for power and to choose the destiny of their species. Built in many different forms and styles they huddle close to asteroids and moons, hiding themselves away through stealth technology and careful manoeuvring. Even their wars are conducted in secret, so as not to be revealed to Earth or to show their position to the Priest Kings.

If the Kur were united, or set their sights on Earth first, they might win their battle to dominate Gor, but they are a prideful and warlike species and only the strongest can ever rule - a quality they constantly put to the test with each other. To the Kur mindset the Priest Kings are the worthy adversary and, as the leaders, should they fall then what is theirs becomes that of the Kur.

With the Steel Worlds seemingly out of the reach of the Priest Kings and the inner worlds too well defended for the Kur to attack, things are at an uneasy impasse while plots and schemes on both sides seek to undermine the status quo and create an opening that will lead to a final victory.

CIVILISED GOR

Civilised Gor occupies the temperate regions south of Torvaldsland and north of the Tahari.

The great cities here define the culture and the grandeur of Gor with their tall walls and enormous towers – the high cylinders – that stand as testament to their wealth and power.

Civilised Gor occupies the best farm land, the best woodland, has the highest population, the most powerful armies and the greatest cities. Its culture is most dominated by the thoughts and methods of the transplanted cultures of Greece and Rome and to many eyes – including their own – they are the only worthy civilisation on Gor.

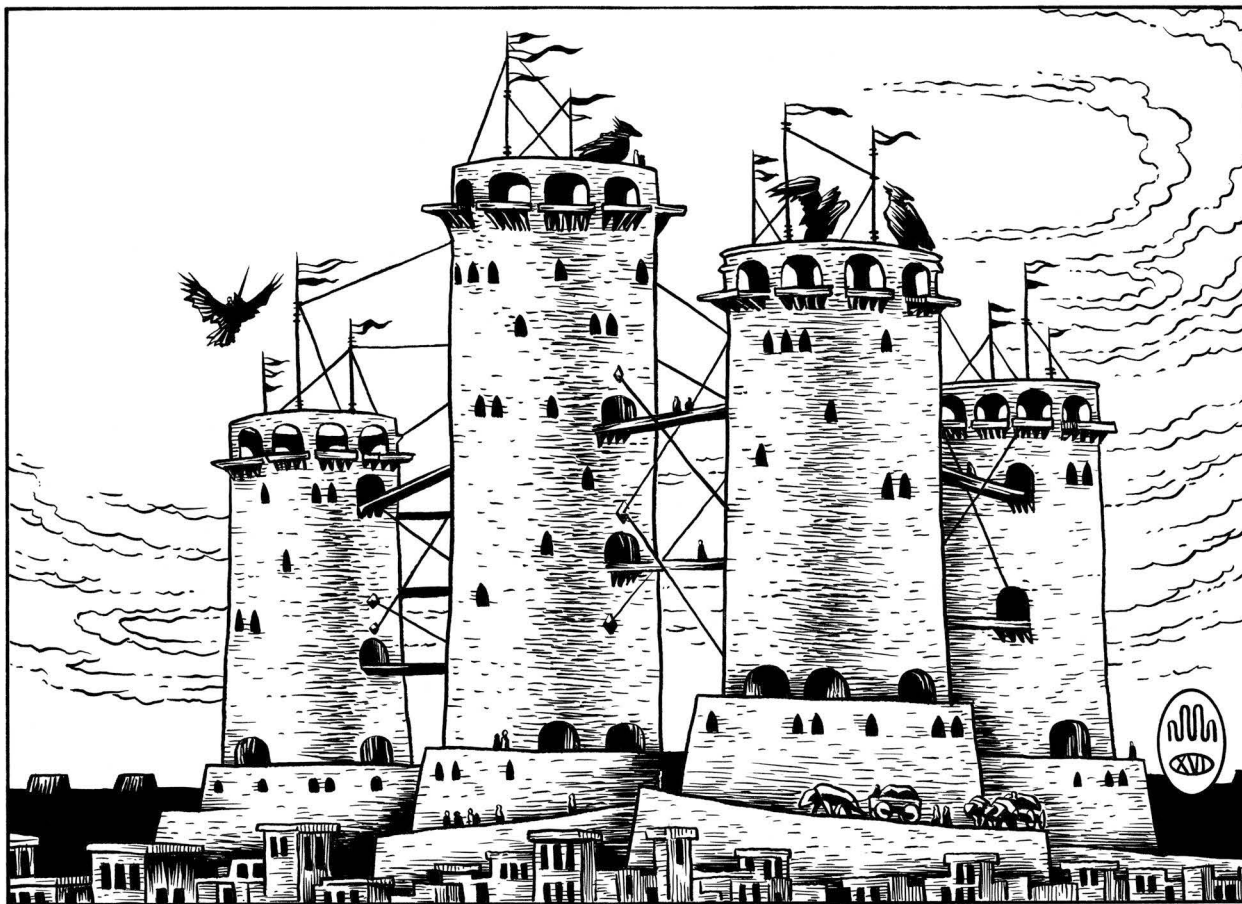
These cities drive Gor's trade, its laws and its destiny as a planet more than any other, their conflicts shape the continent and their trade creates and crushes wealth.

'Civilised Gor' is how this region sees itself. For all its divisions it is united in looking down on the 'barbaric' tribes and men of the wilds. They also look down on the people of Earth, regarding their society, with its combination of sophistication and naturalism, as the premier human civilization on either world.

In civilised Gor cities are run by councils, made up of members of the high castes (warriors, initiates, builders, scribes and physicians) with an administrator selected, advised and moderated by that council.

In times of war, or in great popularity for an individual leader they may be ruled by an Ubar, a dictator and war leader of absolute power who is controlled and kept in his place by the warriors who swear to his command.

Female leaders, Ubaras or administrators, are not unknown but are usually the free companions (wives) of the men who hold power.



An independent female leader might be known as a Tatrix and this term is more often used when a woman rules alone.

Gorean cities are founded upon their 'Home stone', a symbolic rock that dates back to the founding of the city. This rock is the 'spirit' of the city itself and commands the same kind of patriotic respect that a flag, religion or cause might in Gorean men.

The defining features of the cities of civilised Gor are the great cylinders, tall, brightly painted towers that lurch into the sky above the cities, connected by walkways and staircases – without safety rails. Each tower is a fortress of its own, able to seal itself off and to hold out against an enemy for months.

AR

Glorious Ar was once the greatest and the richest of Gor's cities though it has fallen on harder times over the last fifty years.

No other city state has achieved such power and glory as Ar, nor lost as much.

Ar's power, under the control of its great Ubar Marlenus, grew to dizzying heights, fueled by his ambition to conquer and control all of Gor. Under his command Ar brought many cities under its sway, confiscating their home stones and returning them to Ar as a symbol of victory. Since then, Ar has fallen far.

Pa-Kur, a member of the caste of assassins within Ar, lead an insurrection within Ar, and a rebellion in the client states that were under its control. A great army from many cities across Gor came together to break the back of Ar's power and to depose Marlenus.

Since that peak, despite Marlenus returning to power, Ar has lost its might and prestige by degrees.

Most recently the city was humiliated by being occupied by its great enemy, the island state of Cos and mercenaries in their employ.

Though Ar eventually rose in rebellion against this occupation the city has lost much of its wealth and the majority of its once great army, leaving it vulnerable and deranged by revenge.

Ar now bristles with resentment against its occupiers and is consumed with the hunt for traitors who sided with Cos and the occupation. It lacks the power to act directly and so spends much of its diminished resources on bounty hunters and mercenaries to hunt down those who betrayed it.

The city walls of Ar are set in two, enormous, defensive rings. The outer ring is some three-hundred feet tall, while the inner wall rises another hundred feet higher. The walls are broad enough to accommodate wagons and have watch towers every fifty feet along them, guarded at all hours of day and night.

The city was once also protected by an area called the Zone of Desolation, where the land was burnt, salted and cleared of game. It has been fifty years since this was maintained and the zone is slowly regaining its fertility and animals.

The great cylinders of Ar are the tallest on Gor. Its baths are the finest in the world. It is, even in its lowered status, still the envy of the other city's of Gor and where Ar's fashion and philosophy leads, so the others will follow.

COS AND TYROS

The island states of Cos and Tyros have a long alliance and are the second great power on Gor after Ar, or were. Together they still represent one of the greatest maritime powers on Gor, but their ability to project and use military force on the mainland has been much diminished.

Both islands are unusual in that they are nations, rather than city states.

Cos is an island state made up of the cities of Telnus, Selnar, Temos and Jad while Tyros, smaller, is made up of Kasra and Tentium.

Both islands are mountainous, cut with terraces to raise crops to feed their cities. Cos grows many ta grapes on these, exporting them to the mainland and making them into sweet wines, both of which are much sought.

'Tyros' mountains are more rugged and riddled with vart caves (a type of large, bat like creature), the inhabitants of which they train and use in hunting and battle.

The alliance of these two islands has tried to defeat Port Kar, the pirate city, and failed. They succeeded in conquering Ar, before the revolt, a more successful display of their power.

Their navies and armies need to be rebuilt but the wealth of Ar that they stole makes them hugely rich, even in defeat – though this is little salve to Lurius of Jad, Ubar of Cos, and his monstrous ego.

Cos and Tyros are the only powers that regularly trade with the Farther Isles, a series of small islands stretching out into the Thassa. Small and relatively unimportant these islands also occasionally play host to pirates and privateers, as well as those seeking to escape from their problems on the mainland.

PORT KAR

Port Kar is a ramshackle city built on the coast of Gor's mainland at the mouth of the Vosk delta.

Port Kar has the dubious distinction of being the only Gorean city built by slave labour and its reputation has not improved since.

Kar is a city of pirates, smugglers and thieves – the only city with an official caste of thieves. It is also the only Gorean city to have a form of democracy in its Council of Captains. All of these factors, together, making Port Kar an outcast city but one respected for the power of its navy and the skill of its mercenaries.

Kar is one of Gor's most cosmopolitan cities and always has been, welcoming traders, settlers, outlaws and outcasts to its shores since the city was founded. Anyone's gold is welcome and as merchants – especially those of Kar – are fond of saying: 'Gold has no caste.'

Kar has canals in place of streets and lacks the high towers of the other civilized cities of Gor but it is still built on the same fortified structure to be found in other cities, in case of occupation or invasion. Holdings, owned by Captains, merchants and slavers are fortresses, surrounded by canals, walled and stocked with supplies. This policy and the combined fleet of Kar stood it in good stead on the 25th of Se'Kara when Cos and Tyros sailed against it and were defeated.

The loss of power of Cos and Tyros since the end of the occupation of Ar, has left Kar as the pre-eminent maritime power on Gor, for the timebeing.

Kar has weathered the storms of recent conflicts relatively intact and in the wake of the recently conflicts remains one of the wealthiest and strongest of Gorean cities. It is yet to act from this position of power and none of the great powers of Gor seem to have yet noticed, but if Kar chose to move – and could unite in so doing – it could well become ascendant.

SALERIAN FEDERATION, THE

The Salerian Federation is an alliance of four cities, made up of Ti, Port Olbia, Lara and Vonda. It is ruled from Ti by its High Administrator, Ebulius Gaius Cassius of the warrior caste.

The Salerian Federation was the first major alliance of cities to break with the individual city-state traditions of Gor.

The Salerian Federation has absolute dominance over the River Olbi and the Meadows of Salaria, fertile farm land that produces more than the cities need. The capital of the Salerian Federation is Ti, its largest and most populous city and the seat of its power.

Similarly untouched by the conflicts of the great Gorean powers and no longer under threat from the machinations of an exhausted Ar, the Salerian Federation is free to grow and consolidate its existing power and territory without rival.

The Salerian Federation has little motivation to expand its territory or move to war and in the feuds between the weakened and ruined powers the Salerian Federation is overlooked.

TREVE

High in the Voltai Mountains the predator city of Treve stands, unassailable to any land force. Only the giant tarns can reach the city by air, making it unassailable to most.

Treve is fierce, insular and protected by its own flights of tarnsmen who defend it. Treve relies on these tarnsmen for protection, but also for survival. The city can raise little of its own food outside of a few tiny fields and some mountain goats and so its tarnsmen raid cities all over Gor for food, wealth and slaves to return to their high eyries.

Most famous of their raiders is Rask of Treve, a mercenary and aerial pirate, uncontested champion of Treve's Seven Towers of War.

TURIA

The City of Turia is sometimes, somewhat uncharitably, called the Ar of the South. This comparison is a reflection of its power, prestige and wealth, but one that relegates Turia to second place behind Gor's first city.

Turia is, however, a great city in its own right with its own culture and place in the world. Behind its nine-gates and its high walls it sits defiant, surrounded by the wide plains that are otherwise claimed by the Wagon People.

The stereotype of the Turians is one of indolence, luxury and softness and the fat, Turian, merchant is a stock character in many Gorean farces – a fact the merchants of Turia use to their advantage.

Turia is run by its merchant caste and their mercenary and avaricious outlook influences the whole city. Its administrator, Phanius Turmus, is little more than a figurehead for the true power in Turia – gold.

It is a luxurious city, filled with rare goods, and skilled castes, setting fashions – such as the camisk and the Turian collar – for all of Gor.

VOSK LEAGUE, THE

The Vosk League has no cities, it is an alliance of nineteen towns along the Vosk River that have come together for mutual protection.

Only Ar's Station, still claimed by Ar, is independent of the League and even they are a de facto member, allied with and friendly with the League as a whole.

The Vosk League formed in mutual defense against the river pirates who used to dominate the Vosk. This enemy defeated, and comradeship formed in battle, the League remained together for the sake of trade and to maintain their safety.

Ruled from its capital, the river town of Victoria, the Vosk League is prospering and growing rapidly and the river traffic up and down the Vosk is some of the most profitable and diverse in all of Gor.

Vosk League towns include: Forest Port, Hammerfest, Iskander, Jasmine, Jort's Ferry, Point Alfred, Port Cos, Ragnar's Hamlet, Sais, Siba, Sulport, Tafa, Tancred's Landing, Tetrapolis, Turmus, Ven, Victoria and White Water.

INDEPENDENT CITIES

Besides these great and important cities Gor has many other settlements from fortified towns and villages to merchant forts and the travel temples of the initiates. Every settlement from the humblest hut or raft-village to the grandest city has pride and history – even the merchant-run exchange islands and free ports.

Tharna is notable as the wealthiest of the silver cities of Gor and because, once, it was a matriarchy ruled by a Tatrix, wherein men were controlled, repressed and disarmed.

A revolution beginning in the mines overthrew this state of affairs and no longer are there free women in the city at all, or at least very few.

Brundisium is an important port, the first landfall of the Pani explorers from beyond the Farther Islands and once a catspaw of Cos.

Ko-Ro-Ba was once a great city to rival Ar and Turia and a long-time rival of Ar. Destroyed by the Priest Kings and its people scattered as part of the elaborate kaissa of worlds, Ko-Ro-Ba was eventually restored and its scattered people are still coming together to rebuild their city and their destiny anew.

THE TAHARI

The Tahari is a great desert to the south of civilized Gor and bordering upon it.

While it shares much of its culture with civilized Gor, with whom the region regularly trades. It also has a strong culture of its own; two cultures really, the one of the tribes and the one of the oases.

The cities on the border are familiar in many ways to those of the temperate climes with their high, defensive walls. Though they lack the cylinders of the northern cities, they are built to be defensible with rings of protection around their most important asset – their wells.

The oases, similarly, are fortified and protected with this protection centered around their wells. Irrigation from those wells serves to provide their scant farmland with water, but this is beyond the protection of the walls and more easily subject to raiding.

Many oases form relationships with nomadic bands, exchanging cheap goods and trade for protection, or at least for not getting raided.

Deeper into the interior the desert becomes much harsher. The Wastes is the name given to the worst regions.

This windblown and waterless emptiness has killed many an unwary traveler and sandstorms can whip up in moments, fierce enough to erode flesh. On the rare occasions it does rain, the desert turns instantly into knee-deep mud, threatening to swallow up and drown men and kaiila alike.

In the desert large tribes of nomads roam from oasis to oasis, raiding caravans and settlements and carving a living and survival out of the desert itself. Of these tribes the two greatest are the Aretai and the Kavars, along with their numerous vassal tribes (conquered enemies become allies according to Tahari tradition).

Free women in the Tahari sometimes wear bells, something that would be an invitation to slavery in the rest of Gor. Slaves conversely, often go veiled. Something that is very rare indeed outside of the Tahari. The fetishization of the mouth and lips is much stronger in the Tahari and even in slaves has a charged eroticism beyond that of other areas of Gor.

Men of the Tahari prefer a sturdier, softer frame to their women and mark their slaves with a floral, cursive ‘kef’ in their own Taharic alphabet. Their appetite for blond or red-headed girls from the north is unmatched.

KASRA

Kasra of the Tahari is a river port on the lower Fayeen river, where dhows can be hired to cross the water.

In the future this port may become more important as the Fayeen rivers feed into the jungle interior’s great river and Bila Huruma’s empire.



KLIMA

Much of the water in the Tahari is slightly salty and a great deal of Gor's salt is produced within the desert. Brine pits are the production sites for this and slave labor was used to get it until a rebellion overthrew the old Salt Ubar (the merchant in charge of salt production and trade) and liberated the slaves.

Of these pits the most notorious was Klima, from which no man was said to return. Deep in the wastes, most of the slaves marched there died on the way. Men would cut themselves on salt crystals, descend into caves to excavate the briny muck and fall prey to salt sharks, exhaustion and each other.

The work is still hard and unforgiving, still deadly, but the brine pits of the Tahari are, for now, free.

NINE WELLS

Nine Wells is a supremely important oasis. Its wells are protected by a powerful kasbah fortress and are claimed by Suleimen of the Aretai.

It is a seat of immense power in the desert and the source of much of the strength of the Aretai across the whole Tahari.

RED ROCK

The Oasis of the Battle of Red Rock is also claimed by the Aretai.

A peculiar mirage on the sand reflects and magnifies the image of the oasis at a distance, making it hard for those unfamiliar with the route to find.

Red Rock itself is a large shelf of red sandstone that looms behind the oasis.

Red Rock is the last major supply point for two-thousand pasangs, beyond it lays the dreaded and deadly dune country, The Wastes.

TOR

Tor is a great city on the northwest border of the Tahari, a gateway to the desert and its oasis communities.

Well fortified (in concentric rings about its wells) and well watered, Tor is filled with gardens and colorfully plastered brick buildings.

Many caravans set out from or come to Tor to trade and the merchant houses huddle in fortified warehouses to protect themselves and their goods.

Tor is a hilly, rocky city with narrow streets and huge numbers of cafés (Tahari people rarely drink alcohol) competing for business. Tor's guardsmen are identified by red sashes, turbans and sheathes for their swords.

TORVALDSLAND

Torvaldsland lies to the north of Gor, within what should be a tundra region. Thanks to warm currents in the sea coming against the shore of the Gorean continent the area has a more temperate climate, similar to that of northern Britain on Earth, or Scandinavia.

Torvaldslanders are a transplanted culture taken from the Norse cultures of Earth and brought to Gor long ago. Unusually they have retained much of their original culture in not worshipping the Priest Kings and worshipping their own gods, resisting every effort by initiates to convert them. The Priest Kings themselves do not seem to upset by their failure to conform.

Torvaldsland is a bleak, harsh and rocky country unable to support many farms and no farms of any true size. Torvaldsland, then, has no cities, only settlements, halls and bands of warriors who protect and claim tithe from the farm settlements around them.

Torvaldslanders supplement their stores and treasures with raiding on the seas and against the northern towns of civilized Gor. Their presence is feared and their sailing skill – which eschews compasses – is the envy of all of Gor.

‘Jarl’ is the word for both leader and master in Torvaldsland, used by slaves to refer to their masters and fighting men to refer to their leaders.

AX GLACIER

Ax Glacier is a settlement at the far north of Torvaldsland.

The people settled there hunt snow sleen and whales and interact, trade and intermingle with the Red Hunters from the ice sheet.

Many of them share physical traits with the Red Hunters – dark hair and short, sturdy bodies.

SKERRY OF EINAR

The Skerry of Einar is a small island, marking the border between Torvaldsland and the south.

The island is distinguished by a rune-stone which acts as the historical marker for the beginning and founding of Torvaldsland a thousand years ago.

SKJERN

Skjern is an exchange island under merchant law and maintained by the merchant caste of the south. Still, it owes more to Torvaldsland’s culture than that of the south and is often used to exchange prisoners, ransoms and goods on a more official basis than raids and ship to ship combat.

THORSTEIN CAMP

Thorstein’s Camp is a settlement of fighting men and their slaves, drawing tribute from villages and farms as much as fifty pasangs from their home. Some of the best fighting men in Torvaldsland, they are little better than bandits.

THE FROZEN NORTH

North of Torvaldsland the land gets more rocky and icy before giving way to the great ice sheet. Here though, still, men can be found.

The people of this gelid landscape are known as the ‘Red Hunters’, though they refer to themselves simply as ‘The People’. They appear to be from similar descent as the Red Savages but unlike them are born with a bluish spot at the base of their spine. They also tend to be squatter, heavier and fatter than their plains-riding cousins.

A migratory set of tribes, The People move where the food is; south to meet the herds, north to hunt the whales and sea sleen, or to fish.

There are, perhaps, forty camps of Red Hunters at any time and, together, they are able to field – perhaps – two thousand hunters.

Different sites are camped at, at different times with camps coming together to share and trade where they can and meeting at the grand permanent camp to last out the winter.

Adapted in culture and skill to surviving in this bleak landscape the Red Hunters are an intensely superstitious people that value all life, from the animals they kill for food to each other – so long as they are fit and well.

A new threat that they have to face here on Gor that they did not face in their Inuit past, are the Kur.

White furred, Gorean native Kur exist upon the ice sheet, surviving through their warm hair and hunting snow sleen that are hard prey for humans. Against the ice beasts the Red Hunters have a dedicated sentry, The Guard, whose sole duty it to protect The People from the Ice Beasts and similar threats.

Aside from the permanent camp of The People and the blasted waste where a Kur base once lay, there are no real landmarks on the ice sheet for anyone who is not a Red Hunter, trained from birth to recognize these things. Without a guide and the survival skills of The People, death is virtually certain.

THE INTERIOR

The Gorean Interior is a dense jungle, a huge tropical rainforest second in size only to the great northern forests.

The western half of the jungles falls under the rule of the great black Ubar, Bila Huruma, who fosters ambition to unite all the jungle under his rule, to tame it and its peoples. He forged a disciplined army, overtaking the previous tendency of the tribes and peoples of the interior to use less organised forms of warfare.

With military drills and innovations in spear and shield he was able to forcibly unite the six ubarates of the Southern Ushindi and to demand tribute from the north.

As part of his plan to take control of the jungle he sacrificed a huge number of slaves and prisoners to dig a great canal between Lake Ushindi and Lake Ngao. The hostile tribes of the eastern jungle have resisted every step and in a mad rush to pursue the renegade scribe, Shaba, who was determined to locate the source of the rivers and the ultimate source of the lakes. Harassed on every side throughout this entire journey by tribes, disease and the creatures of the river and jungle Huruma's military was annihilated, setting back his plans and teaching him a measure of humility – or patience.

The free merchant port of Schendi welcomes travellers to the area and few get beyond its walls to the jungle.

Schendi with its walls, buildings and markets is the last recognizable bastion of civilised Gor before the jungle takes hold, with its tribes and villages, the soil too poor to raise enough food to support a city. Despite that, the great capital of Bila Huruma survives by taking tribute from as much of the jungle as he controls and channelling it back to support his dedicated army and the wealthy merchant and noble classes that surround him.

Only the Ukungu villages, an alliance under their Mfalme Kisu, remain independent, despite having previously been conquered.

Kisu earned Bila Huruma's respect on the voyage to Lake Shaba and had his rule and lands restored.

Upriver the villages and tribes also remain free, but with his might restored it cannot be long before Huruma seeks to expand once again, and Schendi also presents a tempting potential target to take – and an essential one to secure the long term safety of Huruma's empire.

THE PANI

The Pani are a people who live far to the west of the continent of civilized Gor across the ocean, an expanse not crossed until recent years, the Farther Islands being the furthest place explored until that point.

The Pani islands are home to a transplanted Japanese feudal culture that maintains an uneasy peace between its Shogun and a loose alliance of vassal lords and their men.

Pani lands are mostly filled by villages and farmland, and lack some of the dangerous creatures found on other parts of Gor.

There were no tarns, for example, until recently and sleen were not known there, though larls were, and the Pani have even managed to tame them – something thought impossible elsewhere.

While there are no true cities, the settlement around the Shogun's palace is a close relation and the fortresses of the lords, with their attendant amenities and support structures, can resemble large, fortified towns.

The Pani live according to a strict hierarchy with the peasants at the bottom and the fighting samurai class at the top. Their society is cruel, even by Gorean standards though, until recently slavery was limited and relatively rare – the peasants holding the status of serfs and there being contract women for the higher classes.

With contact between the Pani islands and the mainland, slavery has become much more common.



THE TRIBAL PEOPLES

There are many tribal peoples across Gor and some of these have already been touched upon.

The desert tribes of the Tahari, the jungle peoples of the interior and the Red Hunters of the frozen north have all, already, been mentioned, but there are other, proud, powerful tribal peoples who carve parts of Gor out entirely for themselves and are as powerful and feared as any of the great armies of civilised Gor.

RED SAVAGES

Descended from transplanted Native American tribes, in relatively recent times, from the beginning of the 18th century to the beginning of the 20th, the Red Savages claim The Barrens as their own. They exist in great numbers, fiercely defending their land against any and all settlement.

A hunter-gatherer society they also maintain vassal farms – run by Waniyanpi (Sames, a cult that rejects gender) – which allows them to maintain greater numbers and to devote more of their people to hunting and defence.

Red Savages have a deep and abiding hatred of white people, motivated by what they call The Memory, which seems to be an ancestral memory of the Indian Wars of North America. Very few white men are allowed to venture into their lands and even then, only under very strict rules about the size of their entourage and how much in the way of goods they can carry. Mercenaries and groups that enter in force will be harried, attacked, slaughtered and scalped.

The Red Savages have a strong spiritual belief of their own, independent of veneration of the Priest Kings. They take signs and portents and believe in the power of the ‘medicine world’, a spirit realm from which they can take guidance or ask for favours, or even bind themselves to a companion. This spiritualistic and animistic viewpoint permeates everything that they do.

WAGON PEOPLE

The Wagon People bear many resemblances, physically, and culturally, to the Mongol and other tribal peoples of Eurasia. Unlike them they travel in gigantic wagons, pulled by bosk (huge, prehistoric cattle), herds of which they follow across the Plains of Turia.

There are several great tribes of Wagon People and they are all masters of the bosk and the kaiila - a vicious riding beast. They have developed their form of combat to battle from the backs of these animals, using short bows that can be fired while riding, light lances and sweeping, encircling attacks that confuse and disrupt their enemies.

The Wagon People tribes live in gigantic wagons, drawn by teams of bosk and attended by outriders to defend them. Each one is a home and a fortress, covered in treated skins, walled with wood and home to the Wagon People as a whole.

The Wagon People divide themselves into clans, in a way that broadly mirrors the caste system found on the rest of Gor. They have a whole clan dedicated to the perfection and execution of torture techniques.

Masters of this art are sought across Gor for the interrogation of prisoners.

The Wagon People are in a constant state of low-level war with Turia, raiding their trade caravans and otherwise preying upon them, but the Wagon People and Turia also maintain trade and rivalry, which is not incurred at the edge of a blade.



ALARS

The Alar people are found all over Gor in small, travelling groups. They have a bad reputation as thieves, con artists and bandits. They graze their herds on the land of others and have little regard for anyone's property but their own.

The Alars are a broad, squat people with long blond hair that they frequently braid in elaborate and decorative fashion.

In many ways they resemble Torvaldslanders, despite not seeming to be related to them.

Alar men wear furs and leather, their women wear long, woolen dresses and carry daggers at their belts – unusual in Gorean culture for a woman to be armed, even so modestly.

The men are armed with the heavy, double-bladed Alar sword, or their version of the axe, which has a hammer reverse of the main blade. When mounted for combat they use light lances and ride saddle tharlarion, effective for light cavalry to harry pursuers or to outrun pursuers.

GOREAN SOCIETY

Gorean society is defined by the practices of civilised Gor and all other societies on that world are measured in comparison to the great cities of Ar, Turia, Cos and Ko-Ro-Ba.

These cities provide the basis of civil law and tradition from which other cities and cultures might stray. The standards of behaviour for men and women and the laws regarding war, slavery, punishment, incarceration and all other matters originate here.

Of these cities Ar, especially, is looked to as a beacon of civilisation, a setter of trends and home to philosophical and legal advance.

CITY, CASTE, CLAN, FAMILY

The loyalties of a Gorean citizen are first to their city, then to their caste, then to their clan and then to their family.

CITY

The primary political unit on Gor is the city and it is to the city and its home stone, or perhaps a popular Ubar, that the citizens hold their primary loyalty.

The home stone is the foundation stone of the city around which, symbolically, it is built.

It represents the history and pride of the city and holds the same status as a flag, anthem or religious symbol on Earth and is treated with the same sort of reverence.

The loyalty and force of feeling a Gorean has towards their city and its home stone has no real equivalent on Earth, but if you were to mix nationalism, religion and cultural pride you would be close.

CASTE

After their loyalty to their city, the most important membership that a Gorean can have is to their caste.

Castes are not completely set in stone, people can marry into or be recruited into castes but by and large they inherit the caste of their parents and even within the castes there are roles for those who display no particular talent for the skills that are in their remit.

The high castes include the warriors, the physicians, the builders, the scribes and the initiates.

There are a myriad of minor castes, including the merchants, who often dispute that they're a lesser caste than the others and resent the fact that they have less regard, spending a great deal of their gold in exchange for political influence and demonstrations of their power.

Only members of the high castes can become administrators or Ubars and only members of the high castes can be on the council that advises the leader of the city.

Each caste has a set of codes that determine their conduct and define honor within the bounds of their caste. These codes are private, but not secret, and while they are subject to an enormous amount of interpretation they are treated with much the same seriousness as religion or ideology would be on Earth.

A merchant must, for example, always try to turn a profit (though the definition of profit is fairly liquid) and a member of the caste of warriors is supposed to die before allowing himself to be enslaved.

Members of castes can claim refuge and aid from other members of their caste. Charity and aid is handled within the caste system – in a manner similar to a union. A crippled member of a caste while be provided for by their former caste, if it has the means.

Caste members can claim sanctuary from their fellows should they need it - and should their problems not be with their clan-mates home city.

Builders

The caste of builders is a high caste with the yellow caste color. Builders are the engineers, scientists and architects of the great cities.

Slave labor on large city projects is disdained, at least during construction, which guarantees work for large numbers of builders. Builders also produce important devices such as the Builder's glass, the Gorean chronometer, the compass and the fire maker.

The Builders are the most restricted by the demands of the Priest Kings and also the most likely to spurn the rules and thus to die the flame death. Still, their civic engineering, weapon and material improvements as well as the devices which they are permitted, make them a high caste of great value and wealth.

Initiates

The white-clad caste of initiates is concerned with the spiritual wellbeing and health of the Gorean people and consider themselves to be separate and above the law of the cities in a similar, but more arrogant way to that of the merchants.

In the very upper echelons of the Initiates some know the truth of the Priest Kings and act according to their direction, but most are ignorant and truly believe the nonsense that the caste teaches in place of the truth. Amongst their odder behaviors are their distrust of scribes, their scrupulously white clothing, their claims to be immortal and their use of knotted prayer strings.

The initiate symbol for the Priest Kings is the perfect, unbroken circle which appears on their altars and is made gestural with a point of the finger.

Physicians

The green-robed Caste of Physicians are one of the high castes, though somewhat aloof and separate from politics.

It is through their genius, year on year, that they have cured most diseases, developed salves and treatments for most wounds and have even managed to arrest and reverse aging itself.

Held in high regard the physicians have not been as constricted by the law of the Priest Kings as many other castes have and, as such, their progress has been remarkable, garnering much of the support and investment that might otherwise have gone into weapons.

Some physicians turn their skills and minds to darker arts, creating complex poisons, paralytics and other toxins that bypass current treatments, though this is – strictly speaking – against their codes.

Scribes

Dressed in blue robes and devoted to the study of pure knowledge, the caste of scribes are writers, historians, researchers, librarians, geographers, explorers, clerks, record keepers, copiers and savants.

Deeply distrustful of the initiates and frequently clashing with them over their sacred mathematics and view of the world the scribes are endlessly frustrated by that caste's conservatism and interference.

Information, innovation and standardization is exchanged between scribes who see themselves as an intellectual community as well as being loyal to their cities.

Warriors

Anyone can fight, but the caste of warriors devote their lives to it and little else.

As soldiers they are elite fighters, trained in a wide variety of weapons and tactics and held to a complex code of behavior and honor.

Warriors dread a non-violent death such as poison or the bite of an ost and it is a terrible dishonour to them to be enslaved.

Warriors are unwilling to stain their swords with the blood of a woman, see archers as contemptible and so long as they retain their honor will die before selling their weapons to survive.

Low Castes

More information on the low castes can be found in *World of Gor: The Gorean Scrolls*.

- Assassins
- Bakers
- Bargemen
- Charcoal Makers
- Cloth Workers
- Foresters
- Goat Keepers
- Leather Workers
- Merchants
- Metal Workers
- Musicians
- Peasants
- Players
- Pot Makers
- Saddle Makers
- Singers
- Slavers
- Tarn Keepers
- Growers of Rence
- Vintners
- Wood Carriers

CLAN

The clan is, perhaps, the vestige of old tribal affiliations kept within the civilised peoples of the cities of Gor.

Clan names are not often publicly displayed or named, but are kept quiet. A loose affiliation of families that will tender some support and friendship to each other.

In some of the lower castes, clan takes on a much more important aspect. The bargemen in particular work together as clans within their caste, often vying with each other on the basis of clan above other concerns.

FAMILY

Certain families become dynastic and especially powerful, though given the immortality of most Goreans the head of the family rarely changes even when their fortunes do.

Families have a very close bond and are able to work together with a relatively large amount of trust and understanding.

Some of these families come to dominate particular castes, the Hinrabians in Ar, for example, were an extremely powerful merchant family operating banks, mills and many other businesses – enough to have baths named after them and for them to be influential over the path of the city as a whole.

SLAVERY

Slaves are the defining feature of most Gorean societies and, of the slaveries that exist, it is institutionalized female slavery and attitudes towards it as a natural state of affairs that differ from Earth-bound, historical slavery.

Despite this, the slave population is not as high as one might suppose. Perhaps two percent of the total female population in civilised Gor is enslaved (with exceptions like Tharna where it is much higher) and perhaps one tenth that amount of male slaves.

More recently the conflict between Ar and Cos has flooded the market with slaves of both kinds, but sooner or later the old equilibrium will be reached again.

Slaves are considered livestock and are completely under the authority and control of their owners in every regard, even to life and death. Diet and exercise are controlled and enforced, disobedience is cruelly and creatively punished and the position of pleasure or silk slave is a rare one – most slaves toiling in relative anonymity in kitchens and businesses.

Relationships between slaves are frowned upon, though friendships and rivalries are tolerated.

When slaves are bred it is usually with another slave for the purposes of creating bred-slave bloodlines but masters and mistresses will sometimes mate with their slaves, freeing them for the requisite time to make the resulting child fully free.

Slaves are rarely freed but it can happen for love, convenience, sentimentality or in times of war or need. Women who have been slaves rarely entirely recover and many court slavery again if they do become free.

Tastes in pleasure slaves vary by culture and region. The men of the Tahari and interior find pale, red haired or blond girls fascinating, while darker skinned slaves are found fascinating in the north.

The Gorean aesthetic tends to find the curvier body more attractive and in the Tahari this often crosses the line into genuine plumpness or fatness. Auburn hair commands a high price in any market and specialist training such as dancing also increases the value of slave flesh. Intelligence is also a highly valued trait which makes slaves generally more useful and better conversationalists.

Slaves are branded and wear collars to mark their ownership.

Some slaves are not privately owned but are, rather, owned by the state or by businesses and used as workers, messengers and as tokens in trade or hospitality.

Men and women of Earth are regarded as natural slaves and the men in particular are regarded as weak and pliable, making them very popular as silk slaves for free women, far safer than males from Gor.

Slaves do not even have their own names, being named by their owners and this name being subject to change at any time for any reason.

MEN AND WOMEN

Where Earth has embraced the idea of equality as equivalence, Goreans celebrate what they see as the differences between the sexes in their natural relations to each other. On Earth this idea would be much disputed, but on Gor it is considered the state of nature and this line of thought may come down from the Priest Kings themselves as impassive and alien observers.

The Goreans do not see this as sexism, but as reality and it is not seen as disparaging women or elevating men, each is seen as being celebrated for the qualities of their gender.

Women's intelligence and social acumen is valued and sought after, even in slaves, and women are commonly agents for Kur, Priest Kings, merchants' organizations and other kinds of espionage. Tatrices and Ubaras are not uncommon and wield great power while female free companions run households and wield great economic power. Free women are exalted, valued, protected and treasured, while slaves are used to slake the carnal lusts of men which, again, are seen as perfectly natural and normal.

Conversely, men are valued for their strength, power, ruthlessness, reason and authority. Men make up the ranks of the military, the navy, the workers and the farmers. Men take the risks and reap the rewards in war, commerce, experimentation and ambition.

Most administrators, successful merchants and physical workers are men. Men run the risk of being enslaved or killed in war, worked to death on chain gangs or executed, having far less value to any conqueror or magistrate than a woman.

Intersex conditions and transsexuality is virtually unknown on Gor outside of particular cultures or fringe religious grounds such as the Waniyanpi of the barrens. It is likely that intersex conditions are seen as deformity and aborted or killed at birth while transsexuality is almost unheard of, outside some cultural accommodation and shaming amongst the Red Savages. Homosexuality is also somewhat rarer than on Earth, though it is in no way hated or considered unnatural and there are male slaves bred and raised solely for that market.

Your Gor is your own however, and you are free to include or exclude these as you wish.

KUR
The Kur are a gigantic species, eight feet in height.

They are heavy, muscular, furred, with bat-like ears and cat-like pupils to their eyes. Thick fur covers their body and they rarely bother with clothing, instead using hooked harnesses when they wish to carry things. Their head is the width of a man's chest, their fingers flexible - like tentacles - but tipped with claws, their broad mouth filled with two rows of sharp teeth and four elongated canines.

On their home world the Kur evolved living in caves cut into cliffs and their apartments and dwellings retain those qualities, warmth and darkness, along with climbable walls and ceilings with bars and beams for them to move around.



Now they live in the 'steel worlds' which orbit Hersius (Jupiter) and hide amongst the rocks of the asteroid belt. From there they plot and scheme to take Gor from the Priest Kings and humans and to make it their own, constantly probing the defenses of the Priest Kings and seeking to land agents on the surface of the planet.

The Kur take great pride in preserving and promoting their animal nature as well as their intelligent nature and see no contradiction between the two.

They hide much of their advanced technology, make it invisible in their surroundings, their scientists working in privacy to protect their sense of nature.

To this day the Kur do not know what the Priest Kings are, or the full extent of their power but they have learned to be cautious and to move largely through human agents.

After many failed attempts to act directly the Kur have settled into a long term project to usurp the human powers on Gor and to take control in that way.

They resent humans, thinking of them as weak and unworthy to hold such a glorious world and they prize Gor as a natural world far more than Earth in which they see the warning signs of what happened to their own home world.

PRIEST KINGS

The mysterious 'gods' of Gor, unknown to most humans and thought of as some absentee power or force, the Priest Kings are the undisputed masters of the solar system.

More advanced than the Kur or the humans of Earth their technology is virtually indistinguishable from magic. They can shield a whole planet from detection, control gravity, strike with energy weapons anywhere on the planet and monitor its surface for breaches of their technological laws; all this from a single, underground city in the Sardar Mountains.

The Priest Kings are a race of huge, ant-like, pseudo-insectoid, pseudo-eusocial creatures of incomparable intellect and alien mindset. Despite their resemblance to insects they breathe with lungs through eight breathing holes in their abdomen. Golden in color, they have six legs, with heads are a yard wide, adorned with feathery antennae and compound, disk-like eyes.

Priest Kings have a nest scent that they use to identify each other and everything that belongs in the nest, this is their natural smell which is something like the smell of an expended bullet, with the personal and naming scents an undertone.

Priest Kings communicate by these complex scents, made up of seventy three scent 'phonemes' which can be impregnated into scent ropes in order to convey messages. Longer ones are recorded into machines and played back in puffs of scent.

The Silver Ship

BASIC RULES AND CHARACTER CREATION

To enter the world of Gor you will need to create a character, an alter-ego, an avatar to play and explore through. Whatever you choose to be will be represented by your ideas, your descriptions, the actions that you take and the statistics of the character.

Statistics describe your character in numbers so you can compare your strength to that of someone else, your skill to that of someone else. Using numbers, rules and dice you can avoid arguments about who is the best sword-fighter, who hits who and whether they're dead. Whenever the result of an action is in question, that's when you roll dice and however the dice fall tells you whether you succeeded or failed and how well you did.

This can seem intimidating to start with, but the rules of *Tales of Gor* are simple, designed for new players to learn quickly how to play and a great deal should be familiar to those who play computer games or board games.

Whether you're planning to play a scarlet-clad warrior, a wily merchant or a beautiful slave girl in shimmering silks, the pages that follow will teach you how to create your character.

EXAMPLE OF PLAY

This will show you how a typical session of a game of *Tales of Gor* might go, at least a short part of it. You won't understand all the rules parts yet, but it will help you understand what a game might go like:

Corvus and Kantos – played by Chantal and Kevin – are approaching a slaver's compound at night. There's a rumour that the camp holds an incredibly valuable slave and they have been promised a considerable sum if they can capture her and return her to their sponsor. A slaver's camp is not an easy thing to break into, but they're determined to try. Emily is their Games Master, describing events and looking after the rules.

Games Master: The slaver's camp is a permanent camp, one used for the transit of slaver's caravans along the Viktel Aria to or from Ar. Approaching the camp at night you catch a whiff of roasting tarsk and the sound of muted conversation, but otherwise it's strangely quiet. Even in the darkness of the night you can see a few guards, half-heartedly patrolling the walls, complacent this close to Ar.

Corvus: Can we move into the scrub to get closer, see if we can spot a guard?

Games Master: Yeah, you can get a bit closer without risking being seen. There's one guard a little isolated from the others. The lanterns on his side are burning a little lower, making the shadows a little deeper.

Corvus: Alright, I'll cover with my crossbow while you try and get closer. I've got more range with my crossbow than you do with your knives. Sound good?

Kantos: Sounds good to me. I'll slip a knife free, ready to throw, and try and sneak up to the wall, underneath the guard.

Games Master: Alright, roll your stealth, with a +5 bonus for the darkness. You need to beat the guard who gets... 18.

Kantos: I roll a sixteen, with the bonus that makes 21. I make it.

Games Master: Great. You push free of the scrub and make a low run to the wall, getting beneath the guard's line of sight before he can spot you. You're in position, ready.

Kantos: My turn to cover. I'll look up, knife ready, and keep an eye on the guard. Just in case.

Games Master: Same difficulty. Your turn to roll your stealth!

Corvus: I roll 21, with the bonus of +5, that makes 26. I make it.

Games Master: Alright, you're side by side at the base of the wooden pallsade. The guard shifts from foot to foot above you, clearly bored out of his mind. He won't spot you if you stay here, you don't think.

Kantos: Well that's no good and there's no way we can scale the wall without him seeing us. We'll have to take him out.

Corvus: Agreed.

Games Master: How are you communicating this without being heard?

Kantos: We'll use hand gestures, or whisper through cupped hands.

Games Master: That's fair, they won't hear you then. So what's the plan?

Corvus: We'll step back from the wall and launch a surprise attack at the same time. Dagger and crossbow together. With luck we can take him out in one go.

Games Master: OK, surprised he can't dodge or use his shield, which means only his helmet will count reducing damage. You only need to beat five to hit him.

Kantos: I step back and hurl my readied quiva, just going for the body. I roll... 15. That beats the difficulty by 10, which gives me plus two damage. I roll... ugh... 12 damage total. Minus his helmet that's 11, right?

Games Master: Right. The quiva flies true but he turns as you throw and the knife digs into the meat of his thigh, missing anything vital. He cries out in pain!

Corvus: Only to get hit by my crossbow bolt to finish him off! I get 19 to hit, that beats by 14, which is plus one die. I only got 14 damage though, so that's 13 with his armour. Damn it.

Games Master: Alright, he's down to 12 health, that's minus five to all his actions, but he's still up and able to act. That's surprise done; now it's normal initiative. Roll! The guard gets... 19.

Kantos: I get seven.

Corvus: I get nine, looks like he gets to go first.

Games Master: The guard looses his bow into the dark, where your shots came from and screams for help, jumping down from the palisade. Despite his wounds. He gets 14 to hit... you Corvus.

Corvus: I try and evade. With the penalty against ranged shots I get 14. He nearly hits me!

Games Master: He's out of sight now and he's going to draw more guards. What do you want to do?

Kantos: Give me a boost to get onto the wall.

Games Master: It'd be a difficulty 20 climb normally, but you can have a +5 bonus for Corvus helping.

Kantos: I get 25 with the help.

Games Master: No problem, with a boost you scramble over the wall. The wounded guard is screaming and staggering towards the other guards, an alarm bell begins to ring and more of them begin to appear.

Kantos: Why can things never, ever go smoothly for us? I'll lean over and reach down to help Corvus up...

And so the adventure continues....

BASIC RULES

Before you make up your character it's a good idea to have a basic idea of how the rules work. That way you can be sure that the character that you create is effective, skilled and able to survive in the harsh world they find themselves in.

ROLLING DICE

The characters you play, the enemies you face, the creatures you hunt (or that hunt you) are described in numbers, these numbers relate to the number of dice that are rolled when you – or they – try to do anything.

On your character sheet (a record of your character's abilities) or in the descriptions of your enemies, this is recorded in the following ways: 1D, 2D, 3D, 4D etc. The 'D' stand for dice, so the number code informs you how many dice that you roll when you try to do an action relating to that skill or natural attribute.

Sometimes these will also have a bonus next to them, so might appear as 5D+1 or 2D+2, this just means that you add one or two to the total when you roll.

One of the dice you roll is known as a 'Wild Die', and this allows for bad or good luck to make a big difference to the results of what you're attempting to do. It also means that even seemingly insurmountable odds can be overcome – with a bit of luck.

Wild Dice are rolled as normal, but if they roll a 1 or a 6 then things are different. On a 6 on the Wild Die you add the result on and keep going, rolling it again and adding on for as long as it rolls sixes. On a 1 you take the result away and keep rolling, taking away so long as it keeps rolling 1. If you roll something other than 1 you take that away, but you also stop rolling.

Example:

Kantos the assassin leaps to the attack with his gladius. He has a sword skill of 7D+1 and rolls 6, 2, 3, 1, 1, 1 and 6 in his Wild Die. This gives him a total of 20, +1 for his bonus making 21. He got a 6 on his Wild Die though, so he rolls again. He gets another 6 bringing his total to 27 and because he rolled a 6 again, he rolls again, this time getting a 1. This means his final total is 28 and he stops rolling.

Later, Kantos make a leap from one roof to another. He has 4D+2 for this sort of athletic feat and rolls 6, 5, 1 and a 1 on the Wild Die. This gives him a total of 12, his +2 bonus brings this to 14, but he takes away the 1, leaving only 13. Because he rolled a 1 he rolls again, getting another 1. This reduces his total to 12 and he has to roll again. This time he gets a 6. This means his final total is only 6 and he stops rolling. Things aren't looking so good for him.

HONOUR POINTS

Acting according to the honour codes of your caste, tribe or culture – even when it causes you problems – will allow you to earn Honour Points.

Honour Points are what makes the real difference between a hero and a normal person. Devotion to codes and a sense of purpose allow them to exert themselves beyond the efforts of the average guardsman, slave or merchant.

You may only gain one Honour Point at a time and you may only spend one Honour Point on a single roll, though you may spend them as rapidly as you wish, on consecutive rolls.

Spending an Honour Point (before you roll) doubles the amount of dice that you get, though you still only get 1 Wild Die. You can choose to spend an Honour Point after the fact, but you will only get one additional dice, to get you out of trouble.

The Games Master might let you also spend Honour Points for some other effects, if they want.

These are not standard rules but they are possible options you might want to include:

- **Healing:** Spending an Honour Point instantly restores one wild-dice of Health as you get a surge of adrenalin and redouble your efforts.
- **Action:** Spending an Honour Point allows you to make an immediate action - move, attack or defend - with all your dice. Even out of your turn order.
- **Insight:** If you're completely stuck with a puzzle or investigation, you can spend an Honour Point for the Games Master to give you a hint.

Example: Kantos' disaster in trying to leap from one roof to another leaves him falling towards the ground at risk of injury. The Game Master allows him to try and make a grab for the roof ledge. He still only has $4D+2$ for this sort of thing and given his terrible failure before doesn't trust that to be enough. He spends an Honour Point to increase his chances. Now he's rolling $8D+4$ and gets 6, 2, 3, 2, 2, 2, 3, 4 – for a total of 28. Much better.

USING SKILLS

Skills take your abilities beyond your raw, innate talent and represent training and honing of ability. Skills are listed under your natural abilities and increase the total number of dice available for you to roll.

If you don't have a skill things are going to be more difficult for you – though sometimes you will just roll on your natural ability.



When you're rolling something where you don't have a skill, you take five away from your total roll to show how much more difficult it is.

Example:

Jason is a transplanted man of Earth. He has been invited to play kaissa but doesn't know the game (a Gorean version of chess) and never took much interest in chess on Earth either. He only has 3D and rolls 3, 2 and a 1 on the Wild Die. He's already doing poorly with a total of 4. To make things worse he rolls another 6 on the Wild Die bringing his total to -2 before applying the unskilled penalty which takes it to -7. He messed up badly.

DICE AND PIPS

This can be a little tricky to figure out, but it's actually quite simple. The number before the 'D' is the number of dice, the bonus after it (EG: +2) is the 'pips'. Pips and dice convert between each other, three pips (+3) becoming one dice, one dice becoming three pips. As your character gets more experienced they'll gain pips and then dice.

Example:

Jason is training in the use of the Gorean Gladius at the hands of a member of the warrior caste. Coming into it he had no real skill but was quite agile. Basic training now means he can use the sword at 4D, without a -5 penalty. With more training he raises the skill to 4D+1 and with even more to 4D+2. With time running out to learn the way of the sword, Jason puts in a last ditch effort, raising it by another +1, instead of becoming 4D+3, it becomes 5D.

CHARACTER CREATION STEPS

1. Concept
2. Template
3. Attributes
4. Skills
5. Health
6. Power Damage Bonus
7. Accuracy Damage Bonus
8. Movement
9. Honour
10. Traits
11. Gender
12. Wealth
13. Equipment
14. Details
15. Ready to play!

CHARACTER DESCRIPTIONS

Now you're just about ready to create your character, but you need to understand what all the various parts of a character are and what they describe.

TEMPLATES

A template is a quick way to create a character. You choose a template and then add a few things here and there to customise it into an individual character. Templates help to create a more typical member of a particular caste or tribe and to make quick characters when you need them. Each template has a name, but if you want to make a more individual character you can create a character without a template.

ATTRIBUTES

Natural attributes are the abilities that nature has endowed you with, speed, strength, intelligence. They represent your innate potential and capabilities.

SKILLS

Skills are listed under the attribute that they add to. For example, under Reason, the following skills are listed: *Philosophy, along with: Culture, Healing, Initiative, Kaissa, Literacy, Navigation, Scholar, Senses and Trading.*

When you have a skill, it starts equal to the statistic above it. As you increase the skill it adds to the total dice you roll when that skill applies.

For example, you have a Dexterity of 3D, which governs all your Dexterity skills, but after a lot of practice you're better with a bow. When you're shooting a bow you roll 4D instead of 3.

HEALTH

Your Health represents how much punishment you can take from illness, injury, poison and anything else that harms you.

To work out what your Health is, roll your Fitness and add twenty to the roll. This is your total Health.

Half of your Health is your 'Crippled' value. When your Health drops below this level you take five away from any rolls you make.

When your Health drops below ten you fall unconscious and when it reaches zero, you are dead. Raising Fitness raises your health, +1 for each pip and +2 when the number of dice go up.

You do not roll a Wild Die when rolling your Health.

POWER DAMAGE BONUS

Whenever you are striking things using your strength – such as with a sword or club – you will add your Power Damage Bonus to the damage of the weapon to work out how much damage you do.

Your Power Damage Bonus is worked out by taking your Fitness (just the dice, not any bonuses), dividing by two and rounding up.

For example, if your character has a Fitness of 5D+1, their Power Damage Bonus would be 3D.

Your Power Damage Bonus is also how much damage you can do with your fists, nails and teeth without any extra weapons.

ACCURACY DAMAGE BONUS

Whenever you are shooting at things, using your accuracy – such as with a bow – you will add your Accuracy Damage Bonus to the damage of the weapon to work out how much damage you do.

Your Accuracy Damage Bonus is worked out by taking your Care (just the dice, not any bonuses), dividing by two and rounding up.

EG: if your character has a Care of 3D+2, their Accuracy Damage Bonus would be 2D.

MOVEMENT

Your Movement determines how far you can move in a turn. If you're quick on your feet you can control the battlefield.

Your movement is worked out by taking your Run skill, removing the bonuses and multiplying by three. This is your normal walking pace over the course of a turn.

Jogging increases this speed by half. Running multiplies it by three. Sprinting multiplies it by five.

EG: your character has a Run skill of 4D+1. This gives them a base move of 12m, a jogging Movement of 18m, a running Movement of 36m and a sprint Movement of 60m.

HONOUR

All new characters start the game with only a single Honour Point to their name. This is their basic starting point.

Honour Points can be spent to double the number of dice you roll for any single roll, though you must declare this before you roll.

You can choose to spend an Honour Point after the fact, but you will only get one additional dice, to get you out of trouble.

You regain Honour when you uphold the codes of your caste or people to your own, personal detriment.

You also gain them for completing adventures and acts of heroism.

You may only gain one Honour Point at a time and may only spend one Honour Point per roll.

TRAITS

Traits are little quirks that help make your character truly individual. Each trait comes with a bonus and a drawback that might affect your character in some situations. There's one trait that everybody has though:

GENDER

Gender is hugely important on Gor and as such gender differences appear in these rules as standard, though you are free to ignore them if you so wish, and many will choose to do so.

Gender differences are, however, important in the broad context of the politics and society of Gor and the physical supremacy of men in particular is important.

In the real world the differences between the sexes include a 15% difference in average weight, 6 inches in average height, a 30% difference in strength, 10% difference in red blood cell count, 50% greater lung capacity in men, and numerous other differences.

Women are thought to have different brain connectivity, better language skills and better long term endurance and pain tolerance.

Typically, in games we completely avoid the differences in the physicality and temperament across the broad demographic of the genders because of politics, and because characters are exceptional. As such, you may want to use these rules for non-player characters, but ignore them for players' characters.

So far as the game is concerned, if you decide to include gender differences (which is entirely up to you) some of that will come out in the choices the players make when creating their characters. Otherwise use the following rules:

- **Males:** +2 pips in Body. Males are culturally expected to work, to fight, to sacrifice themselves and to defend free women.
- **Females:** +1 pip in Charm, +1 pip in Dexterity. Females are subject to the constant threat of enslavement and are expected to defend their honour and to act with propriety - so long as they are free.

Where a bonus applies to a natural ability, it allows for that ability to be raised above the normal maximum of 5D. A male, for example, could raise his Body to 5D+2 and this means he could raise a Body skill as high as 11D+1 (double that attribute).

WEALTH

Characters start with wealth according to their caste or role.

A high caste character will receive a silver tarsk, plus their roll, a low caste character only gets their copper tarsks (merchants get their silver despite being low caste).

To determine your starting money roll your Trading Skill and your highest Attribute separately. Both of these rolls include a Wild Die.

Example:

Koldo the Merchant has a Trading Skill of 4D+2 and a Charm of 4D, he rolls each one in turn getting a total of 10+12 for 22 copper tarsks, plus a silver tarsk.

EQUIPMENT

All characters start with a set of clothing – typically a tunic, shoes, britches and a cloak – a basic dagger, a belt with belt-pouch and a pack for carrying their equipment.

Female characters will start with appropriate clothing – robes of concealment or slave rags, and an eating knife.

ATTRIBUTES

Your natural attributes are your inherent capabilities, gifted to you by your genetics and the hardships that your body and mind have been put through.

Three dice (3D) is considered the human average and, for a normal person, five dice (5D) is considered the achievable human maximum.

You can learn to apply your attributes in such a way as to make them more effective and each attribute has a skill that allows you to do this – when you're just using that raw attribute.

Each attribute is also associated with a set of skills and those skills are added to the attribute when you roll to use them.

When creating a template character, you will have six dice to 'top up' your character's attributes and to make them more effective in certain areas.

If you're making a character without a template you have eighteen dice to spread amongst all of the attributes. You can trade in 1D for three +1's to spread around as you please or double up as +2.

Attribute Levels

- 1D Cripple
- 2D Weak
- 3D Average
- 4D Strong
- 5D Olympian

AGILITY

Agility is a measure of your whole, bodily awareness, balance and control over your own body. Whenever you're doing something that requires whole-body fitness like acrobatics or fighting, you will be rolling your Agility.

Coordination, along with: Acrobatics, Athletics, Blades, Clubs, Escapology, Evade, Fistfight, Pleasure, Riding, Spears, Stealth, Tarn Riding, Throwing and Whips.

DEXTERITY

Dexterity is a measure of your hand-eye coordination, your fine motor skills, your ability to move your body with great accuracy. Whenever you do something involved with your hands and fingers like shooting a bow or picking a lock, you will be rolling your Dexterity.

Care, along with: Bow, Burglary, Crossbow, Draft Beast, Rope Work, Sailing and Sleight of Hand.

BODY

Body is a measure of your physical fitness, your strength and toughness, your muscle mass, bulk or ability to apply force with your body. Whenever you have to endure some hardship or exert the power of your body you will be rolling your Body.

Fitness, along with: Endurance, Run, Survival and Swimming.

REASON

Reason is a measure of your innate intelligence, your ability to think through problems, solve puzzles, recognise patterns and use your wits. Whenever you have to apply your intelligence to a problem you will be rolling your Reason.

Philosophy, along with: Culture, Healing, Initiative, Kaissa, Navigation, Scholar, Senses and Trading.

ARTS

Arts measures your aesthetic sense and your practical, creative ability. Whenever you play music, paint a masterpiece, create a mosaic or apply your craft, you'll be rolling your Arts.

Aesthetics, along with: Art, Composition, Craft, Music, Poetry and Singing.



CHARM

Charm is your force of personality, your ability to say what people want to hear, to lie, cajole, persuade, intimidate and lead. Whenever you try to persuade or otherwise influence someone, you'll be rolling your Charm.

Confidence, along with: Animal Handling, Bluff, Charisma, Command, Convince, Intimidation, Slave Handling, Speaking, Will.

SKILLS

Skills are honed abilities and special knowledge that results from training or practice. No matter how clever you are you're not going to be too good at a game of kaissa if you've never played or spent much time at the game.

An amateur trying to forge a blade from raw steel is also unlikely to produce a usable item. Sometimes you just need to spend some time learning in order to be good at something.

Skills are added to their attribute when you're rolling to see how well you do at something, but they're usually kept as a combined total on your sheet.

For example, if you were shooting an arrow and had a Dexterity of 3D+1 and a Bow skill of +1D+2, that would give you a total of 5D (+3 becomes a new dice).

Skill Levels

- 1D Apprentice
- 2D Professional
- 3D Veteran
- 4D Master
- 5D Grand Master

ACROBATICS

Acrobatics is the trained ability to engage in tumbling, jumping, parkour, gymnastics and other physical feats that primarily involve practice and agility.

If you want to do a backflip, spring from one wall to another and over a gate or swing from flagpole to flagpole, this is what you will roll.

AESTHETICS

Aesthetics is rolled when you'd otherwise use your raw Arts attribute. It is your appreciation of beauty and craftsmanship.

Without a suitable skill you're unlikely to use this very much. You might use it, perhaps, for simple folk crafts or to feel – in your gut – whether a piece of art or a treasure is of artistic value. Monetary value is another matter entirely.

ANIMAL HANDLING

Dealing with the dangerous beasts of Gor, when even the domesticated animals are brutal and gigantic, is a much valued skill.

Training a bosk to pull a cart or a riding tharlaron not to bite its rider is hard enough, let alone training a hunting sleen, tarn or – the most difficult – the larl. Good trainers are highly valued individuals and this skill allows them to train, calm and understand animals.

ART

The crafts tend to be considered pre-eminent on Gor, but artists can still find work drawing, sketching and painting for wealthy families.

The interiors of Gorean compounds and buildings more typically are decorated with mosaics, statues and tapestries, which are more properly crafts.

ATHLETICS

The Athletics skill determines how effective you are with feats of bodily control that aren't covered by other skills, such as climbing, jumping, scrambling and so forth.

BLADES

Blades represents your trained ability to use slashing and cutting weapons – anything that relies on its edge to cause harm to others.

The typical bladed weapon on the Gorean warrior is the gladius, as useful for stabbing as it is for cutting. Axes are also considered bladed weapons.

BLUFF

When you're pretending to know something you don't or trying to pass for something you are not you will use your bluff skill.

If you were trying to pretend to be a soldier from a rival city, for example, you might use this skill to smile and nod along with the camp gossip without being uncovered as being an enemy.

BOW

The bow is considered something of a coward's weapon by many warriors in civilised Gor and they eschew it for the crossbow, the sword and the spear. Amongst the peasants, women and the tribal peoples however, the bow is considered an essential weapons and the peasant bow in particular has a reputation as fearsome tool of guerilla warfare. This skill represents your skill with any and all bows.

BURGLARY

Burglary is your ability to break into places without being seen. Gorean homes are not especially secure, locks and guards are a rarity for most people, but then for most people their wealth is carried on their person.

Even so, being able to break into buildings, pick locks and hook open shutters is a valuable skill for any aspiring thief.

CARE

When you would normally just be rolling your Dexterity you can roll your Care skill. Care is your ability to move your hands slowly and gently and with precision.

Carrying a cup without spilling a drop might roll on your Care, or extracting a wire from a Kur device without causing a short.

CHARISMA

Your Charisma skill is your ability to make yourself likeable, to form friendships, to charm and interest others.

Your attractiveness is a measure not only of your physical appearance, but your ability to project a charming, friendly and attractive demeanour.

Charisma is a general measure of how appealing you can make yourself to other people.

CLUBS

Blunt and smashing weapons use a different skill set than cutting and hacking weapons. When using a clubbing weapon like a cudgel, sap, or staff weapon.

The most famous clubbing weapons on Gor are the iron-bound staves of the peasants.

Maces are rare weapons, but are sometimes found in the employ of warriors to shatter and smash shields.

COMMAND

Lleading men into battle isn't just about tactics but about the ability to inspire loyalty and to coax the very best from one's troops.

The Command skill includes all of these abilities and the wherewithal to communicate your plans to the soldiers under your command.

COMPOSITION

Composition is your ability to write clear, communicative and effective writing and is used for most forms of writing.

Many Goreans are illiterate or regard being able to read and write as unworthy of their caste.

This is a vital skill for members of the Caste of Scribes and is used for instruction, history, mythology and fiction writing.

CONFIDENCE

Confidence is rolled when you would otherwise only be rolling your Charm. It reflects your strength of personality.

Any social interaction is made more credible and firm with Confidence and with a high degree of skill you have such strong self belief that others may fall in line with it.

A high confidence will also help stop you being scared so easily.

CONVINCE

Now do you persuade someone of the truth of a lie? You spin them half truths, hide the bad things in what you're saying and play up the good things.

You will roll this skill when you're lying or when you have to assert your point of view and see it followed through on.

COORDINATION

When you would normally just be rolling your Agility, you will instead roll this.

Through practice you've become more aware of your body and its limitations and better able to predict what you can and cannot do.

Coordination is useful when doing several things at once or when trying to limit the movements of your whole body. Coordination is great for balancing – walking the high wire – and so on.

CRAFT

Gore has few factories in a sense we might recognise and craftsmanship is the main determination whether goods are worth paying for or not.

Individual makers of things can become quite famous and their work sought from many miles around.

You can take many different crafts by taking this skill multiple times.

CROSSBOW

Crossbows are fired from the shoulder, rather than drawn. Shooting targets with them is, therefore, much more straightforward than hurling a spear or firing an arrow.

While slow to load, crossbows are efficient and powerful killing.

CULTURE

Culture represents your understanding of other peoples' societies and structures. This can be knowledge, or picking up on cues.

It will allow you to avoid making faux pas and give you a basic understanding of differences in culture, etiquette and law. This should help you to avoid embarrassing incidents.

DRAFT BEAST

Controlling draft animals is very different to riding them. With this skill you can steer a wagon, cart or chariot, use an animal to pull a plough or steer herd animals in the direction you want.

ENDURANCE

Your Endurance skill represents your ability to carry on despite exhaustion, to face pain and to keep on going. Endurance is good for resisting torture, running marathons and holding on to the bottom of a wagon for hours at a time to avoid detection.

ESCAPOLOGY

Escapology is the art of breaking free of bonds, chains and ties. In a culture of bondage and enslavement, this is a useful skill.

Goreans are especially good at their ties and bindings and escaping from them is an art all their own. Escapology will let you break free of your bindings to give you a chance to escape.

EVADE

The Evade skill allows you to try and avoid being struck in combat or to duck away from arrows.

Rather than parrying with a blade or shield you keep your body out of the way of the attack by moving and swinging out of the way of incoming attacks.

FISTFIGHT

Only the Pani have truly formal versions of hand to hand combat. Warriors of the mainland tend to concentrate on their weapons and to rely on their innate physical prowess when wrestling or fighting.

Slaves are sometimes put into boxing bouts and these become the true masters of unarmed combat.

FITNESS

Fitness is what you roll when you would otherwise simply make a basic Body roll. It is a pure enhancement of that natural capacity.

The Fitness skill represents the amount of effort you have put into keeping trim, healthy and strong. Making yourself more fit and well and better able to cope with hardship and strain.

HEALING

The salves, poultices, drugs and injections available to the Caste of Physicians are nothing short of miraculous, but there's still plenty of use for first aid, tourniquets and other medical skills in the field.

The Healing skill will help you apply drugs appropriately and perform first aid to keep people alive – restoring health.

INITIATIVE

Driving the tempo of combat is essential to victory. Initiative determines who goes first in combat, with the first chance going to whomever rolls the highest.

Initiative is a combination of speed, situational awareness, reaction time and decision making.

INTIMIDATION

Intimidation is the ability to use your physicality and force of personality to induce fear in others.

This needn't be screaming into people's faces, it could be something as simple as a cold stare or as complicated as a threat of blackmail.

KAISSA

Kaissa is a game similar to chess, played by Goreans.

Many take it extremely seriously and bet huge amounts of money on it. Almost everyone has at least a passing interest in the game and many are obsessed with it.

MUSIC

The Music skill is how good you are at playing one of the many Gorean instruments.

You should pick the instrument type (percussion, wind or stringed) when you take the skill. You can take the skill multiple times to play different types of instrument. Goreans love music, especially the drums.

NAVIGATION

Goreans have compasses – which point to the Sardar Mountains – and maps of the world that they know.

They have roads and signposts, but they still learn to navigate by the stars and landmarks so that they can find their way without these tools.

PHILOSOPHY

You roll Philosophy when you would otherwise just be rolling your Reason. Philosophy is a general honing of the application of critical thinking.

Rather than formal philosophy, this represents the ability to apply your natural intelligence by learning tricks to recognise patterns, think laterally and to overcome natural instincts that could harm you.

PLEASURE

Sex is of central importance to Goreans in both the giving and taking. An ability in this can please Masters and Mistresses or help break slaves to their bondage.

Those who own pleasure slaves take delight not only in extracting pleasure from their property, but in inducing paroxysms of lust in that property. For their part, pleasure slaves had best learn to be pleasing swiftly, if they wish to live.

POETRY

With this skill you are an accomplished and skilled poet. Many think themselves great poets on Gor, but you truly are.

The lack of accomplishment and skill doesn't stop everyone from calling themselves a poet and some so called 'poets' demand money – with menaces – for their words.

RIDING

The riding beasts of Gor are more temperamental than the horses of Earth and often require special equipment.

The kaïila, for example, is a meat eater and the tharlarion's loping gait requires a special, hydraulic saddle to absorb the impact of its loping, jumping movements. With this skill you can control your beast and remain in the saddle as well as coaxing speed and endurance from your mount.



ROPE WORK

Goreans are extremely skilled with ropes and knots and almost every one of them has some facility with bindings and ties.

Doors and personal belongings are tied shut with signature knots, slaves and animals are bound with complex ties and rigging ships, handling tack and so many other things are dependent on knowing how to tie and use rope. When tying a captive, securing a knot or fixing rigging you will roll on this skill.

RUN

Being able to move quickly, even without a mount, is useful and charging troops can get some good force behind them.

A man alone – if fast enough – can evade organised pursuers who must move as a unit at the speed of the slowest man. The Run skill shows how well you have trained yourself in running and sprinting, more about speed than endurance.

SAILING

Knowing what you need to do with the rigging and sail in order to move the ship and get where you want to go by the power of the wind is down to the sailing skill.

Most ships require several crew, working together to sail or row.

SCHOLAR

The Scholar skill makes you ‘learned’. It indicates a deeper level of historical and cultural knowledge about life on Gor and the deeper truths about the world known only to the high castes.

It is the equivalent of a good, classical, education.

SENSES

Your Senses skill indicates how well you have trained your senses to detect threats and to spot the tell-tale signs of clues and hidden objects.

Someone attempting to sneak up on you will be rolling against your Senses to try and do so.

Making out details at a distance, searching rooms or trying to pick out a conversation from the noise of a crowd would all be uses for senses, as would tasting poison in your food and any other use of your other senses.

SINGING

Singing isn’t a particularly well regarded form of art on Gor, though some are enchanted by it. Still, some make it their vocation and become quite skilled. They may even find a sponsor with peculiar tastes willing to indulge them. This is not to say folk singing, marching songs and sailor’s songs don’t exist – or slave girl songs – just that they are not considered art.

SLAVE HANDLING

The handling and training of slaves is a long tradition on Gor. Unlike breaking or training animals, the training and breaking of slaves is much more psychological than physical.

With this skill a slaver can train slaves, force compliance and bring a slave to understand their new state of being and status.

Skilled slave trainers are much sought after but many Goreans – especially men – will have some knowledge of how to train and handle a slave.

Prolonged use of this skill upon a capture can break their will and transform them from a resentful, bitter and disobedient capture into a responsive, pliant and joyful slave.

SLEIGHT OF HAND

Stage magic, coin tricks, picking pockets, it all amounts to the same thing really – the hand being quicker than the eye.

With the Sleight of Hand skill you're capable of slitting pouches, picking pockets and entertaining people with feats of prestidigitation. Be wary though, thieves get their hands cut off and many peasants believe stage magic to be real.

SPEAKING

Public oration, having a voice that carries, conveys emotion and stirs people to action, is an important skill on Gor.

Many people are illiterate and public speeches can be the best way – still – to convey information to a large crowd. Whether in a council meeting, bolstering the morale of the troops or stirring the mob to an uprising this is the skill you will use for stirring rhetoric.

SPEARS

Long-hafted, impaling weapons, spears can be thrown, set against cavalry or used in ranks to create thickets of blades to dissuade cavalry.

From the long spears of civilised Gor, to the short-hafted stabbing spears of the interior, this skill represents your skill with these ubiquitous weapons.

STEALTH

When you're trying to avoid being heard or seen, Stealth is the skill you will roll.

Stealth isn't just a matter of being silent and sticking to the shadows. It's as much about knowing when to move and taking opportunities as they present themselves. A very important skill for thieves and assassins.

SURVIVAL

Often a Gorean will find themselves needing to survive with little or nothing to support themselves.

When you take the Survival skill you must choose an environment – urban, temperate, tundra, jungle, desert, ocean – in which you are at your best. Using the skill anywhere else is at a penalty of -5.

SWIMMING

Swimming is a common skill on the coastal and river towns but less so away from the large water sources.

You will roll this skill to avoid drowning or to move in the water safely and successfully – including diving.

TARN RIDING

Riding a tarn is a rare skill and far different to riding any other beast. Tarns are temperamental and dangerous creatures that often eat their riders before they form a strong bond.

Controlling tarns is complicated with many reins to pull the tarn in three dimensions. Because of the difficulty in training and controlling tarns, tarn riders are an elite force.

THROWING

Tossing rocks, knives, spears and javelins is a particular skill. Hand-eye coordination and judgement of one's own strength is key.

Throwing with force and accuracy requires skill in Throwing. Some thrown weapons – besides spears – include war darts, saddle knives and sling stones.

TRADING

Haggling, dealing, extracting every last copper tarsk bit from a deal, working out the costs versus the benefit and judging what produce is worth is all accomplished using the Trading skill. This includes appraising worth and spotting problems with the goods.

WHIPS

Whips are ubiquitously used by Goreans, but not especially skillfully. With this skill you're more proficient than the average.

Only true practitioners can really use them as weapons without hurting themselves in combat. This is especially true of the Knife Whip which can be as deadly to the user as to their opponents.

WILL

Strength of will is important for knowing your own mind, resisting cajoling, threats and persuasion that goes against your own interests. It also allows you to and force yourself onward, even when everything is stacked against you..

TRAITS

Traits are additional little facts and quirks to your character. You can take up to three different ones, or none at all if you prefer.

Each one comes with advantages and disadvantages. The stronger you are in one area, the weaker you are in another. Nature likes its balance.

AGENT OF PRIEST KINGS/KUR

You are one of the human agents of the great powers behind so many of the events on both Gor and Earth.

They are a powerful ally with networks across Gor that you can tap into making it far easier for you to travel and to work, but you will almost always be working to their ends and in working for one you make an enemy of yourself to the other.

AUTHORITY

You have experience in command, perhaps as First Spear of a unit of soldiers or as the captain of a ship.

You can increase your Command skill by +1 pip and you have old comrades that you can encounter if you spend an Honour point, old comrades that are willing to help you. The disadvantage is that your old comrades will also be seeking favours from you and that you have a duty to their care from being sword brothers, even if you no longer command them.

BAD LUCK

One in each game that you play the Games Master can choose to have you roll half the normal number of dice (rounding up) that you would for a roll, as your bad luck kicks in.

On the plus side you have learned to suffer through the hard knocks that your Bad Luck causes you and, as a result, have +5 extra Health.

You can take this trait more than once.

BOUNTY

There is a price on your head of considerable worth – a gold tarn. Bounty hunters and opportunists are out looking for you as well as the citizens of whichever city you upset.

Pick a city when you take this trait, you'll have trouble getting into that city. You can take this trait multiple times for multiple cities or several times for the same city.

Each time you take it for the same city the value of the reward goes up by a factor of ten (1/10/100 gold tarns). Each time you take this trait raise your Burglary, Stealth and Survival skills by +1 pip. This cannot take it over the maximum.

BRED SLAVE

There are many different types of bred slave from exotics with particular features to poisonous slaves used for assassinations. The most common, however, is the pleasure slave, bred for responsiveness and beauty.

Increase the maximum that your Charisma and your Pleasuring skill can go by +1D, but reduce your maximum will by -1D.

SUPERIOR

Goreans live a fairly brutal, Darwinian life. Their world is unforgiving and dangerous. Only the best survive and sometimes that throws up a person who truly excels.

Increase the maximum one of your abilities can go by +1D and reduce another. You can take this multiple times but it has to be for different abilities each time.

CONTACT

You have a good, solid 'friend' who can do you favours and get you things that others might not be able to.

You can take this multiple times each time choosing a city/society and caste/job for the contact. In exchange for being on call for you they will expect you to do things for them.

DEBT

With a debt you are in hock to a money lender, criminal organisation, city or merchant.

You start with an extra 1D silver coins but you owe 2D silver to the organisation or individual you owe and, if you don't pay it back soon, they will pursue you and enslave you or kill you to recoup their loss or take revenge.

ENEMY

You have a powerful enemy, or set of enemies. Ones that wish to do you harm, in any way 'harm' can be taken to mean.

You may take this trait multiple times for multiple enemies or for one larger enemy.

Taking it once gives you a single enemy, about as powerful as you are, working against you.

Taking it twice means an organisation is against you – a city, a clan, a tribe, even a caste.

Taking it three times means that one of the great powers behind the scenes is against you, the Priest Kings or the Kur. On the plus side, you gain an ally of equal – or near equal – power along with each enemy.

FAME

You are known and have a – perhaps undeserved – reputation. People are likely to know you, wherever you go.

You can take this multiple times.

Once makes you famous in a city, twice in a region (Tahari, Civilised Gor, Torvaldsland etc), three times across all of Gor.

To those whom your fame is likely to matter you can roll an extra +1D for any Charm or Charm skill rolls.

The downside of this fame is that people are constantly looking to you for leadership and your face and deeds are known to almost everyone. You cannot pass anonymously.



FAST REACTIONS

You have honed reactions and can react in fractions of a second to a change in the circumstances around you.

Raise your Initiative skill and its maximum by +1D. On the downside your jumpiness and edginess means that while you react quickly it is not with control and finesse.

Your first reactions (your first turn in combat) is made at -5 to the result.

GIANT

You are a gigantic person, at least seven feet tall and perhaps as tall as nine feet – even taller in the case of exotic slaves. I

ncrease your Body and its maximum by +1D but reduce your Dexterity and Agility and maximums both by -1D due to your oafish size.

INJURY

You have suffered a debilitating or disfiguring injury which could not be treated by the caste of physicians. R

educe one of your abilities and its maximum by -1 pip.

You can take this multiple times across multiple abilities or confine it to the same one (taking it three times removes 1D). Through surviving these injuries you have become tougher, add +5 Health for each injury you have suffered.

KEEN SENSES

You have a heightened sense of perception and increase your Senses skill and maximum by +1D.

In loud and stimulating environments though – such as battle – you get overwhelmed, lose the bonus and take a -5 penalty.

MAN OF EARTH

You have been transplanted to Gor from your home world, finding yourself in a strange place.

Your Body score and its maximum is raised by +1 pip due to the relatively low gravity but you must move 2D of skills – at least – into an Earthly skill representing the career you used to have and which is all but useless on Gor. Computer programmer, for example, or welder. Put it under an appropriate ability.

MIDGET

You are tiny, four feet tall or under. Reduce your Body and its maximum by -1D but raise Reason, Arts and Charm by +1 pip each along with the Survival skill – preferably urban.

Goreans are cruel, especially to those they consider misshapen. Most will think you should have been killed at birth and many midgets are reduced to begging.

MORTALITY

The serums of the physicians have not worked on you and you are mortal, subject to the ravages of age.

As a result you live life with a zest, recklessness and ferocity beyond even the normal Gorean lust for life. Increase your Health by +5 and increase a single skill of your choice by +1 pip.

PATRON

You have a powerful patron, a man or woman with plans that involve the trials and conflicts of cities – or even worlds. This is an individual with a direct interest in you, even though they might be part of an organisation.

They will look out for you and aid you, but they will also have many different things that they wish you to do for them – to further their plans.

POVERTY

You have little or nothing to your name. You start with no money at all and only the basic equipment that anyone and everyone starts with.

You have also learned to get by on nothing. Increase your starting Survival and Endurance skills by +1 pip.

PRODIGY

You are a natural, able to push a particular skill to prodigious levels unheard of in others.

Pick a skill and increase that skill and its maximum by +1D. Your focus on this, however, reduces your skill in other areas. Pick two other skills and reduce those skills and their maximums by -1D.

SLAVE HEART

In your heart of hearts you are a natural slave. You dream of it, you think of it constantly, even act it out in privacy - but it tugs at you and makes you want to be a true and total slave.

Increase your Charm and its maximum by +1D and your Pleasure skill and its maximum by +1D. Reduce your Will and its maximum by -1D.

STRICT HONOUR CODE

You adhere to the codes of your caste with absolute strictness, considering them a moral code above and beyond any other of worth.

Whenever you gain Honour you gain two points of it, but should you breach your honour code you lose all the Honour points you have accumulated.

EXPERIENCE

Characters improve with age, practice and victory. The more you travel, the more you use your skills, the more you exercise your mind and body, the better you get.

As you adventure and battle your enemies you earn Experience Points which can be spent to improve and expand the numbers on your character sheet.

AWARDING EXPERIENCE

You get Experience Points during your games for the things you do and the obstacles you overcome.

- +1 Experience Point: For every game session lasting at least two hours.
- +1 Experience Point: Overcoming a significant enemy or obstacle.
- +1 Experience Point: Good role-playing (playing your character rather than yourself, helping everyone have a good game).
- +1 Experience Point: Ending a story/adventure. (This also grants you an Honour Point)
- +1 Experience Point: Gaining one or more Honour Points during the game.

For example:

Dionius has just finished an adventure about tracking down and defeating a band of ruthless bandits – Cosian deserters. He gets one Experience Point for the session, one for overcoming the bandits and one for ending the adventure. That gives him three points to add to his total, to spend when he wants.

SPENDING EXPERIENCE

You can save up your Experience Points from mission to mission and adventure to adventure and then spend them to increase your capabilities – but only as high as their maximums. For a normal person that means an Ability of 5D and a skill up to 10D, though sometimes you can go higher.

With your points you can...

- Learn a new skill: This costs a number of points equal to the Attribute dice (the number before the 'D') that governs the Skill and gives you that skill at +1.
- Improve a skill: Improving a Skill by +1 (at +3 it becomes an extra 'D') costs the number before the 'D' of the skill.
- Improve an Ability: Improving an Ability by +1 (at +3 it becomes an extra 'D') costs Experience Points equal to the number before the 'D', multiplied by ten. It also increases all the Skills under that Ability by +1.

For example:

Jason has an Agility of 3D+2 and is learning how to use a sword. He has plenty of Experience Points saved up and decides he really needs to spend them getting and improving the Blades Skill. Jason buys the Blades skill new, which costs him three Experience Points. That means it starts at 4D. Jason then decides to buy another point in it. This time it causes him four Experience Points and raises it to 4D+1. While he's at it, Jason decides to raise his Agility by +1. This costs him thirty Experience Points and raises his Agility to 4D. That means his sword skill also raises by another +1 to 4D+2.

TEMPLATES

When creating a template character, you will have six dice to 'top up' your character's Abilities and to make them more effective in certain areas and five dice to 'top up' their Skills in the same way. Templates otherwise start with twelve Ability dice and ten Skill dice (if you want to make your own).

If you're making a character without a template you have eighteen dice to spread amongst all of the Abilities and fifteen for skills.

You can trade in 1D for three +1's to spread around as you please or double up as +2. If something rises to +3, it becomes an extra dice.

CASTE OF BUILDERS

The Caste of Builders are the scientists and architects of Gor. They command the great projects and the permissible technological advances in the realms of mechanics and engineering. They have especially good command of optics, the height of which is the telescope, known as 'The Glass of the Builders'.

Add six dice to Abilities and five dice to Skills to customise this template.

Agility 1D

Athletics 1D+1

Fistfight 1D+1

Dexterity 2D

Care 1D+1

Crossbow 1D+1

Draft Beast 1D+1

Rope Work 1D+1

Body 2D

Fitness 2D+1

Endurance 2D+1

Swimming 2D+1

Reason 3D

Philosophy 3D+2

Kaissa 3D+1

Scholar 4D+2

Arts 3D

Craft 6D

Charm 1D

Animal Handling 1D+2

Slave Handling 1D+2



CASTE OF INITIATES

The Caste of Initiates are the priests of Gor, intermediary agents for the Priest Kings – or so they would have the rest of Gor believe. They are devoted to sacred mathematics and have a restricted diet – which includes a great many beans. In the highest levels of the Caste, some genuinely do work for the Priest Kings.

Add six dice to Abilities and five dice to Skills to customise this template.

Agility 1D

Dexterity 1D

Sleight of Hand 1D+1

Body 1D

Fitness 1D+1

Reason 3D

Philosophy 3D+1

Culture 3D+1

Kaissa 3D+1

Scholar 3D+1

Arts 2D

Charm 4D

Confidence 5D+1

Bluff 4D+2

Charisma 5D+1

Convince 5D+1

Intimidation 5D+1

Speaking 5D

Will 5D



CASTE OF PHYSICIANS

The Caste of Physicians are the masters of healing, medicine and biology. They have developed and perfected cures to most common diseases and even have discovered how to arrest and reverse ageing. The Physicians are doctors, biologists and veterinarians of all kinds. Add six dice to Abilities and five dice to Skills to customise this template.

Agility 2D
Coordination 2D+1

Dexterity 3D
Care 4D+1
Sleight of Hand 3D+1

Body 2D
Fitness 2D+1

Reason 3D
Philosophy 4D+1
Healing 6D
Scholar 4D+1
Senses 4D+1

Arts 1D

Charm 1D
Confidence 1D+1
Charisma 1D+1



CASTE OF SCRIBES

The Caste of Scribes are the arbiters of language, the guardians of knowledge and the explorers of the boundaries of that knowledge. The Scribes include cartographers, researchers, historians, writers, philosophers and other intellectuals of all kinds as well as many skilled accountants and record keepers. Add six dice to Abilities and five dice to Skills to customise this template.

Agility 1D

Dexterity 3D
Care 3D+2
Sleight of Hand 3D+2

Body 1D

Reason 3D
Philosophy 4D
Culture 4D
Kaissa 4D
Navigation 3D+2
Scholar 5D

Arts 3D
Aesthetics 3D+1
Composition 4D+1
Poetry 3D+2

Charm 1D
Speaking 1D+2



CASTE OF WARRIORS

The Caste of Warriors are fighters without peer, the elite standing army of civilised Gor, men whose skill at arms is known and feared. Warriors are well regarded and feared – and with good reason. If you want to play a Tarnsman you should play a warrior, put some of your extra dice into Tarn Riding and be prepared to put some hard work and a lot of money into gaining a new tarn to ride.

Add six dice to Abilities and five dice to Skills to customise this template.

Agility 2D

*Athletics 2D+1
Blades 2D+2
Clubs 2D+1
Evade 2D+1
Fistfight 2D+1
Riding 2D+1
Spears 2D+2
Stealth 2D+1
Throwing 2D+1*

Dexterity 3D

*Crossbow 3D+1
Draft Beast 3D+1
Rope Work 3D+1*

Body 3D

*Fitness 3D+1
Endurance 3D+1
Run 3D+1
Survival 3D+1
Swimming 3D+1*

Reason 2D

*Healing 2D+1
Initiative 2D+1
Kaissa 2D+1
Navigation 2D+1
Scholar 2D+1
Senses 2D+1*

Arts 1D

Charm 1D

*Animal Handling 1D+1
Command 1D+1
Intimidation 1D+1
Slave Handling 1D+1
Will 1D+1*

CASTE OF ASSASSINS

The Black Caste never stop once they have taken coin to kill a man and have a long-standing rivalry with The Caste of Warriors of whom are the deadliest. Superstition also clouds the Caste, even standing in their shadow is supposed to be bad luck.

Add six dice to Abilities and five dice to Skills to customise this template.

Agility 3D

Coordination 3D+1

Acrobatics 3D+1

Athletics 3D+1

Blades 3D+2

Escapology 3D+1

Evade 3D+2

Fistfight 3D+1

Stealth 3D+1

Throwing 3D+1

Dexterity 3D

Care 3D+1

Burglary 3D+1

Crossbow 3D+2

Rope Work 3D+1

Sleight of Hand 3D+1

Body 2D

Fitness 2D+1

Endurance 2D+1

Run 2D+1

Swimming 2D+1

Reason 2D

Healing 2D+1

Initiative 2D+1

Kaissa 2D+1

Senses 2D+1

Arts 1D

Charm 1D

Bluff 1D+1

Command 1D+1

Intimidation 1D+1

Slave Handling 1D+1

Will 1D+1



CASTE OF ENTERTAINERS

The Caste of Entertainers is made up of many sub-castes from poets and musicians to dancers and actors. Entertainers, by tradition, are free to travel across Gor unmolested and to enter cities without too much concern for their safety. This free passage is balanced by the fact that entertainers are often seen as being little better than thieves.

Add six dice to Abilities and five dice to Skills to customise this template.

Agility 2D

Acrobatics 2D+1

Escapology 2D+1

Evade 2D+1

Fistfight 2D+1

Stealth 2D+1

Throwing 2D+1

Dexterity 2D

Draft Beast 2D+1

Rope Work 2D+1

Sleight of Hand 2D+1

Body 2D

Reason 2D

Culture 2D+2

Kaissa 2D+1

Navigation 2D+1

Senses 2D+1

Trading 2D+1

Arts 2D

Music 3D

Poetry 3D

Singing 3D

Charm 2D

Animal Handling 2D+1

Bluff 2D+2

Charisma 2D+1

Convince 2D+1

Speaking 2D+1

CASTE OF MERCHANTS

Despite its position as a low caste, the Caste of Merchants desire to be treated as a high caste and in many cities their wealth can buy that level of influence. The Caste of Merchants are bankers, traders, slavers (a sub-caste) and all manners of traders of goods. Their codes demand they turn a profit and they rarely fail. *Add six dice to Abilities and five dice to Skills to customise this template.*

Agility 1D

Fistfight 1D+1

Riding 1D+1

Dexterity 1D

Draft Beast 1D+1

Rope Work 1D+1

Sleight of Hand 1D+1

Body 1D

Reason 3D

Philosophy 3D+1

Culture 3D+1

Kaissa 3D+1

Navigation 3D+1

Scholar 3D+1

Trading 6D

Arts 3D

Aesthetics 3D+1

Charm 3D

Confidence 3D+1

Animal Handling 3D+1

Bluff 3D+1

Charisma 3D+1

Convince 3D+2

Slave Handling 3D+1

Speaking 3D+1

Will 3D+2

CASTE OF PEASANTS

A low caste indeed, but one with an immense amount of pride, the Caste of Peasants till the land, a thankless task but one that fuels all of civilisation and society on Gor. Thought of as brutish and ignorant louts, the Caste of Peasants knows a great deal and have their own ways with animals and plants that make them wiser than many know. *Add six dice to Abilities and five dice to Skills to customise this template.*

Body 3D

Fitness 3D+1

Endurance 3D+2

Survival 3D+1

Swimming 3D+1

Reason 1D

Healing 1D+1

Senses 2D

Trading 1D+1

Arts 1D

Charm 1D

Animal Handling 2D

Slave Handling 1D+1

Will 1D+1

Agility 3D

Athletics 3D+1

Blades 3D+1

Clubs 3D+2

Evade 3D+1

Fistfight 3D+2

Riding 3D+1

Stealth 3D+1

Throwing 3D+1

Dexterity 3D

Bow 3D+2

Draft Beast 3D+2

Rope Work 3D+1



CASTE OF THIEVES

Only officially a caste in Port Kar, nonetheless there are many who consider themselves thieves – and proudly so. There is an art to it, however unconvincing that might be to a magistrate and while roundly despised by most Goreans, thieves are undeniably useful people to know.

Add six dice to Abilities and five dice to Skills to customise this template.

Agility 2D

Acrobatics 2D+2

Athletics 2D+1

Blades 2D+2

Clubs 2D+1

Escapology 2D+1

Evade 2D+1

Fistfight 2D+1

Stealth 2D+2

Throwing 2D+1

Dexterity 3D

Care 3D+1

Burglary 3D+2

Rope Work 3D+2

Sleight of Hand 4D

Body 2D

Run 2D+1

Swimming 2D+1

Reason 2D

Philosophy 2D+1

Culture 2D+1

Initiative 2D+1

Senses 2D+1

Trading 2D+1

Arts 2D

Aesthetics 2D+1

Charm 1D

Bluff 1D+1

Convince 1D+1



The Will of the Priest Kings

We have rules in games to prevent people getting into fights over what happens. Whether it's Monopoly or Snakes and Ladders we all know we can turn to the rules to arbitrate disagreements between the players.

Rules follow much of the same purpose in role-playing games like this. Even though the Games Master and the players are all working together towards the same end (a challenging and entertaining story) you're still going to end up getting into disagreements, and the rules – along with the Games Master – are the final arbiter.

Rules serve a secondary purpose in role-playing games in that they define what your characters can do and how well they can do them. This is what makes role-playing games different to, and more 'grown up' than, simply playing make believe like you did as kids. There's no risk of someone suddenly declaring that they have a 'force field' and throwing the game out of whack – unless they actually do, and have it written down.

GAME BASICS

The basis of the game is the rolling of dice to resolve actions. Not every action, you don't need to roll dice to cross the room or open a door, only actions where the outcome is in question or particularly important.

When you do perform such an action, you'll roll dice to see how well you do at the task. If the result (the total of the dice) and any bonuses) is equal to or higher than difficulty number you succeed, if it's lower, then you fail.

One complication to this is the addition of the Wild Die:

One of the dice you roll is known as a 'Wild Die', and this allows for bad or good luck to make a big difference to the results of what you're attempting to do.

It also means that even seemingly insurmountable odds can be overcome – with a bit of luck.

Wild Dice are rolled as normal, but if they roll a 1 or 6 then things are different.

On a 6 on the Wild Die you add the result on and keep going, rolling it again and adding on for as long as it rolls sixes.

On a 1 you take the result away and keep rolling, taking away so long as it keeps rolling 1.

Example: Heracles is trying to leap from the deck of his ship to the deck of another, in order to press the attack. The Games Master determines that the difficulty of doing this is 20 and that it should be rolled on Athletics. Heracles' Athletics skill is 5D+2. He only gets a total of 18 and misses the deck, plunging down the side of the ship – though he may have a chance to grab on to an oar or the edge of the deck before hitting the water.

HONOUR POINTS

Honour Points can be spent to improve your rolls. This can help you get out of a pinch and prevents 'heroes' from dying off quite so easily.

If you're about to do something absolutely vital you can elect to spend an Honour Point which will double the number of dice you get to roll.

You have to choose to spend that Honour Point before you roll in order to double the number of dice.

You can choose to spend an Honour Point after the fact, but you will only get one additional dice, to get you out of trouble.

You can only earn one Honour Point from a particular incident and you can only spend one per roll. No matter how many Honour Points you spend, you still only get a single Wild Die.

TIME

Time is a fairly loose concept in the game, you can let hours fly by simply by saying that you are waiting for that amount of time, or it can take a long time to work out all the dice rolls and results for something that will otherwise only take a few seconds.

Actual 'turns' though, as will occur during a fight, are five to ten seconds long and represent a flurry of actions taken under stress.

DIFFICULTIES

Whenver you take an action that requires the rolling of dice, you need to know the target number that you need to beat in order to succeed.

Sometimes this will be against a standard difficulty (how hard it is to climb a wall) and sometimes against a more flexible difficulty (arm wrestling with someone).

VERSUS

When you're engaged against a person, you'll be making a versus roll.

You will roll your dice to see how well you do and they will roll to see how well they do. Whoever rolls the highest, wins.

If the rolls are tied then the defender - the one on the receiving end of the roll - wins.

Example: Shamba strikes with his short spear against an enemy guard. He has 6D+1 and rolls a total of 27. The guard has Evade of 5D and rolls a total of 13 and is easily struck, by a considerable margin.

STANDARD DIFFICULTY

Standard difficulties are used for when nobody is working against you.

Climbing walls, picking locks, building devices, these are all the kinds of things that use standard difficulties.

Typical standard difficulties would run as follows:

- **Very Easy:** 5
- **Easy:** 10
- **Moderate:** 15
- **Difficult:** 20
- **Very Difficult:** 25
- **Heroic:** 30
- **Legendary:** 35+

COMPLICATING FACTORS

Sometimes things are more difficult for one reason or another. You can either add this complication to the difficulty, or take it away from the roll.

The most common case is when you lack a skill that is necessary to try the task in question. That raises the difficulty by 5.

Sometimes things will make it easier, rather than more difficult.

When you're significantly wounded you lose a dice from your total pool as well, another way of things being more difficult.

- **+5 Difficulty:** Lacking a necessary skill, poor lighting, poor footing.
- **+10 Difficulty:** A significant drawback, climbing a stone wall in the rain, tracking through old snow.
- **+15 Difficulty or more:** A decisive disadvantage, a driving storm, a heaving ship deck.
- **-5 Difficulty:** A well equipped workshop or set of tools, a wall covered in handholds.
- **-10 Difficulty:** A significant advantage such as a knotted rope for climbing a wall.
- **-15 Difficulty or more:** A decisive advantage from a wonderful set of tools, a rope ladder and so on.

You can also make things easier or more difficult for yourself by taking more or less time.

You can get an extra 1D for each time you double the time you're taking to do something (up to +3D maximum), or +5 difficulty for each time you halve the amount of time required (up to +15).

If people are helping you, you can also gain a bonus. One person helping adds +1D, two people helping adds +2 pips, four people helping adds another +1 pip. The highest bonus possible, then, is +2D in most circumstances.

If you decide more people can help add +1 pip for each extra person.

Example: Scathbar the assassin is lining up a shot with his crossbow. Normally he could fire in one turn. Instead he waits until the second turn to shoot, gaining +1D. If he waited four turns it would be +2D, eight turns +3D.

Gurtha is trying to fix the wheel on his wagon. This would normally take an hour but he is being pursued by mercenaries and chooses to push his luck, dropping the time from one hour, to half an hour, to fifteen minutes, adding +15 to the difficulty of fixing the wheel.

RESULTS

When you succeed you need to know how well you succeed in some cases.

This can be especially true in combat, where a good hit can increase the amount of damage that you do.

To determine your success level, subtract the difficulty away from your roll.

- **Minimal Success (0):** The bare minimum needed to succeed.
- **Solid Success (1-4):** An effective success, a competent display.
- **Good Success (5-8):** You succeeded to a better degree than was necessary. +1 pip of damage.
- **Superior Success (9-12):** You may get a bonus for the amount you have succeeded by. +2 pips of damage.
- **Spectacular Success (13-16):** You performed as an expert, with notable ease and grace. +1D of damage.
- **Incredible Success (17-21):** You did so well that stories may be told about it for some time. A masterpiece. +1D+1 of damage. Every five points higher adds another +1 pip of damage.

COMBAT

Fighting is a life or death matter, a common occurrence on Gor whether in battle or in hunting the dangerous wildlife.

Battle requires special rules and as the most important and potentially contentious aspect of the game it has the most special rules.

These rules all work from the same basic ideas as the rest of the game, but with some special instances and exceptions.

COMBAT TURNS

Whose turn it is, is quite fluid in the normal flow of the game. Players will discuss what they're going to do and will be called upon to do it – and roll the dice – in no discernible order.

Combat is different though, in the case of battle turn order is strictly enforced and you proceed in order of your Initiative roll.



Surprise

If one side or the other, or even just a few individuals, have the element of surprise then they get to act first, before anyone else.

They can take a full turn before anyone else has a chance to react and then Initiative is rolled normally.

Example:

Bandits are laying in wait. Guarding a wagon Demetrius and his cohorts succeed on a Senses roll to spot some, but not all of the bandits. The ones that haven't been spotted get an ambush turn, and then everyone gets to roll their Initiative.

Initiative

Initiative is a skill that determines how quick off the mark and how combat aware you are.

At the start of a battle you all roll Initiative and whomever gets the highest roll goes first, the others following in descending order.

You keep the same Initiative throughout combat, though some things can alter this.

On your turn you normally get to do three things:

- Move
- Take an Action
- Defend Yourself

Example:

Yann is facing off against two guardsmen. He rolls 20 for his initiative. One guard rolls 15, the other 22. One guard will go first, then Yann, then the other guard.

Move

You can move at a walk, jog, run or sprint during your turn. Walking, jogging or running only take up your Move action, Sprinting takes your normal action as well. The bonuses to Evade are separate to your normal dice pool, so even if your Evade is otherwise reduced, you add this on top.

- If you walk, there are no penalties or bonuses.
- If you jog, all actions are at +5 difficulty, but you get +1 to Evade ranged attacks.
- If you run, all actions are at +10 difficulty, but you get +2 to Evade ranged attacks.
- If you sprint, you can take no other actions, but you get +1D to Evade ranged attacks.

Action

As well as moving, you can take an action. An Action might typically be an attack, but also might be using a Skill, setting off a trap, locking or unlocking a door, dragging tables to make a barricade and so forth.

Actions are very flexible and the rules can only offer a guideline. Ultimately it's up to the Games Master to decide what is and is not allowed.

If you want to take more than one action, you take the lowest number of dice from the applicable Skills and split it between the actions you want to make.

Example:

Sirius is fending off a pair of Panther Girls with his gladius. He decides to press the attack, splitting his pool of 6D+2 into two equal pools of 3D+1 to attack each Panther Girl.

Defend

The basic difficulty to effectively hit anyone is 5 and cannot drop below 5. Otherwise you'll be parrying – using your shield or weapon – or trying to dodge, using your Evade skill.

You get one free chance to defend yourself and to do so you decide if you want to and if so roll your Evade against the attacker's total for their attack. If you suffer multiple attacks you can roll to defend against them all, but at -1 dice each time.

Example:

Sirius is defending himself from the two Panther Girls. His Evade is 6D and both attack him with single attacks of their daggers. Against the first attack he gets 6D, against the second he only gets 5D. A previously unseen Panther with a bow then unleashes an arrow at his exposed back and he only gets 4D.

ATTACKING

Striking at an enemy in an attempt to do them harm is an attack. Typically this is an attempt to stab, cut, punch, shoot or club them.

Different weapons have different Skills and it is these Skills you will use in making your attacks.

You can split your dice up into smaller chunks if you want to make multiple attacks and each smaller pool retains a Wild Die.

Hitting the Enemy

In order to strike an enemy successfully you roll your appropriate weapon Skill against their Evade or, if they're parrying, their own weapon Skill.

If they are not defending themselves and rolling to do so, the difficulty to strike them is 5. Evading ranged attacks is rolled at a -5 penalty.

Example:

Bethsheba attempts to stab her would-be enslaver with a poisoned needle from her hair. He tries to avoid the blow with his 6D Evade and gets a total of 25. She only manages a total of 22, and so fails to strike.

Range

Ranged weapons are listed with an effective range and attacks up to that range take no penalty.

Every ten feet further in range (up to a maximum of double the effective range) increases the difficulty to hit by +1.

Doing Damage

If you do hit, then your attack will do damage to your enemy's Health.

This damage is the total of the weapon damage, your damage bonus, how well you succeeded on your strike and any other relevant factors.

Example:

Falken is wielding a gladius and gets a strike in at one of his enemies. His weapon does 1D+2 damage, he has a Power Bonus of +2D and he succeeded well enough for a +1 bonus to damage. In total he gets to roll 4D, scoring 16 points of damage.

All Out Attack & Defence

You can put extra effort into your attacks or your defence at the expense of your ability to take other actions.

If you want to make an all-out attack you can drop your Move action and/or your Defend action in order to add +1D or +2D to your attack total. Similarly you can drop your Move action or your normal Action in order to add to your defence the same way.

Example:

Rieger is holding a doorway against some guardsmen. He would normally parry at 7D thanks to his skill with the sword. He chooses to stand his ground and forego his attack as well, raising his parry to 9D.

Against the three guards who can jab at him with spears he can now roll 9D, 8D and 7D respectively.

DEFENDING

Everyone gets to defend themselves once in a turn for free, otherwise the number of dice they get to roll decreases by one for each attack that they suffer.

There are some other complications and things to keep in mind, which are covered below.

Basic Defence

To hit anyone has a basic difficulty of 5, when they're not trying to defend themselves. This is the same whether fighting in hand to hand or in ranged combat.

Dice rolled to defend yourself supersede this number, but only if they're higher than five.

Generally you will only roll your defence if you need to, attacks that miss do not need to be defended against.

Dodging

When you elect to dodge an incoming attack you will use your Evade skill.

In order to dodge you will need to have enough room to move, sufficient that you can twist your body out of the way of the incoming blow. In cramped quarters you may not be able to dodge at all, or you may be at a penalty.

You can dodge or parry one incoming attack in each combat turn with your full Skill value. Each subsequent attack reduces the number of dice you can roll by 1D.

Example:

Senecus is trapped in a narrow corridor, being pressed from the front. He can only dodge by retreating back the way he came and this restricted movement will penalise his Evade rolls by -5.

Parrying

Parrying is done with a weapon or shield, or even an improvised object.

When you parry you roll your weapon Skill against the attack and try to score higher. Some weapons and shields will offer a bonus to this Skill, making it easier to parry.

Improvised objects are penalised by -5 to the roll total. You cannot parry weapons with your bare hands, though you can parry other hand-to-hand attacks with your own.

The advantage to parrying is that it can be done even in close quarters and shields can even be used to parry ranged attacks (at -5 to the result), ranged attacks cannot normally be parried.

Armour

Armour is not traditional on Gor, aside from the shield and helm.

The wearing of armour is both frowned upon as being unbefitting a man and a warrior, and against the codes of the Priest Kings.

Different forms of helmet exist, from the style of classical Greece to pot helmets with draped chain mail.

Tharlarian riders wear tall leather boots to protect them against the rough skin of their mounts and some do wear leathers and furs – as clothing – that provide some protection.

Many beasts have thick fur, scales, fat or dense muscle that provide them with armour.

Armour reduces the amount of damage from incoming blows. After damage is worked out, you take the value of the armour away from that damage before taking it off your health.

Example:

Krauss has 1D of armour. He takes a blow doing 16 points of damage, but his armour stops five points of that, reducing the damage to 11.

DAMAGE

Damage is a measure of how much harm you do to a person or an object. Damage is a combination of your weapon, power and how well you struck the blow.

Against living things this comes off of their Health – an abstracted number describing how fit and well they are.

Against objects this comes off of their Damage, which represents the integrity and usability of the object.

Health

Your Health represents how much punishment you can take from illness, injury, poison and anything else that harms you.

To work out what your Health is, you roll your Fitness and add twenty to the roll. This is your total Health.

Half of your Health is your 'Crippled' value. When your Health drops below this level you take five away (-5) from any rolls you make.

When your Health drops below ten you fall unconscious and when it reaches zero, you are dead.

Crippled

A character who is Crippled is losing the fight, but isn't out yet. On adrenalin and endorphins they can keep fighting but the damage they have suffered is enough to make it harder for them.

Take -5 away from any actions that they make in this state.

Example:

Aera has been stabbed in the gut with a knife by another slave, jealous of her. She has been reduced to Crippled status and is trying to run away from the mad girl to fetch a guard or her Master to intervene. She has a Run skill of 4D and rolls 13 which, -5 is only 8. With 4D as well and without an injury, her rival is likely to catch her.

Unconscious

At 10 or less Health you are unconscious. This needn't mean that you're actually unconscious, but rather that you're just out of the fight.

Without having your wounds bound and being woken up you will likely die, but so long as one ally remains to try, you will live.

Dead

At zero health you are dead and even the Priest Kings cannot bring a dead man back to life.

Other Sources of Damage

Besides being stabbed, punched, shot and slashed there are other ways a person can be harmed. Here are some rough guidelines.

- **The Flu:** 1D per day.
- **Severe food poisoning:** 4D per day.
- **Freezing/High Temperatures:** 1D per hour.
- **Falling:** 1D for every two metres fallen, up to terminal velocity after around 500 metres. (250D of damage).
- **Being burned by a torch:** 1D
- **Being set on fire:** 2D per turn.
- **Being Unable to Breathe:** 1D per turn. This damage is 'illusory'. Once you can breathe again you get it all back but otherwise all the normal penalties and effects apply.

Healing

The body recovers by itself, given time, but rest and recuperation, carousing, first aid and the attention of the Caste of Physicians always helps.

Natural Healing

The body naturally heals at a steady rate and this is determined by your Fitness. The number before the slash is the healing rate without proper rest, care and supplies, the number after the slash represents comfortable rest with full supplies and a good night's rest.

- **1D Fitness:** 1/2 Health per day.
- **2D Fitness:** 2/1D Health per day.
- **3D Fitness:** 1D/2D Health per day.
- **4D Fitness:** 1D+1/3D Health per day.
- **5D Fitness:** 2D/4D Health per day.
- **6D Fitness:** 2D+1/5D Health per day.
- **7D Fitness:** 3D/6D Health per day.
- **8D Fitness:** 3D+1/7D Health per day.
- **9D Fitness:** 4D/8D Health per day.
- **10D Fitness:** 4D+1/9D Health per day.
- And so on...

Carousing

Provided you are not unconscious or crippled you can also go out drinking in paga taverns, eating street food, watching red-silk dancing slaves and carrying on with your silk slaves in order to regain a little more Health.

Warriors often use such methods to reduce battle stress, calm their nerves and to shake off the grim memories of battle.

Spending a night carousing and indulging themselves allows a character to heal an additional 1D of Health points, but this can only be done once per day.

First Aid

Immediately following a battle or another source of a wound a character, any character, with or without the Healing Skill can attempt to treat the wounds.

They are at a penalty without the Healing Skill of -5 and the difficulty is equal to how much damage the person has taken in total.

If the roll succeeds, the character regains 1D Health immediately. First Aid cannot be used on Crippled or Unconscious characters, it only stabilises them.

Healing

A character with the Healing Skill can attempt to treat the wounds of characters who have been reduced to the Crippled or Unconscious state.

This works the same way as First Aid above, but may only be attempted once per day and takes at least an hour of treatment.

Damaging Objects

Attacking objects depends on both the size and the material of the object involved. This involves scale and material.

The sheer size of an object makes it harder to harm, as does the material it is made from. It's hard to make an impression on a kailiauk with a needle, for example.

Adult humans are Scale 0, and so when fighting things their own size there isn't a great deal to worry about. When they attack things larger than themselves, or are attacked by things larger than themselves, then scale comes into play.



When you attack something larger, your scale is taken away from its scale and what is left is added to your attack roll and the opposite is true the other way around.

When you attack something smaller, the difference in scale is taken away from your attack.

The difference in scale applies as a damage bonus when attacking something smaller and armour when attacking something larger.

This applies to living creatures as well as objects, but objects cannot heal – they can only be repaired (using the Craft skill) – and objects also succumb to being Crippled (penalising their use) and Unconscious (being useless) and even being ‘dead’ (broken beyond repair).

Scale is also added to, or taken away, from a creature or object’s health and, if it is a positive number, is considered armour anyway, in addition to the scale effect.

Scale

- **Fortress:** +24
- **Galley:** +21
- **Inn:** +14
- **Longship:** +12
- **Farmhouse:** 10
- **Kailiauk:** +8
- **Wagon:** +6
- **Kaiila:** +3
- **Kur:** +1
- **Human:** 0
- **Child:** -3
- **Stool:** -6
- **Urt:** -9

Objects are rated with a toughness and armour – depending on the material that they’re made from – which gives them their Damage. The Toughness also rates the basic damage that that sort of object can do.

- **1D Toughness:** Paper, glass, bamboo screens. 21 Damage. Armour 0.
- **2D Toughness:** Flimsy wood, thick glass. 24 Damage. Armour 1.
- **3D Toughness:** Unarmoured wood, thick canvas. 29 damage. Armour 2.
- **4D Toughness:** Solid wooden construction. 36 damage. Armour 1D.
- **5D Toughness:** Well made wooden construction, light metal. 45 damage. Armour 1D+1.
- **6D Toughness:** Reinforced wooden construction, medium metal, brick walls. 56 damage. Armour 1D+2.
- **7D Toughness:** Armoured wooden construction, heavy metal, stone walls. 62 damage. Armour 2D.

Example:

Krytus attempts to smash a stool as a feat of strength to intimidate a troublemaker in a tavern. In attacking the stool, which is smaller than him, he is at a penalty of -6 to hit, not that stools can dodge. If he does hit, he is going to do +6 to his damage. As a stool of average wooden construction, the stool has 3D toughness, meaning 29 damage and 2 armour.

Example:

The Red Maid, a pirate ship of scale +21, strikes a smaller vessel of scale +12 amidships. The Red Maid doesn’t have a ram, but its attack was made at -9 and it hit for 7D+9 damage. The smaller vessel has 4D toughness, 36 damage and 1D of armour. It takes 46 damage, reduced by nothing as its armour roll got a 1. The smaller vessel is dashed to pieces and left in the Red Maid’s wake.

SPECIAL COMBAT ACTIONS

It would be impossible to cover everything that a character might want to do in battle. Players are endlessly inventive and are always looking for new things to try.

Some of the more typical situations and some rules guidelines on dealing with them are listed here.

Called Shot

A called shot is one made against a specific target. You can aim for a particular location on an enemy or against an object they are holding.

- Aiming for a limb, the chest or abdomen increases the difficulty by +5 and does no extra damage.
- Aiming for the head increases the difficulty by +10 and does +3D damage.
- Aiming for the heart increases the difficulty by +15 and does +4D damage.
- Aiming for the hand or foot increases the difficulty by +15 and does no extra damage.
- Aiming for the eye increases the difficulty by +20 and does +5D damage.

This can also give you a guideline for aiming for things that a person is carrying, should you wish to try and knock it from their hand.

Charge

Charging is conducted by giving up your Defence Action to add to your attack, but retaining your movement.

Clash of Arms

A called attack against a weapon, shield or object can either attack that object – to try and damage it – or try to knock it from the opponent's hand.

In the first case, do damage to the object. In the second, roll damage, and that is the Fitness roll difficulty to keep hold of it.

Crippling Blow

By making a called shot against a limb or the body, you can elect to cripple your opponent. If you make the called shot against an appropriate part of the body and sacrifice ten of your damage, you can reduce that Ability by 1D.

EG: By putting a crossbow bolt into your target's leg, you can reduce their Agility by -1D. Such wounds require the attention of a Healer, difficulty 15, to remove the wound.

You can be struck multiple times to reduce your Abilities in the same area. Each -1D requires a separate roll to heal. You cannot be reduced below 1D in this way.

Grab

Using your Fistfight Skill you can try to grab hold of an enemy. If you succeed you have a hold of them and they can no longer dodge or parry – but nor can you.

In such close proximity only fists, feet, teeth and very small weapons can be brought to bear.

Hold

Once you have managed to grab an opponent, you can attempt to hold them. Holding prevents them from doing anything, though you can move them at your walking pace.

To hold them you roll your Fitness against their Fitness and if you succeed you maintain the hold.

Someone held takes your Power Bonus in damage each turn, if you wish to put them into such a hold. You can also choke or throttle them.

Each turn roll 1D and total it up, as well as doing one point of real damage to them. The higher total is not real damage but 'suffocation'.

Once it reaches enough to cripple them, they take that penalty, once it's high enough to knock them unconscious they're out, but so long as you stop before they die they can get all their Health back in one turn of gasping for breath and be otherwise unaffected.

Sight

Restricted vision makes it harder to hit people and confuses combat and Senses rolls.

- **Light smoke/mist:** +3 Difficulty.
- **Thick smoke/fog:** +6 Difficulty.
- **Impenetrable smoke/fog:** +12 Difficulty.
- **Complete Darkness:** +15 Difficulty.

Taking Cover

Being in cover defends you from ranged attacks, increasing the difficulty for them to hit you.

- **Quarter Cover:** +3 Difficulty.
- **Half Cover:** +6 Difficulty.
- **Three-Quarter Cover:** +12 Difficulty.
- **Only Head Exposed:** +15 Difficulty.

Trip

Tripping a target is a Fistfight or appropriate weapon attack targeted against your opponents legs. Use the damage total to determine the difficulty for them to make a Care roll not to be tripped.

Two Weapon Combat

You can fight with two weapons and this gives you a bonus +1D to your attack pool when you do use both weapons and split your dice between the attacks. You cannot roll any more dice - in a single roll - than normal however.

MOUNTS AND TRANSPORT

Mounts and transportation are faster – or less exhausting – ways of getting from one place to another under power other than your own.

Mounts and vessels are faster, while wagons and carts are slower, but can carry large amounts of goods.

On Gor many of the wagons are huge compared to those of Earth. The larger creatures such as the bosk and tharlaron are able to haul wagons like mobile fortresses and huge amounts of goods.

Mounts can move for you, leaving you more options for your own turn. They can also charge for you, giving their actions to aid yours. Mounts can also move faster than people in combat.

Wagons and similar vehicles have a Control penalty (or bonus) which is used when trying to move that vessel or vehicle through difficult terrain or to outmanoeuvre an enemy.

BOSK DOMESTIC

Domestic Bosk are a breed of cattle, smaller and of better temper than wild bosk, bred for milk and to aid on farms by pulling ploughs.

Scale: 3

Agility: 2D+1 **Fistfight:** 3D+1

Dexterity: 1D

Body: 5D **Fitness:** 6D, **Endurance:** 7D, **Run:** 5D+1

Reason: 1D, **Senses:** 2D

Arts: 1D

Charm: 1D, **Intimidation:** 2D, **Will:** 2D

Movement: 15/23/46/115

Power Bonus: 3D (Hooves 4D, Horns 4D+2)

Armour: Thick hide +4

Health: 44

BOSK – DRAFT/WILD

Draft bosk and wild bosk are little different, save draft bosk have been broken to pull wagons. Much larger and more temperamental than Earth buffalo, bison or other creatures the bosk may be surviving aurochs, brought to Gor in the distant past.

Scale: 4

Agility: 2D, **Fistfight:** 3D+2

Dexterity: 1D+1

Body: 6D **Fitness:** 7D, **Endurance:** 8D, **Run:** 6D+1, **Swimming:** 6D+1

Reason: 1D **Initiative:** 1D+1, **Senses:** 2D

Arts: 1D

Charm: 1D+1 **Intimidation:** 2D+2, **Will:** 2D+2

Movement: 18/27/54/90

Power Bonus: 4D (Hooves 5D, Horns 6D)

Armour: Thick hide +6

Health: 49

BUGGY

Small carriages, typically used to transport free women, buggies are rarely seen outside of the cities and are always accompanied by guards. Small and light, buggies and carriages are drawn by racing tharlarion, rather than one of the larger breeds.

Scale: 3

Movement: 75% of animal 16/24/48/79
(Racing tharlarion)

Passengers: 2

Toughness: 4D

Control: -2

Armour: 1D+3

Health: 37

CART/WAGON

Carts and wagons on Gor are typically larger than those on Earth were, and are drawn by draft bosk or tharlarion. As a result, the main streets in many Gorean cities – especially around markets – are quite broad.

Scale: 6

Movement: 75% of animal 14/20/41/68 (draft tharlarion)

Passengers: 12

Toughness: 4D+1

Control: -1D

Armour: 1D+6

Health: 40

KAILA - DESERT

The desert, or southern, kaila is a hardier breed than the plains kaila and unlike its northern brethren is omnivorous. The kaila are a dangerous but beautiful mount, unusual in that they are predatory.

Scale: 3

Agility: 4D Athletics: 5D, Evade: 4D+2,
Fistfight: 7D, Stealth: 5D

Dexterity: 2D

Body: 4D Fitness: 5D, Endurance: 6D, Run: 7D,
Survival: 8D

Reason: 1D+1, Initiative: 2D+2, Senses: 2D+2

Arts: 1D

Charm: 1D+2 Confidence: 3D, Intimidation:
3D, Will: 3D

Movement: 21/32/63/105

Power Bonus: 3D (Claws 4D+1, Teeth 4D+2)

Armour: 3

Health: 41



KAILA – PLAINS

The plains kaila is larger and more deadly than its desert counterpart. Entirely carnivorous the kaila makes for a fierce battle mount for light cavalry, swift and dangerous.

Scale: 3

Agility: 4D Athletics: 5D, Evade: 5D, Fistfight: 7D, Stealth: 5D

Dexterity: 2D

Body: 4D Fitness: 6D, Endurance: 6D, Run: 7D, Survival: 8D

Reason: 1D+2, Initiative: 3D, Senses: 3D

Arts: 1D

Charm: 1D+2 Confidence: 3D, Intimidation: 3D+1, Will: 3D+1

Movement: 21/32/63/105

Power Bonus: 3D (Claws 4D+2, Teeth 5D)

Armour: Thick fur +4

Health: 44

TARN – WAR

War tarns are bred for battle and a vicious, heavily muscled and capable of carrying five men on a rope hanging from their claws, as well as their rider and his equipment.

Scale: 5

Agility: 6D, Evade: 9D, Fistfight: 9D, Stealth: 7D

Dexterity: 2D

Body: 6D+2, Fitness: 7D+2, Endurance: 7D+2, Fly: 13D, Survival: 7D

Reason: 2D Initiative: 4D, Senses: 4D

Arts: 1D

Charm: 2D Confidence: 3D, Intimidation: 4D, Will: 4D

Movement: 39/59/118/195

Power Bonus: 4D (Claws 5D, Beak 6D) – Tarns can be shod with steel claws to make them more dangerous.

Armour: +5 (Tarns can be fitted with armour)

Health: 50

TARN – DRAFT

Draft tarns are used to carry goods by air, delivering supplies to relieve sieges or to carry important cargo speedily. They typically do this by carrying the goods in tarn baskets, big enough to carry people.

Scale: 5

Agility: 5D, Evade: 7D, Fistfight: 7D, Stealth: 6D

Dexterity: 1D

Body: 6D+2, Fitness: 8D, Endurance: 8D+2, Fly: 9D+1, Survival: 7D

Reason: 2D Initiative: 3D, Senses: 3D

Arts: 1D

Charm: 2D Confidence: 3D, Intimidation: 3D, Will: 4D

Movement: 27/41/82/135

Power Bonus: 4D (Claws 5D, Beak 6D) – Tarns can be shod with steel claws to make them more dangerous.

Armour: +5 (Tarns can be fitted with armour)

Health: 53

TARN – RACING

Racing tarns are bred for speed and rarely seen outside of the grand cities that they are raced in. Nothing else is as fast.

Scale: 4

Agility: 6D, Evade: 9D, Fistfight: 7D, Stealth: 7D

Dexterity: 2D

Body: 7D, Fly: 14D

Reason: 2D Initiative: 4D, Senses: 3D

Arts: 1D

Charm: 2D Confidence: 4D, Will: 4D

Movement: 42/63/126/210

Power Bonus: 4D (Claws 5D, Beak 6D) – Tarns can be shod with steel claws to make them more dangerous.

Armour: +4 (Tarns can be fitted with armour)

Health: 49

THARLARION – DRAFT

Draft tharlarion are squat, four-legged, herbivorous tharlarion (sauropods) that have thick skin and tremendous endurance. Tharlarion are more commonly used than bosk to draw wagons and goods in the northern, temperate climes of civilised Gor. Tharlarion are notoriously stubborn. Sub-breeds exist with various distinctions, some of which are used to tow barges.

Scale: 5

Agility: 2D Fistfight: 4D

Dexterity: 1D

Body: 6D, Fitness: 9D, Endurance: 9D, Swimming: 9D

Reason: 1D Senses: 1D+2

Arts: 1D

Charm: 1D Intimidation: 2D, Will: 2D

Movement: 18/27/54/90

Power Bonus: 4D

Armour: Scales +1D+5

Health: 57

THARLARION – RACING AND HUNTING

Racing and hunting Tharlarion are bred for speed. Predatory, two-legged saurians they have a leaping, two-legged gait which is hard to endure without a pneumatic saddle. Their rough skin also tears at riders, requiring them to wear tharlarion boots. This is the typical mount of a woman.

Scale: 3

Agility: 3D Athletics: 4D, Evade: 6D, Fistfight: 5D, Stealth: 4D

Dexterity: 2D

Body: 4D Fitness: 6D, Endurance: 5D, Run: 7D

Reason: 1D Initiative: 2D, Senses: 2D

Arts: 1D

Charm: 1D Intimidation: 2D, Will: 2D

Movement: 21/32/64/105

Power Bonus: 3D (Claws 4D, Teeth 4D+2)

Armour: Scales +4

Health: 44

THARLARION – WAR

War tharlarion are used as heavy cavalry in combat. Their thundering, massed charges are hard to resist.

Scale: 4

Agility: 2D Athletics: 3D, Evade: 4D, Fistfight: 4D

Dexterity: 1D

Body: 5D, Fitness: 8D, Endurance: 8D, Run: 6D

Reason: 1D Initiative: 2D, Senses: 2D

Arts: 1D

Charm: 2D, Confidence: 4D, Intimidation: 4D, Will: 4D

Movement: 18/27/54/90

Power Bonus: 4D (Claws 5D, Teeth 5D+2)

Armour: Thick hide +6

Health: 52

WAGON OF THE WAGON PEOPLE

The wagons of the wagon people are enormous, rolling homes. Wood and hide fortresses drawn by teams of bosk.

Scale: 10

Movement: 50% of animal 9/14/27/45 (Bosk)

Passengers: 25

Toughness: 7D

Control: -2D

Armour: 1D+12

Health: 55

SHIPS BARGE

Barges are used across Gor, on the rivers and in the canals of some of the cities – most especially Port Kar.

Scale: 8

Movement: 50% of animal 9/14/27/45 (Draft tharlarion)

Passengers: 25/Crew 5

Toughness: 4D

Control: -1D

Armour: 1D+8

Health: 42

COASTER

Coasters are small sailing vessels that do not stray from the sight of land and stick to shallow water. Smugglers and traders take advantage of the shallow draft to sail upriver and to stay in the shallows where larger vessels cannot follow. Similar small ships are used for fishing.

Scale: 13

Movement: 3kph

Passengers: 20/Crew 10

Toughness: 4D

Control: 0

Armour: 1D+13

Health: 47

GALLEY - LIGHT

Thirty to fifty oar galleys are used for scouting, piracy and raiding. Their manoeuvrability can make them a threat to larger vessels.

Scale: 14

Movement: 7kph

Passengers: 80/Crew 50

Toughness: 5D

Control: -1D

Armour: 2D+15

Health: 52

GALLEY - MEDIUM

Medium sized galleys are the mainstay of pirates and most navies and defence forces.

Scale: 18

Movement: 8kph

Passengers: 250/200

Toughness: 6D

Control: -2D

Armour: 2D+20

Health: 59

GALLEY - HEAVY

Heavy galleys are true ships of war and are usually only fielded by the most powerful maritime powers – Cos and Tyros.

Scale: 21

Movement: 9kph

Passengers: 500/Crew 400

Toughness: 7D

Control: -3D

Armour: 3D+21

Health: 66

LONGSHIP OF TORVALDSLAND

The longships of Torvaldsland may be smaller than other ocean-going vessels, and simpler, but their design makes them tough and adaptable and able to beach where others cannot.

Scale: 12

Movement: 4kph

Passengers: 120/Crew 30

Toughness: 6D

Control: 0

Armour: 1D+14

Health: 53

OCEANGOING JUNK

Once The Ship of Tersites made the long voyages to the Pani islands and proved that it could be done, the Pani began visiting the Gorean mainland, most especially making landfall at Brundisium. Their large boats, resembling junks, are able to make the voyage reliably while mainland ship builders are rushing to build vessels suitable for making the same ocean passage themselves.

Scale: 14

Movement: 5kph

Passengers: 300/Crew 100

Toughness: 5D

Control: -2D

Armour: 1D+15

Health: 52

ROUND SHIP - LIGHT

Round ships are galleys with much broader and deeper middle sections in order to carry cargo and passengers. The light round ships are used for speedy transfer of goods and smuggling.

Scale: 12

Movement: 8kph

Passengers: 30/Crew 20

Toughness: 5D

Control: +1D

Armour: 1D+13

Health: 50

ROUND SHIP - MEDIUM

Medium sized round ships are typical ocean-going merchant ships and the standard prey for pirates.

Scale: 15

Movement: 7kph

Passengers: 50/Crew 40

Toughness: 5D

Control: 0

Armour: 1D+16

Health: 53

ROUND SHIP - HEAVY

Heavy round ships are used as mobile silos and storage, as in Port Kar, or to transport heavy goods and large numbers of men. Ungainly, they do have the advantage of the deepest holds, a fact used to great effect by Port Kar who made the first use of tarns at sea on the 25th of Se'Kara by concealing them in their ships.

Scale: 18

Movement: 5kph

Passengers: 400/Crew 300

Toughness: 5D

Control: -1D

Armour: 1D+19

Health: 56



Secrets of The Nest

Running games is a challenge but it can also be the most rewarding part of role-playing.

To weave the stories, to see the enjoyment on the faces of the players and to see that they're having a good time facing challenges and getting excited by the mysteries and plots being unveiled is a wonderful experience.

Still, Games Masters need a lot of help to make a game go smoothly and to get a game ready in the first place. Fortunately the game system that this game is based on (The D6 System) is simple and easy to prepare, which takes care of a lot of the work. Here's some other advice that should help.

ADVENTURES ON GOR

Gorean adventurers need a reason to come together from the various parts of Gor to work together.

Fortunately the isolationist city-state period that Gor existed in fifty years ago has largely melted away into a more cosmopolitan society of alliances and trade. Still, there are only a few ideas for creating groups that will work with anyone from across the world:

AGENTS OF KUR

The Kur have many agents and often give power to women, brought from Earth, over their operations.

The Kur pay well and make promises of power, wealth and freedom. Those greedy enough to listen to their offers and turn against their own species may be rewarded well and may come from anywhere on Gor – or Earth.

AGENTS OF PRIEST KINGS

The Priest Kings have their own agents amongst men, though much more present on Gor than on Earth.

The Priest Kings do not offer anything for service and sometimes force men into working for them, fitting them with devices to use them as spies and keep them controlled.

They rely on humanity choosing to support its own best interests, though this is often not the case given humanity's self-destructive nature.

Since the founding of the new nest the Priest Kings have been more distant and alien than usual and – perhaps – less reliant on their human agents though they still have use for them and rely on them to understand their human – and Kur – enemies.

CLANMATES

Clans are loose, extended familial structures that spread through many neighbouring cities, even enemies.

City and caste are normally more important than clan to Goreans but some take family more seriously than others. A clan might put people together to deal with problems that face the greater clan and their business interests in a way similar to organised crime families on Earth.

MEMBERS OF THE SAME CASTE

Castes have a bond that transcends cities and other alliances. While members of castes may fight on different sides, in peace time they also work together.

Castes have interests, seek to secure their skills and responsibilities, to keep their secrets secret. The Merchant Caste especially have their own web of intelligence agents across Gor, observing and manipulating events to the best interests of the caste.

MERCENARIES

Mercenary groups often have a core, recruited from one city, but they pick up stragglers, members and fortune hunters from all over.

Some are grand armies that rival those of cities while others are little more than bandits.

Mercenaries seek to make a name for themselves, a fortune and to enter the annals of legend through their deeds, but more often than not they are chancers, moving from job to job and trying to survive.

MERCHANT RETINUE

Merchants are the most cosmopolitan and well travelled people on Gor. The roads and the wilds are dangerous though, given the many beasts, bandits, deserters and other hazards to be found out there. Then there's deals that need to be enforced, debts to pursue (or evade) and opportunities to exploit.

Merchants may pick up assistants from all over Gor to deal with their various problems – and they pay well.

OUTLAWS

Men who are banished from their cities, or forced to flee, men who are left with no home stone are forced to become outlaws.

Outlaws have nowhere to go and nobody to rely upon but themselves. Panther Girls are another form of outlaw, fled slaves and free women seeking a life away from slavery and Gor's male-dominant society.

Many outlaws settle in the Northern Forest, the vastness of which conceals them and allows them to trade with each other and with visiting traders. Amnesties are sometimes offered for great battles when troops are needed, but the causes are often already lost.

PIRATES

Port Kar is one of the most open cities on Gor.

Only recently having a home stone it has a long history of being a port of rogues, thieves and pirates and a place that a man can make a new name and a new reputation – forgetting his past.

The ships of Kar form crews of men who have sworn anew to their city and can, otherwise, come from anywhere. Barges and river boats also claim Kar as their home, as do many mercenary bands and 'road pirates' – highwaymen and bandits.

CREATING ADVENTURES

Putting your players through adventures is easier when you prepare and have thought them through.

With greater understanding of the game you'll be able to improvise with less preparation, but some idea of the plot and the events, the main players in the story will always help. Even if it's just a few simply sketched ideas.

There are several elements that any good game story needs and some problems that always rear their head:

THE HOOK

When you create any adventure you need a hook, a reason for the characters to get involved with what's going on. Like a trained actor they need to know their motivation.

Characters who are hired, motivated by patriotism or in service to one of the grander cities can be ordered into their missions. This removes some choice from the players but is fitting and a lot easier for the Games Master when it comes to getting the game going.

Otherwise you'll have to engineer a reason for them to get involved and interested.

Reward

Everyone needs money, just to live. More if they want to establish a dynasty, form a mercenary company, start a business or grow their power.

Other rewards can include slaves, favours, land, safe haven, animals, caste membership and the chance to swear to the home stone of a city.

Characters will have their own backgrounds and motivations and a good Games Master will learn the kind of things that motivate the player and their character.

Family

Bonds of blood are strong and Gorean families are large and widespread. The serums that grant immortality mean that a Gorean may be on good terms with their great, great grandfather and their great, great grandson at the same time.

These families can become estranged and split or consolidate into clans but the familial bond remains strong regardless and can be a strong motivation.

Duty & Honour

The Gorean sense of duty and honour is a strong one and men they have fought, or fought alongside, are often considered brothers.

An appeal to honour, duty and courage will often stir even a Gorean peasant into action, against impossible odds, just to fulfil an honour debt.

Threats & Manipulation

Taking someone or something close to a character and threatening it may get them to cooperate.

With player characters however you're more likely to end up motivating them to track down and kill the villain who would do such a thing. This makes for an adventure in itself, but perhaps not the one you intended.

Swept Up

Sometimes characters are simply overtaken by events.

An invading army might lay siege to the city, a plague might break out, or a fire. In these instances the characters cannot make a decision as to what threats they encounter, but they can decide how to deal with them.

Will they escape? Will they help? Will they use the situation to their advantage?

THE MEAT

The meat of an adventure is the plot. Unravelling the scheme of your enemies, finding the information you need, unmasking the true villain. The body of an adventure is understanding what is going on, the revelations that lead to the possibility of final success.

Some of the best moments in any games are the 'aha!' moments where a look of abrupt understanding appears on the player's faces as they uncover your plot.

To create the meat of the adventure you need to understand and work out what events are going to occur, who is involved, their links to each other and what their ultimate goal is.

Setting out exact scenes and ideas of what is going to happen and must happen is probably not worth it as players will 'go off' on their own ideas and disrupt any truly, tight plan you make so it's better to just have an idea, so you know what is going on and then to let them twist and change it at their own pace.

You could also describe 'the meat' as the situation that needs resolving.

THE OPPOSITION

When you're making an adventure you need to know what kind of opposition the characters might be up against.

Are there guards, assassins or monsters? Are the Kur or the Priest Kings involved? Are there traps? Are there bandits on the road?

What is their enemy like, a mastermind or a brute? What contingencies might they have prepared for? What fallback positions do they have? Where is their headquarters? Are there any random elements that might stand between the heroes and their goal that aren't associated with them? Is there more than one set of enemies involved?

Consider all this and prepare the enemies ahead of time, being able to reference them will save a lot of effort and even if you don't use them in this adventure, you can use them in others.

THE GOAL

What is the goal of the enemy? What are they trying to accomplish? How are they trying to accomplish it? What will happen if the players don't stop them? What will happen if they do?

When it comes to the players what's their goal? What will thwart the enemy or win the day? Will they have to kill someone? Outwit them? Sabotage their plans or their goods? How will the situation be resolved – by either side?

PROBLEM PLAYERS

Role-playing games depend on a good sense of cooperation between the players and the Games Master, and the players themselves with each other. You play these games as a group, together, and if everyone doesn't get along and play on that basis you can have problems. All of these issues are best dealt with the same way, talking through the problem as a group without being judgemental or confrontational, trying to get them to play nice with the group as a whole.

Some players want to be the star, they hog the limelight, never let anyone else have a turn or a crack at the problem. Everyone needs their turn in the limelight and they can't stand for it to be anyone but them.

Some players are only concerned with violence. Not every situation in a game needs to be met with the sword and not every problem needs to devolve into mortal combat.

Players should be encouraged to broaden the scope of their characters, to learn new skills and to try new things. One-dimensional combat characters have their place, but it's not in every scene.

Some players are addicted to drama and 'acting', and act entirely according to what they feel their character would do with no consideration for anyone else. While this is good for being immersed in the character and the story, it can also waste everyone's time by being unwilling to compromise with the other players on what actions to take, causing resentment.

Some players seem to think that they're fighting against the other players, robbing them, fighting them, getting into arguments, betraying them. While there's nothing wrong, per se, with backstabbing sneaks as characters, everyone needs to be alright with the idea for it to work without resentment.

Player groups should be made up of characters who are friends, or at least colleagues, or whom can grow into those roles.

PROBLEM GAMES MASTERS

Games Masters are not immune to having problems of their own and a bad Games Master will inevitably ruin the whole game for everyone.

No pressure at all there for you as the Games Master then!

Here are some common problems to watch out for:

Railroading is what it is called when you force the players into a particular situation and chain of events without giving them any opportunity to decide for themselves, denying them autonomy to make their own decisions and feel like they're affecting events.

'Mary Sue' is a term from fanfic and bad writing, in which an author self-inserts a perfectly wonderful in every way, hyper-competent character as a stand in for themselves.

Some Games Masters feel that putting an ‘awesome’ character into their adventures is cool and a way to help the players out, but more often than not all it does is to steal the limelight from them and make them hate both the character and the Games Master.

Storytelling sounds like what you’re doing, and sounds like a good idea to bring the qualities of narrative and story into the game, but games and stories are different beasts.

The nature of the dice means that events in a game are not controlled and nor are you telling a story but, rather, creating the circumstances in which a story can unfold.

Telling a story makes your players an audience, creating a story together makes your players part of it.

Adversarial Games Masters treat the players like the enemy, going all out to try and kill off their characters, ruin them and otherwise end their existences.

Role-playing games are cooperative – and that includes the Games Master. Enemies should be challenging, but not unbeatable. The Games Master is not the enemy of the players and vice versa.

BEASTS AND MEN

In their adventures across the world of Gor, the characters are going to find themselves frequently in peril. They may have to fight off dangerous beasts from the wilds or cross swords with bandits and enemy soldiers. Creating the numbers for these enemies can take a long time and be a bit of a pain for the Games Master, so pre-presented statistics are found in the following sections.

Intelligent creatures and people can be advanced and made more powerful using experience. You can estimate how much to improve them by reckoning on around 50 experience points per year of full time employment or adventuring. Characters will earn experience more rapidly than this, but for non-player characters this is about right.

The statistics given are for your average, every day example of the people and animals met. For a veteran add 250 experience and for a master add 500. Or, as a short-cut you can use the following:

- **Veteran/Alpha Beast:** +25 skill pips, +5D to one attribute.
- **Master/Legendary Beast:** +50 skill pips, +10D amongst attributes.



CREATURES

Gor plays host to many different animals and alien beasts, some seemingly from Earth's distant past, some from alien worlds, many of them grown huge in Gor's oxygenated atmosphere and lower gravity. Creatures are not bound by the same rules as humans and their skills can be more than double their governing statistic.

BEE SWARM

Bees of several types live on Gor, both wild and domesticated. They protect their nests by rising in a swarm and stinging the intruder until they leave, or succumb. Bee swarms are effectively immune to normal attacks, only gas, fire or other creative efforts can actually harm them – such as throwing flaming oil into the swarm.

Scale: 0 (individual bees are scale -17)

Agility: 3D, Acrobatics: 4D, Evade: 4D, Fistfight: 3D+1

Dexterity: 2D

Body: 2D

Reason: 1D, Navigation: 2D, Senses 2D

Arts: 1D

Charm: 1D

Power Damage Bonus: 1D (a good hit causes a -1 penalty to all actions from the pain, and this is cumulative, up to -1D)

Movement: 6/9/18/30

Health: 10

Armour: 0

BIRDS

Gor has a great many bird species, though only a few are common and only one – besides the tarn which is in a class of its own – is domesticated. The vulo. Rather than present statistics for every single bird, here are some general rules for creating different types of birds. You will have to calculate the secondary statistics for yourself, but this should provide everything you need to quickly invent a variety of birds by combining size and type.

(Size) Small Birds

Scale: -12

Agility: 6D

Dexterity: 2D

Body: 2D

Reason: 1D

Arts: 1D

Charm: 1D

(Size) Medium Birds

Scale: -9

Agility: 5D

Dexterity: 2D

Body: 2D

Reason: 1D

Arts: 1D

Charm: 1D

(Size) Large Birds

Scale: -5

Agility: 4D

Dexterity: 2D

Body: 3D

Reason: 1D

Arts: 1D

Charm: 1D

(Type) Insectivore/Herbivore

Agility: Coordination +1, Acrobatics +2, Evade +2D,

Dexterity: -

Body: Fly +2D

Reason: Senses +2D

Arts: -

Charm: -

Beak & Claws: +1 damage.

(Type) Scavenger/Carrion Eater

Agility: Coordination +1, Acrobatics +2, Evade +2D, Fistfight +1D,

Dexterity: -

Body: Fly +2D

Reason: Senses +2D

Arts: -

Charm: -

Beak & Claws: +2 damage.

(Type) Predator/Raptor

Agility: Coordination +1D, Acrobatics +1D, Evade +1D, Fistfight +2D, Stealth +2D.

Dexterity: -

Body: Fly +3D

Reason: Senses +3D

Arts: -

Charm: Will +1D.

Beak & Claws: +1D damage.

Here is a list of common Gorean birds, more information on these can be found in the companion volume:

Common Lit, Crested Lit, Fleeer, Gant, Grub Borer, Herlit, Hook Billed Gort, Horned Gim, Ivory Billed Woodpecker, Jard, Gant, Jungle Zad, Kite, Lang Gim, Long Billed Fleeer, Messenger Vulos, Mindar, Night Singers, Parrot, Schendi Gulls, Tanager, Tufted Fisher, Tunit, Umbrella Bird, Ushindi Fisher, Vosk Gulls, Vulo, Wader, Whistling Finch, Yellow Gim, Yellow-Breasted Hermit Bird, Zad, Zadit.

Especially noteworthy are the gant (similar to a duck), the jard (a starling-like scavenger which scours carrion, like crows, in huge flocks) and the vulo, a large domesticated pigeon that is used in place of chickens.



BLACK SQUIRREL

Found in the jungles of the interior, the black squirrel is a large, darkly furred rodent that lives in the branches – save when it comes down to retrieve its stores of nuts and berries. Black squirrels can be vicious when cornered.

Scale: -7

Agility: 5D, Acrobatics: 8D, Athletics 7D, Evade: 7D, Fistfight 5D+2, Stealth: 6D+1

Dexterity: 3D

Body: 2D, Swimming: 3D, Run: 4D

Reason: 1D+2, Senses: 3D+2

Arts: 1D

Charm: 1D

Power Damage Bonus: 1D-5 (teeth and claws)

Movement: 6/9/18/30

Health: 20

Armour: 0

EEL

Gor has many eels, they are so common as to be ubiquitous in the sea, in rivers and in swamps. Many of them are dangerous, biting creatures which – in shoals – can present a serious threat to life and limb. These statistics are for a generic, small, biting eel and can be modified to represent different breeds.

Scale: -8

Agility: 4D, Fistfight: 7D

Dexterity: 1D

Body: 2D, Swimming: 5D

Reason: 1D, Senses: 2D

Arts: 1D

Charm: 1D

Power Damage Bonus: 1D-5 (teeth)

Movement: 9/13/27/45

Health: 19

Armour: 0

FISH

Like birds, fish come in many different shapes and sizes and it is impossible to cover them all. Rather than do so, here are some templates you can combine using size and type to create a wide variety of different fish.

(Size) Small Fish

Scale: -12

Agility: 6D

Dexterity: 1D

Body: 2D

Reason: 1D

Arts: 1D

Charm: 1D

(Size) Medium Fish

Scale: -6

Agility: 5D

Dexterity: 1D

Body: 3D

Reason: 1D

Arts: 1D

Charm: 1D

(Size) Large Fish

Scale: -3

Agility: 4D

Dexterity: 1D

Body: 4D

Reason: 1D

Arts: 1D

Charm: 1D

(Type) Grazing Fish

Agility: Athletics: +1D, Evade: +2D, Fistfight: +1

Dexterity: -

Body: Swimming: +3D

Reason: Senses: +1D

Arts: -

Charm: -

(Type) Predatory Fish

Agility: Athletics: +1D, Evade: +1D, Fistfight: +1D

Dexterity: -

Body: Fitness: +1D, Swimming: +4D

Reason: Senses: +2D

Arts: -

Charm: -

Common Gorean fish – more information about which can be found in the companion volume – include:

Bag Fish, Blue Grunt, Cosian Wingfish, Giant Lung Fish, Gint, Grunt, Parsit, Vosk Carp, White-Bellied Grunt.

FOREST/JUNGLE PANTHER

The forest panther is a spotted, predatory cat (rarely one is born that is completely black or completely white) that hunts in ‘prides’ of three, striking from three directions at once. Stealthy, deadly and powerful the forest panther is the totemic animal of the panther girls for good reason.

Scale: +1

Agility: 5D, Athletics: 8D, Evade: 6D, Fistfight: 8D, Stealth: 8D

Dexterity: 2D

Body: 4D, Fitness: 6D, Run: 6D, Swimming: 5D

Reason: 2D, Initiative: 3D, Senses: 7D

Arts: 1D

Charm: 2D, Will: 4D

Power Damage Bonus: 4D+1 (claws and teeth)

Movement: 18/27/54/90

Health: 42

Armour: Thick hide +2

GATCH, ARMoured

An armoured animal, not dissimilar to the pangolin, the gatch is a marsupial that digs for insects, roots and tubers on the floor of the jungles of the interior. Difficult to kill and difficult to prepare, it can still provide a good meal.

Scale: -2

Agility: 1D, Athletics: 1D+1, Evade: 1D+2, Fistfight: 2D

Dexterity: 2D,

Body: 4D, Fitness: 6D, Endurance: 6D

Reason: 1D, Senses: 3D+1

Arts: 1D

Charm: 1D

Power Damage Bonus: 3D (Claws)

Movement: 12/18/36/60

Health: 39

Armour: 1D6+1

GIANI

Giani are tiny, panther-like cats, native to the jungles around Schendi and roughly the same size as an Earth housecat.

Scale: -6

Agility: 6D, Acrobatics: 7D, Athletics: 9D, Evade: 8D, Fistfight: 8D

Dexterity: 2D

Body: 2D, Fitness: 3D, Run: 4D

Reason: 2D, Senses: 7D

Arts: 1D

Charm: 2D, Will: 4D

Power Damage Bonus: 1D-1 (claws and teeth)

Movement: 12/18/36/60

Health: 25

Armour: 0

GITCH SWARM

Gitches are nasty, biting insects, some of them as large as a roach. They can get into homes and buildings and cause considerable irritation for the people who live there, especially in insulae. Frevets are sometimes brought in (or move in under their own auspices) to deal with an infestation. Treat them as though they were a bee swarm – it's when they swarm they're most dangerous – but they cannot fly. Increase their Body by +1D and their Health by +4 as they're considerably tougher.

GOAT

The goats on Gor are the same animal that is found on Earth and were transferred to Gor at some point in the past. Goats are the herd animal of choice of poorer communities and can be raised on all sorts of poor land unsuitable for other animals.

Goat: Domestic

Scale: -2

Agility: 2D, Athletics: 3D, Evade: 4D, Fistfight: 3D

Dexterity: 1D

Body: 2D, Fitness: 3D, Run: 4D

Reason: 1D, Senses: 4D

Arts: 1D

Charm: 1D

Power Damage Bonus: 2D (Horns)

Movement: 12/18/36/60

Health: 29

Armour: 0

Goat: Mountain

Scale: -2

Agility: 2D, Athletics: 4D, Evade: 4D, Fistfight: 4D

Dexterity: 1D

Body: 2D, Fitness: 3D+2, Run: 4D

Reason: 1D, Senses: 4D

Arts: 1D

Charm: 1D

Power Damage Bonus: 2D (Horns)

Movement: 12/18/36/60

Health: 31

Armour: 0

GOLDEN BEETLE

A natural predator of the Priest Kings, the Golden Beetle has been preserved by their culture as a 'pleasurable' way of ending their life and controlling their numbers. Its bite is paralytic and it gives off a hypnotic, soporific scents that is dizzying to humans but utterly incapacitating, narcotic and pleasurable to Priest Kings. It lays eggs in paralyzed bodies which later emerge from the flesh and begin to grow. The beetle itself is squat, heavy, the size of a rhino with two flaming eyes, massive pincer jaws and short, fluffed antennae like a moth. Its head is surrounded by a mane of fine golden hairs that are the source of its scent.

Scale: +3

Agility: 2D, Athletics: 3D, Evade: 2D+1, Fistfight: 3D, Stealth: 3D

Dexterity: 1D

Body: 6D, Fitness: 9D, Endurance: 7D

Reason: 1D, Senses: 5D

Arts: 1D

Charm: 2D, Intimidation: 4D, Will: 4D

Power Damage Bonus: 8D (bite) – Their

paralytic poison requires a difficulty 20

Endurance roll to resist or the target is paralysed

for the number of minutes they failed the roll

by. The soporific scent around them affects

everyone within ten metres with a sweet,

sickly scent. This scent requires a difficulty 15

Endurance roll to resist, or the target takes a

-1D penalty to all actions. If they fail to roll

over 5 they fall asleep. Eggs take 8D hours (with

a Wild Die) to mature and the beetle nymph

digging free does 8D damage. Sometimes the

host survives, only to provide the nymph's first

meal.

Movement: 18/27/54/90

Health: 55

Armour: 4D

GREAT SPINED ANTEATER

Thick furred and covered in quills, with leathery skin to protect against insect bites, this creature tears open stumps and insect nests with its claws and licks up its prey with a four foot long, sticky tongue. Its claws can be extremely dangerous if it is aggravated into defending itself.

Scale: -2

Agility: 1D, Athletics: 2D, Evade: 2D, Fistfight: 2D

Dexterity: 2D

Body: 4D, Fitness: 6D, Endurance: 6D

Reason: 1D, Senses: 4D

Arts: 1D

Charm: 1D

Power Damage Bonus: 3D (Claws)

Movement: 12/18/36/60

Health: 39

Armour: 0 – anyone striking the anteater takes 1D damage.

GUERNON/JIT/SARU MONKEYS

Guernon monkeys are a small monkey from the Ua river area. Guernon monkeys dwell in the lower canopy in large troupes and can be recognized by their chattering voices.

Jit monkeys are nocturnal, tree monkeys that inhabit the rainforests around Schendi.

A saru is a 'tailless monkey', found mostly in tropical areas. The word is also used as a mildly disparaging name for slaves.

Scale: -5

Agility: 5D Acrobatics: 8D, Athletics: 7D, Evade: 7D, Fistfight: 7D, Throwing: 6D

Dexterity: 3D

Body: 3D, Fitness: 6D, Endurance 4D, Run: 5D

Reason: 2D, Initiative: 3D, Senses: 5D

Arts: 1D

Charm: 2D

Power Damage Bonus: 1D+2 (fists and teeth)

Accuracy Damage Bonus: 1D-2.

Movement: 15/22/45/75

Health: 33

Armour: 0



HITH

The Hith is an enormous Gorean python, typically banded. There are also much rarer 'golden' hith with a yellowish cast to their scales.

Scale: +2

Agility: 2D, Athletics: 4D, Evade: 2D+1, Fistfight: 4D, Stealth: 4D

Dexterity: 1D

Body: 5D, Fitness: 8D, Endurance: 6D, Swimming: 7D

Reason: 1D, Senses 4D

Arts: 1D

Charm: 1D, Intimidation: 2D

Power Damage Bonus: 5D (constriction and teeth)

Movement: 15/22/45/75

Health: 50

Armour: 1D+1 (thick scales)

HURT

The Hurt is a small, two-legged, bounding creature not unlike a wallaby. It is covered with thick, black woolly fur that can be sheared four times a year and used to make warm and sturdy clothing. They are most common in the northern cities where the climate requires warmer and more hard-wearing clothing.

Scale: -4

Agility: 3D, **Athletics:** 5D, **Evade:** 4D, **Fistfight:** 4D

Dexterity: 2D

Body: 3D, **Fitness:** 4D, **Endurance:** 4D, **Run:** 5D

Reason: 1D, **Senses:** 3D

Arts: 1D

Charm: 1D

Power Damage Bonus: 1D (kicking claws).

Movement: 15/22/45/75

Health: 30

Armour: 0

KAILIAUK

Kailiauk have short trunks, tusks and tawny red-brown bars on their haunches. The males have three horns and stand eight to ten hands at the shoulder, weighing up to two thousand pounds. To people of Earth they resemble giant tapirs, or small elephants. The Barrens herds are larger, as much as twenty-five hands tall and much more dangerous.

Scale: +4 (normal kailiauk) +6 (Barrens kailiauk)

Agility: 2D, **Athletics:** 3D, **Evade:** 2D+1, **Fistfight:** 4D.

Dexterity: 3D.

Body: 8D, **Fitness:** 11D, **Endurance:** 11D, **Swimming:** 8D+1

Reason: 2D, **Senses:** 5D

Arts: 1D

Charm: 2D, **Will:** 3D

Power Damage Bonus: 8D+1/9D (horns and bulk)

Movement: 24/36/72/120

Health: 63/65

Armour: 2D/2D+2 (thick hide and muscle)



LARL

The larl is a great, predatory cat, clawed and fanged with saber teeth a foot long and standing some seven feet at the shoulder. The larl has a broad head – two feet across – triangular and pointed. Most commonly they have red or sable-black fur, especially in the mountains. Black larls have manes, both male and female alike, while the red larl lacks a mane.

Scale: +2

Agility: 5D, Acrobatics: 6D, Athletics: 8D,

Evade: 7D, Fistfight: 8D, Stealth: 8D

Dexterity: 2D

Body: 4D, Fitness: 7D, Endurance: 5D, Run: 7D

Reason: 2D, Senses: 7D

Arts: 1D

Charm: 2D, Will: 4D

Power Damage Bonus: 5D+2 (Claws and teeth)

Movement: 21/31/63/105

Health: 47

Armour: 1D (thick fur)

LEECH PLANT

The leech plant is a dangerous, and all too common, predatory plant found across much of Gor. A thorny plant, low to the ground, it grows pods with fang-like thorns that can whip out and strike a man, drinking his blood to nourish the plant. A single plant is not a worry, but a patch of leech plants can kill a man or weaken even a large beast like a bosk or tharlaron.

Scale: -5

Agility: 1D, Fistfight: 2D

Dexterity: -

Body: 2D, Fitness: 3D

Reason: -

Arts: -

Charm: -

Power Damage Bonus: 1D-1 (thorns) any damage it does score is instantly doubled as it sucks out blood rapidly to fill its pods.

Movement: -

Health: Fitness Roll: 24

Armour: 1

LEEM

The leem is a small, northern rodent that hibernates in straw and moss lined nests in the winter. Leem weigh about five to ten ounces each and are prey for a great deal of northern wildlife. You can use the statistics for the small urts to represent the leem.

LELT

The brine pits of the Tahari have a peculiar ecology of their own. The salty water is hostile to many forms of life but others thrive here. Amongst these creatures are the lelts, eyeless lizard-like fish with fern-like vibration sensors on their heads. Lelts are five to seven inches long, pale white, long-finned and the main diet of salt sharks. Lelts feed on isopods and flatworms, some of the few other sizable forms of life in the pools. You can use the statistics for small, scavenging fish to represent lelts.

LONG-TAILED, CLIMBING PORCUPINE

These spiny mammals climb trees in the interior in search of grubs, fruit and leaves. Their spines protect them from attack and their long tails help them to balance and climb. Their quills can be employed to tip darts.

Scale: -5

Agility: 3D, Acrobatics: 5D, Athletics: 6D,

Evade: 4D, Fistfight: 4D

Dexterity: 2D

Body: 3D, Fitness: 5D

Reason: 1D, Senses: 4D

Arts: 1D

Charm: 1D

Power Damage Bonus: 2D (Claws) Anyone hitting the porcupine in close combat takes 1d6 damage.

Movement: 9/13/27/45

Health: 34

Armour: 0

MARCHER SWARM

Marchers are an enormous, mobile nest of ants. A yard or two wide the river of ants can be pasangs long. When they find food they spread out, widening to five-hundred feet to consume all their prey. They leave nothing but bones in their wake when they're done.

Their numbing, stinging, bites by the thousand paralyze their food so it can be devoured. They climb any obstacle in their way and even form living bridges to cross water. Each ant is two inches long, with soldiers and queens larger still. Marcher swarms are effectively immune to normal attacks, only gas, fire or other creative efforts can actually harm them – such as throwing flaming oil into the swarm.

Scale: 10 (individual ants are scale -12)

Agility: 3D, Acrobatics: 3D+1, Evade: 3D+1, Fistfight: 4D

Dexterity: 2D

Body: 3D

Reason: 1D, Navigation: 2D, Senses 2D+2

Arts: 1D

Charm: 1D

Power Damage Bonus: 1D (a good hit causes a -1 penalty to all actions from the pain and numbness, and this is cumulative, up to -2D)

Movement: 6/9/18/30

Health: 20

Armour: 10 (carapace, sheer numbers)

NEEDLE FLY SWARM

Needle flies are vicious, stinging flies found in the Vosk delta. They breed in massive numbers in regular cycles and emerge in enormous clouds to feed and mate before they die. They are attracted to the eyes and sting the flesh whether attacked or not. Stings swell rapidly, several of them cause the victim to be nauseous but it will take huge numbers of stings to kill. Use the statistics for bees, but in addition to the normal effect of stings, each successive sting reduces Senses by -1 pip as well, to a maximum of -1D.

QUALAE

Qualae are small, rabbit-like creatures with stiff, brushy manes of hair.

Size: -8

Agility: 3D, Athletics: 2D, Evade: 6D, Fistfight: 3D+1

Dexterity: 1D

Body: 2D, Run: 4D

Reason: 1D, Senses: 4D

Arts: 1D

Charm: 1D

Power Damage Bonus: 1D-6 (teeth and claws)

Movement: 12/18/36/60

Health: 19

Armour: 0

RENDEL SWARM

Rennel are small, crab-like desert insects with a poisonous sting. They live in nests like ants and, if disturbed, pour out en masse to attack. Rendel swarms can be attacked with regular weapons, but can never take more than two damage from such a strike. Only area effects like fire or poison do normal damage.

Scale: 0 (individual rendel are scale -12)

Agility: 3D, Evade: 4D, Fistfight: 5D

Dexterity: 2D

Body: 3D

Reason: 1D, Senses 2D+1

Arts: 1D

Charm: 1D

Power Damage Bonus: 2D+1 (Sting) (a good hit causes a -1 penalty to all actions from the pain, and this is cumulative, up to -1D, it also immediately does an additional two points of damage from the poison)

Movement: 6/9/18/30

Health: 30

Armour: 1

ROCK SPIDERS

Rock spiders garland the jungle with giant webs. Their bodies are covered in thick, horny chitin which, when they fold their legs under them, look like rocks. They mostly eat birds and rodents but will attack larger prey when they're present in larger numbers. The average rock spider is about a foot across but giant versions exist, hunting birds, jungle wildlife and people.

Normal Rock Spider

Scale: -6

Agility: 2D, Athletics: 4D, Evade: 3D, Fistfight: 4D, Stealth: 4D, Throwing: 3D

Dexterity: 2D, Rope Work: 4D

Body: 2D, Run: 3D

Reason: 1D, Senses: 5D

Arts: 1D

Charm: 1D

Power Damage Bonus: 1D-3 (bite), if any damage is done roll another D6 of damage for the poison.

Movement: 9/13/27/45

Health: 21

Armour: 0

Giant

Scale: -1

Agility: 2D, Athletics: 4D, Evade: 2D+2, Fistfight: 4D, Stealth: 3D, Throwing: 3D

Dexterity: 2D, Rope Work: 4D

Body: 4D, Fitness 5D, Run: 3D

Reason: 1D, Senses: 5D

Arts: 1D

Charm: 1D

Power Damage Bonus: 3D+2 (bite), if any damage is done roll another D6 of damage for the poison.

Movement: 9/13/27/45

Health: 37

Armour: 1D+2

SAND FLIES

When it does rain in the Tahari the desert bursts – briefly – into life to make good use of the water. This includes the sand flies which rise in huge numbers after the rains to mate. Stinging, biting flies they leave wounds which can become infected if they are not treated and the usual treatment is a poultice of kaiila dung, which is surprisingly effective. Use bees to represent a swarm of sand flies. An Endurance roll must be made against a difficulty of 15 to avoid infection.

SHARK

Sharks are common on Gor and are present in almost every climate. Flat-bodied sharks cruise the swamps, sinuous sharks snake their way through the vine sea and, to the far north, enormous, white sharks hunt beneath the ice.

Scale: Sharks range in size from smaller than a cat (-6) to the size of a horse (+3). This 'generic' shark is scale +1.

Agility: 5D, Athletics 6D, Evade: 6D, Fistfight: 8D, Stealth: 6D.

Dexterity: 1D

Body: 4D, Fitness: 7D, Endurance: 5D, Swimming: 7D

Reason: 1D, Senses: 5D

Arts: 1D

Charm: 1D

Power Damage Bonus: 6D+1 (bite)

Movement: 21/31/63/105

Health: 46

Armour: 1D (thick skin)



SLEEN

The Sleen is a six-legged, serpentine-bodied, mammalian carnivore. Fast and dangerous it exists in many different forms but the most usual is a stinking creature with a scent not unlike that of a weasel or ferret. It snuffles and grunts, emits dog like whines and tastes the air with its whiskered snout. Young ones may be up to eight feet long while fully grown ones may be as much as twenty feet long. Sleen mate for life and raise four babies at a time in their burrows. Various sleen are found all over Gor – save the jungles – and are hunted almost as much as they are domesticated.

Scale: +2 (range from -2 to +3)

Agility: 4D, Athletics: 5D, Evade: 6D, Fistfight: 7D, Stealth: 6D

Dexterity: 1D

Body: 4D, Fitness: 6D, Endurance: 7D, Run: 7D, Swimming: 5D

Reason: 2D, Senses: 7D

Arts: 1D

Charm: 2D, Intimidation: 4D

Power Damage Bonus: 4D+2 (teeth and claws)

Movement: 21/31/63/105

Health: 43

Armour: 1D+1 (thick skin)

SNAKE

Gor plays host to many venomous snakes. The adder and the marsh moccasin are two of the most recognised but the ost, above all snakes on Gor is feared. Its venom hideously crippling.

Scale: -7

Agility: 2D, Athletics: 2D+1, Evade: 4D, Fistfight: 3D

Dexterity: 1D

Body: 2D, Swimming: 4D

Reason: 1D, Senses: 5D

Arts: 1D

Charm: 1D, Intimidation: 2D

Power Damage Bonus: 1D-4.

Adder: A successful bite that does any damage gives the victim a -1 penalty to all actions due to pain. This is cumulative up to -1D.

Marsh Moccasin: A successful bite that does any damage does another 2D damage, immediately.

Ost: Ost venom is extremely deadly, swelling, blackening and peeling flesh. A successful bite that does any damage does another 6D damage, immediately.

Movement: 6/9/18/30, 12/18/36/60 when swimming.

Health: 20

Armour: 0

TABUK

The tabuk is an antelope or deer-like creature capable of leaping as much as thirty feet when fleeing predators at speed. They can reach as much as ten to fifteen feet in height and have a single horn protruding from them. The northern tabuk is larger, with a spiral horn while the prairie tabuk is smaller and often lays down to hide from predators (in the long grass) than leaping and jumping away. Tabuk prefer the cover of thickets – such as ka-la-na thickets, but will venture out into meadows and fields in search of other food.

Scale: These statistics are for a common tabuk (scale +2), northern tabuk are scale +3 while prairie tabuk are scale +1.

Agility: 5D, Acrobatics: 6D, Athletics: 8D, Evade: 8D, Fistfight: 6D, Stealth: 6D

Dexterity: 1D

Body: 4D, Fitness: 6D, Endurance: 6D, Run: 8D, Swimming: 5D

Reason: 1D, Senses: 4D

Arts: 1D

Charm: 1D

Power Damage Bonus: 5D+2

Movement: 24/36/72/120

Health: 43

Armour: 1D+1 (thick hide)

TARSK

Tarsk are pig-like, bristled, shaggy-maned, four-legged, hoofed mammals with multiple sharp tusks (as many as six). The small domestic variety is merely grumpy while the wild ones are viciously ill tempered and aggressive. The giant tarsk, measuring as much as ten hands at the shoulder, is particularly dangerous and hunted with lances from tarn-back.

Scale: The smallest of tarsks is the jungle tarsk at scale -5, the domestic tarsk is also small, at scale -3 while the wild tarsk is scale -1. The rare giant tarsk is as big as a horse, at scale +3. The wild tarsk is the one detailed here.

Agility: 2D, Athletics: 4D, Evade: 4D, Fistight: 4D

Dexterity: 1D

Body: 5D, Fitness: 8D, Endurance: 8D, Run: 6D, Swimming: 6D

Reason: 1D, Senses: 4D

Arts: 1D

Charm: 1D, Intimidation: 2D

Power Damage Bonus: 4D+3

Movement: 18/27/54/90

Health: Fitness Roll: 47

Armour: 1 (thick hide)



THARLARION

Tharlarion are a variety of broadly related, but often very different, reptile like creatures. Some are close to Earth dinosaurs in appearance, while others more closely resemble large, amphibious creatures from the Permian era. Tharlarion are dangerous creatures in the wilds, but are also used as mounts and draft beasts. Their body oil is harvested for use in lamps, both farmed and taken from kills in the wild.

Tharlarion: Marsh

Marsh tharlarion come in several forms from creatures analogous to crocodiles or alligators to squat, brutish amphibians. All are strong predators with great appetites and all are happy to attack men, if they are hungry. They can be as big as thirty feet long, the water of the marshes helping to support their weight.

Scale: +5

Agility: 2D, Athletics: 4D, Evade: 3D, Fistfight: 4D

Dexterity: 1D

Body: 6D, Fitness: 9D, Endurance: 9D, Swimming: 9D

Reason: 1D, Senses 3D

Arts: 1D

Charm: 1D

Power Damage Bonus: 8D+2 (teeth)

Movement: 18/27/54/90

Health: 57

Armour: 2D+2

Tharlarion: River

River tharlarion are broad-bodied, scaly, web-footed creatures with long necks, using their bulk to ignore and avoid predators.

Scale: +10

Agility: 1D, Athletics: 2D, Fistfight: 2D.

Dexterity: 1D

Body: 8D, Fitness: 11D, Endurance: 11D, Swimming: 9D

Reason: 1D, Senses 3D

Arts: 1D

Charm: 1D

Power Damage Bonus: 9D+1 (trample)

Movement: 24/36/72/120

Health: 58

Armour: 4D

Tharlarion: Sea

Sea-tharlarion come in many different types, fast and slow, vegetarian, mass eaters and predators. The most common kinds are the large ones that attack shoals of fish and the shark-like predators. Smaller ones swarm in packs, little more than teeth and tail, predatory shoals that can take down even large prey. You can use sharks, fish and river tharlarion to represent these – suitably scaled up.

Tharlarion: Swamp

Swamp tharlarion are amphibious, frog-like creatures with long, brown, adhesive tongues that hook like tentacles. They have webbed feet and tooth ridges instead of actual teeth. It is unlikely that they are actually ‘tharlarion’ in the manner that other beasts of that name are, but they are similar enough to be called such.

Scale: +3

Agility: 2D, Athletics: 4D, Evade: 2D+2, Fistfight: 4D, Stealth: 3D, Throwing: 4D

Dexterity: 2D

Body: 6D, Fitness: 8D, Endurance: 7D, Swimming: 9D

Reason: 1D, Senses: 5D

Arts: 1D

Charm: 1D

Power Damage Bonus: 6D (teeth), 5D+1 (tongue – which can be used to grapple and entangle at a distance).

Movement: 18/27/54/90

Health: 51

Armour: 1D+1 (rubbery skin)

Tharlaron: Ul

The Ul is a pterodactyl-like, winged tharlaron native to the swamps of the Vosk delta and the only creature daring enough to show itself against the skyline.

Scale: +8

Agility: 3D, Acrobatics: 4D, Athletics: 4D, Evade: 4D, Fistfight: 6D.

Dexterity: 2D

Body: 5D, Fitness: 7D Fly: 10D

Reason: 2D, Senses: 7D

Arts: 1D

Charm: 1D

Power Damage Bonus: 8D+2 (beak and claws)

Movement: 30/45/90/150

Health: 53

Armour: 3D+2 (scaly hide)

TURTLE

There are many large and primitive turtles across Gor. Some of them huge, armoured and dangerous, able to savage a man from beneath the surface of the water by surprise. Their armour and vicious temperament makes them practically impervious to harm and very long lived.

Scale: -1

Agility: 1D, Athletics: 2D, Fistfight: 2D

Dexterity: 1D

Body: 3D, Fitness: 6D, Endurance: 6D, Swimming: 4D

Reason: 1D, Senses 2D

Arts: 1D

Charm: 1D

Power Damage Bonus: 5D-1 (beak)

Movement: 9/14/27/45

Health: 40

Armour: 3D-1 (shell and skin)

URT

The urt is a rat-like rodent, peculiar in that it is horned, the horns protecting the head and aiding it in digging and foraging. The common urt is found in many sizes but most are small enough to fit in cupped hands. Some grow huge, depending on the food available and the particular breed, swelling to the size of wolves or, in extreme cases, ponies.

Scale: -8 to -2. The normal urt, found in most places is scale -7.

Agility: 4D, Acrobatics: 5D, Athletics: 7D, Evade: 7D, Fistfight: 6D

Dexterity: 2D

Body: 3D, Run: 5D, Swimming: 5D

Reason: 2D, Senses: 6D

Arts: 1D

Charm: 1D

Power Damage Bonus: 1D-3 (teeth and horns)

Movement: 15/22/45/75

Health: Fitness Roll: 23

Armour: 0

VART

Varts are large, bat-like creatures that can reach the size of dogs, sharp-toothed and carnivorous. Some hunt in flocks, others singly. Varts commonly carry rabies but despite this are trained and domesticated in Tyros for hunting and as living weapons.

Scale: -5

Agility: 4D, Evade: 7D, Fistfight: 7D

Dexterity: 2D

Body: 3D, Fly: 6D

Reason: 2D, Sense: 7D

Arts: 1D

Charm: 1D

Power Damage Bonus: 1D (teeth and claws)

Movement: 18/27/54/90

Health: 26

Armour: 0



VERR

The verr is a spiral-horned, goat-like creature. The domestic breed is more amenable to human contact and is raised for its milk and meat. The wild version, found in the mountains, is wild, agile and ill tempered. Verr are sheep like, but close enough to goats that you can use the statistics for goats.

WHALES

For has many whales plying its oceans but most especially to the north where the tharlarion cannot hunt them. The Red Hunters and the Torvaldslanders hunt them for their oil, meat and fat. This whale is similar to an orca, something that will fight back if hunted.

Scale: +9

Agility: 3D, Athletics: 5D, Evade: 4D, Fistfight: 6D

Dexterity: 1D

Body: 8D, Fitness 11D, Endurance: 11D, Swim: 11D

Reason: 2D, Navigation: 4D, Senses: 5D

Arts: 1D

Charm: 2D

Power Damage Bonus: 10D (teeth)

Movement: 33/49/99/165

Health: 69

Armour: 3D+2 (thick skin and fat)

YELLOW POOL

The Yellow Pool of Turia was an indoor pool in a spacious chamber in the house of Saphrar. The pool was a beautiful yellow, threaded with ribbons, filaments and spheres. The pool was alive, able to change its density from watery to thick like mud, or even into a protective shell. It was also able to become corrosive and stinging, to dissolve flesh alive within its body. Only the orbs and a firmer sac of fluid deep inside were vulnerable. The pool may be unique, a 'gift' from the Kur or a creature from the remoter tropical regions but its like has only been seen the once.

Scale: +8

Agility: 1D, Fistfight: 2D

Dexterity: 1D

Body: 6D, Fitness: 9D, Endurance: 9D

Reason: 1D, Senses: 2D

Arts: 1D

Charm: 1D

Power Damage Bonus: Being immersed in the pool causes a person to take 1 damage, then 2 damage, then 1D damage – the normal maximum it can do. This attack ignores armour.

Special: Moving through the pool requires an opposed Fitness roll. Attacks against the main body of the pool do not hurt it, only attacks against the orbs and sac, which are made at -5 to the attack roll. Each turn the yellow pool can choose to either intensify its acid (doubling the damage), to thicken (increasing the difficulty of moving through it by +5) or to armour its vulnerable points (increasing its armour by +1D).

Movement: -

Health: 60

Armour: 3D+2

RATIONAL BEINGS

Your band of adventurers and chancers are likely to most commonly meet opposition from other people. Humans are the most dangerous enemy and the most numerous. It would be impossible to list every type of enemy that they might encounter, so only a selection of useful enemies is found here, not only humans but kur and others as well.

If you need a quick non-player character, off the cuff, assume that they have 6D in their main career skills, 5D in related skills and 4D in their other interests. They should have 31/34/38 Health, depending how tough and committed to battle skills they are.

ASKARI

The soldiers of Bila Hiruma are a disciplined and dangerous force despite their – to northern eyes – primitive appearance. They wear animal skins and feathers, run barefoot through miles of jungle and carry shields and spears in their service to the great jungle Ubar.

Agility: 3D, Athletics: 5D, Evade: 6D, Fistfight: 4D, Spears: 6D, Stealth: 4D, Throwing 5D

Dexterity: 3D, Care: 4D, Rope Work: 4D

Body: 3D+2, Fitness: 5D+2, Endurance: 5D+2, Run: 5D+2, Swimming: 4D+2

Reason: 2D, Healing: 3D, Initiative: 4D, Senses: 3D

Arts: 2D

Charm: 2D, Intimidation: 4D, Will: 4D

Power Damage Bonus: 3D

Stabbing Spear: Against enemies with longer spears its Attack Roll gains a +1 bonus. Damage: 4D+1

Accuracy Damage Bonus: 2D

Short Spear: Damage: 4D, Effective Range: 20 feet

Movement: 15/22/45/125

Health: 40

Armour: Medium shield: 2D+1

ASSASSIN

The elite killers of the caste of assassins undergo a rigorous training and introduction to their new lives, one that allows only the best of the best to don the black and take coin to end lives.

Agility: 4D, Acrobatics: 5D, Athletics: 6D, Blades: 7D, Escapology: 7D, Evade: 7D, Fistfight: 5D, Spears: 5D, Stealth: 7D, Throwing: 5D

Dexterity: 4D, Care: 6D, Burglary: 6D, Crossbow: 7D, Rope Work: 5D, Sleight of Hand: 5D

Care, along with: Bow, Burglary, Crossbow, Draft Beast, Rope Work and Sleight of Hand.

Body: 3D+2, Fitness: 5D+2, Endurance: 4D+2, Run: 6D+2, Swimming: 4D+2

Reason: 3D, Healing: 4D, Initiative: 6D, Senses: 6D, Trading: 4D

Arts: 2D

Charm: 2D, Intimidation: 4D, Will: 4D.

Power Damage Bonus: 3D

Dagger: 4D

Short Sword: 4D+2

Accuracy Damage Bonus: 3D

Light Crossbow: Effective Range: 100 ft. Damage: 5D+2

Movement: 18/27/54/90

Health: 40

Armour: 1D (Leathers and helmet)

BANDIT

Mercenaries down on their luck, starving peasants, soldiers cut off in enemy territory or simply those who would rather steal than make an honest living. Bandits and road pirates plague Gor's secondary roads, especially in times of conflict.

Attributes: 18 dice

Agility: 3D, Athletics: 4D, Blades: 5D, Clubs: 5D, Evade: 5D, Fistfight: 4D, Riding: 4D, Spears: 5D, Stealth: 5D, Throwing: 5D

Dexterity: 3D, Care: 4D, Bow: 5D, Crossbow: 5D, Draft Beast: 4D, Rope Work: 4D.

Body: 3D+2, Fitness: 5D+2, Endurance: 4D+2, Run: 4D+2, Survival: 5D+2

Reason: 2D, Senses: 3D, Trading: 3D.

Arts: 1D

Charm: 2D, Bluff: 3D, Intimidation: 3D, Slave Handling: 3D

Power Damage Bonus: 3D

Dagger: 4D

Short Spear: Damage: 5D, Effective Range: 20 feet

Accuracy Damage Bonus: 2D

Light Crossbow: Effective Range: 100 ft.
Damage: 4D+2

Movement: 12/18/36/60

Health: 40

Armour: 0

BEGGAR

Beggars are found all over Gor, despite it being a dishonourable profession and that Goreans find being begged for money an insulting act. From the she-urts of Port Kar to the caste of beggars in Schendi, these are the people who fall through the gaps. As much scavengers as beggars, they survive as best they can in the streets.

Agility: 3D, Escapology: 4D, Evade: 5D, Fistfight: 5D, Stealth: 5D

Dexterity: 3D

Body: 2D, Fitness: 3D, Endurance: 4D, Run: 3D, Survival (urban) 4D, Swimming: 3D

Reason: 3D, Senses: 6D, Trading: 5D

Arts: 2D

Charm: 3D, Bluff: 6D, Charisma: 5D, Convince: 5D, Intimidation: 4D, Will: 5D

Power Damage Bonus: 2D

Accuracy Damage Bonus: 2D

Movement: 9/13/27/45

Health: 31

Armour: 0



FORESTER

Tending and defending the great forests and the game within them, the foresters know the woods and their ways better than almost anyone and can be dangerous men to cross.

Agility: 3D, **Athletics:** 5D, **Blades:** 5D, **Clubs:** 5D, **Evade:** 5D, **Fistfight:** 4D, **Stealth:** 6D, **Throwing:** 4D

Dexterity: 4D, **Care:** 7D, **Bow:** 7D, **Crossbow:** 6D

Body: 3D+2, **Fitness:** 4D+2, **Endurance:** 4D+2, **Run:** 6D+2, **Survival (Forest):** 6D+2, **Swimming:** 4D+2

Reason: 3D, **Healing:** 4D, **Initiative:** 5D, **Senses:** 6D

Arts: 2D

Charm: 2D, **Animal Handling:** 4D

Power Damage Bonus: 2D

Dagger: 3D

Accuracy Damage Bonus: 4D

Longbow: *Effective Range: 100 feet, Damage:* 6D+2

Movement: 18/27/54/90

Health: 36

Armour: Leathers +2

GUARDSMAN

Many cities have a civilian guard or watch. They capture thieves, bring people before the magistrate or praetor and supplement the military as a way to defend the city.

Gender: Male +2 Body

Agility: 3D, Athletics: 5D, Blades: 6D, Evade: 5D, Fistfight: 5D

Dexterity: 3D, Care: 4D, Crossbow: 4D

Body: 3D+2, Fitness: 4D+2, Run: 5D+2

Reason: 3D, Initiative: 5D, Senses: 5D

Arts: 2D

Charm: 3D, Bluff: 5D, Command: 5D, Intimidation: 5D, Slave Handling: 4D, Will: 5D

Power Damage Bonus: 2D

Short Sword: 3D+2

Accuracy Damage Bonus: 2D

Movement: 15/22/45/75

Health: 36

Armour: Helmet and small shield: 2D+1

KUR WARRIOR

Many kur on Gor have settled there, even been born there, and have settled into a more primitive existence than that on the steel worlds. Kur are rarely encountered and those that are, are often sickly or outcasts. This is a healthy, red-blooded kur warrior, such as might be used in their machinations.

Kur have a maximum of 6D in Body, 4D in Charm and are Scale +1. Their claws and teeth do +2 damage in hand to hand combat and their thick fur provides an armour of +1. These statistics are for a Gorean Kur.

Scale: +1

Agility: 3D, Acrobatics: 4D, Athletics: 5D, Blades: 6D, Evade: 4D, Fistfight: 6D, Spears: 5D, Stealth: 5D, Throwing: 5D

Dexterity: 3D, Care: 5D, Crossbow: 5D

Body: 5D +2, Fitness: 8D+2, Endurance: 7D+2, Run: 7D+2

Reason: 2D, Senses: 4D

Arts: 1D

Charm: 2D, Intimidation: 4D, Will: 4D

Power Damage Bonus: 4D

Claws & Teeth: 4D+2

Kur Axe: 7D+1

Accuracy Damage Bonus: 3D

Kur Crossbow: Effective Range: 150 feet, Damage 7D+1

Movement: 21/31/63/105

Health: 54

Armour: Thick fur and small shield: 2D+2

MAGISTRATE/PRAETOR

The split between civil and religious law is manifested in the magistrates and praetors, each governing a different aspect of the law. How a case may unfold will depend heavily on which officer you take it before. Despite that, each are markedly similar, recognisable by their ceremonial staff or club and attended by guardsmen.

Agility: 3D, Coordination: 4D, Athletics: 4D, Blades: 4D, Clubs: 5D, Evade: 4D, Fistfight: 4D

Dexterity: 3D, Care: 4D, Rope Work: 5D

Body: 3D+2, Fitness: 4D+2, Run: 4D+2

Reason: 4D, Culture: 6D, Initiative: 5D, Scholar: 7D, Senses: 6D

Arts: 2D

Charm: 4D, Bluff: 6D, Charisma: 5D, Command: 7D, Convince: 6D, Intimidation: 7D, Slave Handling: 6D, Speaking: 6D, Will: 6D

Power Damage Bonus: 2D

Ceremonial Mace: 3D+2

Accuracy Damage Bonus: 2D

Movement: 12/18/36/60

Health: 36

Armour: 0

MERCENARY

Hireling warriors, mercenaries can be hired for almost any duty and are a mixed-bag of disgraced warriors, former outlaws and drafted peasants with a taste for war. These statistics are for average mercenary soldiers.

Agility: 3D, Athletics: 5D, Blades: 5D, Evade: 5D, Fistfight: 5D, Riding: 4D, Spears: 6D, Throwing: 5D

Coordination, along with: Acrobatics, Athletics, Blades, Clubs, Escapology, Evade, Fistfight, Pleasure, Riding, Spears, **Dexterity:** 3D, Care: 4D, Crossbow: 5D, Rope Work: 5D

Body 3D+2, Fitness: 5D+2, Endurance: 4D+2, Run: 5D+2, Swimming: 4D+2

Reason: 2D, Senses: 3D, Trading: 3D

Arts: 2D

Charm: 2D, Command: 3D, Intimidation: 3D, Slave Handling 3D, Will: 3D

Power Damage Bonus: 3D

Long Spear: Damage: 5D+2

Short Sword: Damage: 4D+2

Accuracy Damage Bonus: 2D

Short Spear: Damage: 4D, Effective Range: 20 feet.

Movement: 15/23/45/75

Health: 40

Armour: Helmet and small shield: 2D+1

MERCHANT

The merchant caste are found everywhere across Gor. The codes of their caste will not allow them to fail to make a profit and as a result they have a reputation as schemers, exploiters and dishonourable – but it is their very sense of honour that leads to them being seen this way. Gold, as they say, has no caste.

Agility: 2D, Evade: 3D, Pleasure: 3D

Dexterity: 3D, Care: 4D, Draft Beast: 4D, Rope Work: 4D

Body: 2D+2

Reason: 4D, Culture: 6D, Kaissa: 5D, Scholar: 5D, Senses: 5D, Trading: 7D

Arts: 3D

Charm: 4D, Bluff: 7D, Charisma: 6D,

Command: 5D, Convince: 7D, Slave Handling: 5D, Speaking: 5D, Will: 7D

Power Damage Bonus: 1D

Dagger: 2D

Accuracy Damage Bonus: 2D

Movement: 6/9/18/30

Health: 29

Armour: 0

PAGA SLAVE

In the rough taverns, cafes and inns, slave girls serve food, paga and themselves with an open and powerful sexuality that makes them hated both by free women and by other slaves.

Agility: 4D, Acrobatics: 6D, Athletics: 6D, Escapology: 5D, Evade: 6D, Fistfight: 6D, Pleasure: 7D, Stealth: 5D

Dexterity: 4D+1, Rope Work: 5D+1, Sleight of Hand: 5D+1

Body: 2D, Fitness: 3D, Endurance: 3D, Run: 4D, Swimming: 3D

Reason: 2D, Culture: 3D, Healing: 3D, Senses: 3D

Arts: 2D, Art: Dance: 4D

Charm: 3D+1, Charisma: 5D+1, Convince: 5D+1, Slave Handling: 4D+1

Power Damage Bonus: 2D

Accuracy Damage Bonus: 2D

Movement: 12/18/36/60

Health: 31

Armour: 0

PANTHER GIRL

Runaway slaves and free women who have abandoned Gorean society and live wild in the interior (as talunas) or in the norther forests (as panther girls), the panthers are dangerous bandits, scorned by wider Gorean society. Their society is cut-throat and tough, but the only truly free place for a woman on Gor.

Agility: 3D, Acrobatics: 4D, Athletics: 5D, Blades: 6D, Clubs: 4D, Evade: 5D, Fistfight: 5D, Spears: 6D, Stealth: 6D, Throwing: 5D

Dexterity: 3D+1, Care: 6D+1, Bow: 6D+1, Rope Work: 5D+1

Body: 3D, Fitness 5D, Endurance: 4D, Run: 6D, Survival: 6D, Swimming: 4D

Reason: 2D, Healing: 3D, Initiative: 4D, Senses: 4D, Trading: 3D

Arts: 2D, Art (Dancing) 4D

Charm: 3D+1, Bluff: 4D+1, Convince: 4D+1, Intimidation: 4D+1, Slave Handling: 5D+1, Will: 6D+1

Power Damage Bonus: 3D

Short Spear: Damage: 5D, Effective Range: 20 feet

Dagger: 4D

Accuracy Damage Bonus: 3D

Shortbow: Effective Range: 70 feet, Damage: 4D+2

Movement: 18/27/54/90

Health: 38

Armour: +1 (skins)

PEASANT

The caste of peasants is akin to a set of strong shoulders, holding up the people of Gor as a whole. They grow the food that sustains the populace and in times of war are strong soldiers to fill out the ranks of the warriors and the guard. They are the 'ox upon which the homestone rests' and – while superstitious and uneducated, they are far from stupid.

Agility: 3D

Athletics: 5D

Blades: 4D

Clubs: 6D

Evade: 5D

Fistfight: 5D

Spears: 4D.

Dexterity: 3D

Care: 5D

Bow: 6D

Draft Beast: 6D

Rope Work: 5D

Body: 4D

Fitness: 7D

Endurance: 7D

Run: 6D

Survival: 5D

Swimming: 5D

Reason: 2D

Senses: 3D

Trading: 3D

Arts: 2D

Craft (Any) 3D

Charm: 2D

Animal Handling: 4D

Intimidation: 3D

Slave Handling: 4D

Will: 3D

Power Damage Bonus: 4D

Dagger: 5D

Staff: 6D

Accuracy Damage Bonus: 3D

Peasant Bow: Effective Range: 120 feet,

Damage: 6D+2

Movement: 18/27/54/90

Health: 49

Armour: +2 (Furs)

PRIEST KING

Truly alien intelligence, the Priest Kings are an ancient, ant-like species from across the vastness of space. They control Gor from the Sardar mountains with their powerful technology and to the men of Gor they are gods, legends and the makers of their destiny. Already alien and lacking in human empathy, the founding of the new nest has meant a new generation of machine-taught Priest Kings, young and lacking in real experience, have taken over the running of the Nest, and of Gor, less sympathetic than the old order.

Scale: +2

Agility: 2D

Coordination: 4D

Athletics: 3D

Evade: 3D

Fistfight: 4D

Dexterity: 4D

Care: 8D

Body: 5D

Fitness: 6D

Endurance: 6D.

Reason: 6D

Healing: 7D

Initiative: 7D

Scholar: 9D

Senses: 7D

Technology: 8D

Arts: 3D

Craft (any): 5D

Charm: 3D

Command: 6D

Intimidation: 6D

Will: 6D

Power Damage Bonus: 3D+2

Arm blades: 5D+2

Accuracy Damage Bonus: 4D

Movement: 15/22/45/75

Health: 43

Armour: 4D6+2





SLAVER

A sub-caste of the merchants, the slavers are nothing like as soft as their pampered parent caste. Slavers must know how to defend their merchandise and to extract it from cities under siege. Gor is defined by its institutional slavery and the slavers make it work, from source to end product.

Agility: 3D, Athletics: 4D, Blades: 5D, Clubs: 5D, Evade: 5D, Fistfight: 5D, Pleasure: 6D, Riding: 5D, Spears: 4D, Stealth: 4D, Throwing: 6D

Dexterity: 3D, Care: 5D, Crossbow: 5D, Draft Beast: 5D, Rope Work: 6D.

Body: 4D, Fitness: 6D, Endurance: 5D, Run: 6D

Reason: 3D, Culture: 4D, Healing: 4D, Initiative: 5D, Senses: 4D, Trading: 6D

Arts: 2D

Charm: 3D, Confidence: 4D, Animal Handling: 5D, Command: 5D, Convince: 4D, Intimidation: 6D, Slave Handling: 6D, Will: 5D

Power Damage Bonus: 3D

Shortsword: 5D

Accuracy Damage Bonus: 3D

Light Crossbow: Effective Range: 100 ft.
Damage: 5D+2

Movement: 18/27/54/90

Health: 41

Armour: 0

SPIDER PEOPLE

The spider people are rarely encountered far from their swamp home near Ar. Despite their fierce appearance they are gentle pacifists who would not dream of harming another sentient being. They speak via mechanical translators, which fail to convey the full range of their emotions.

Scale: +1

Agility: 3D, Athletics: 5D, Evade: 4D, Fistfight: 4D, Stealth: 4D, Throwing: 6D

Dexterity: 4D, Care: 6D, Rope Work: 7D

Body: 4D, Fitness: 6D, Endurance: 7D, Run: 5D.

Reason: 4D, Scholar: 7D, Senses: 6D, Trading: 5D

Arts: 2D

Charm: 2D, Charisma: 3D, Will: 3D

Power Damage Bonus: 3D

Bite: 3D+2

Accuracy Damage Bonus: 3D

Movement: 15/22/45/75

Health: 42

Armour: 1D+1

TARNSMAN

Tarnsmen are the elite. Warriors who have tamed the great tarns and ride them into battle. Tarn cavalry are specialists. They can deposit warriors amongst the enemy lines, carry messages, spy enemy lines, set fire to encampments and lead raids to kidnap dignitaries or women from enemy cities. A tarnsman is a feared warrior like no other.

Agility: 4D, Coordination: 6D, Acrobatics: 5D, Athletics: 6D, Blades: 7D, Evade: 6D, Fistfight: 5D, Spears: 7D, Stealth: 6D, Tarn Riding: 7D

Dexterity: 4D, Care: 7D, Crossbow: 7D, Rope Work: 6D

Body: 3D+2, Fitness: 6D+2, Endurance: 6D+2, Run: 4D+2, Survival: 4D+2

Reason: 3D, Healing: 4D, Initiative: 6D, Kaissa: 4D, Navigation: 4D, Senses: 6D

Arts: 2D

Charm: 3D, Confidence: 5D, Command: 5D, Intimidation: 6D, Slave Handling: 4D, Will: 6D

Power Damage Bonus: 3D

Shortsword: 4D+2

Long Spear: 5D+2

Accuracy Damage Bonus: 4D

Light Crossbow: Effective Range: 100 ft. Damage: 6D+2

Movement: 12/18/36/60

Health: 43

Armour: Helmet and small shield 2D+1

THIEF

Thieves are only an official caste in Port Kar, but they are present everywhere. Gorean justice is harsh and uncompromising, so bad thieves – or those who resort to it out of desperation – do not last long. Those thieves who remain thieves and display a great deal of skill, are worthy of the name.

Agility: 3D, Athletics: 5D, Blades: 5D, Escapology: 6D, Evade: 6D, Fistfight: 4D, Stealth: 6D

Dexterity: 4D, Care: 6D, Burglary: 7D, Rope Work: 6D, Sleight of Hand: 7D

Body: 3D, Fitness: 4D, Endurance: 4D, Run: 6D, Swimming: 5D

Reason: 3D, Senses: 6D, Trading: 5D

Arts: 2D, Art (valuation) 3D.

Charm: 3D, Bluff: 5D, Will: 6D

Power Damage Bonus: 2D

Dagger: 3D

Accuracy Damage Bonus: 3D

Movement: 18/27/54/90

Health: 34

Armour: 0



TRIBAL WARRIOR

Tribal warriors come from many different cultures and carry many different weapons, but they ply the dual role of hunter and protector for their tribes. Alars, wagon people, red hunters, red savages and the jungle tribes all fit this mould, though with different equipment and from different areas. Equip them accordingly.

Agility: 4D, Coordination: 6D, Athletics: 6D, Blades: 6D, Clubs: 6D, Evade: 6D, Fistfight: 6D, Riding: 6D, Spears: 6D, Stealth: 6D, Throwing: 6D

Dexterity: 4D, Care: 6D, Bow: 6D, Rope Work: 6D

Body: 4D+2, Fitness: 6D+2, Endurance: 6D+2, Run: 6D+2, Survival: 7D+2, Swimming: 5D+2

Fitness, along with: Endurance, Run, Survival and Swimming.

Reason: 3D, Healing 4D, Initiative: 5D, Senses: 5D

Arts: 2D, Craft (Any): 3D

Charm: 2D, Animal Handling: 4D, Command: 3D, Intimidation: 4D, Slave Handling: 4D, Will: 4D

Power Damage Bonus: 3D (Choose appropriate weapons)

Accuracy Damage Bonus: 3D (Choose appropriate weapons)

Movement: 18/27/54/90

Health: 43

Armour: 0 (Choose appropriate)

TRIBAL WOMAN

Tribal women play a complimentary role to the men, taking on the gathering tasks, tending to the animals and children, preparing food and trading.

Agility: 3D, Athletics: 4D, Blades: 5D, Evade: 5D, Fistfight: 4D, Riding: 4D, Stealth: 4D, Throwing: 5D

Dexterity: 3D+1, Care: 4D+1, Draft Beast: 4D+1, Rope Work: 4D+1

Body: 3D, Fitness: 5D, Endurance: 4D, Run: 5D, Survival: 5D, Swimming: 4D
Fitness, along with: Endurance, Run, Survival and Swimming.

Reason: 3D, Healing: 5D, Senses: 5D, Trading: 6D

Arts: 3D, Craft (Any) 5D

Charm: 3D+1, Animal Handling: 5D+1, Slave Handling: 4D+1, Will: 4D+1

Power Damage Bonus: 3D

Dagger: 4D

Accuracy Damage Bonus: 2D

Movement: 15/22/45/75

Health: 38

Armour: 0

URT PEOPLE

A degenerate sub-species of humanity, the urt-people are virtually feral, living in the midst of migratory urt swarms for protection. Very rarely urt people are captured or leave their swarm and meet the normal people of civilised Gor. Once they leave they lose their urt-scent, and cannot return without being swarmed and eaten.

Scale: -2

Agility: 3D, Acrobatics: 4D, Athletics: 4D, Evade: 6D, Fistfight: 5D, Stealth: 6D, Throwing: 5D

Dexterity: 3D, Burglary: 4D

Body: 2D, Fitness: 3D, Endurance: 3D, Run: 4D, Survival: 4D, Swimming: 3D

Reason: 2D, Senses: 4D

Arts: 1D

Charm: 1D

Power Damage Bonus: 1D+1

Teeth and nails: 1D+2

Accuracy Damage Bonus: 2D

Movement: 12/18/36/60

Health: 29

Armour: 0

WARRIOR

The warrior caste are an elite cadre of warriors. They defend their cities, lead them in times of war, raise armies and slay the enemies of their people. A warrior touching his blade is enough to terrify most into silence, such is their reputation for violence and honour.

Agility: 4D, Athletics: 6D, Blades: 7D, Clubs: 6D, Escapology: 5D, Evade: 7D, Fistfight: 6D, Riding: 5D, Spears: 7D, Stealth: 5D, Throwing: 5D

Dexterity: 4D, Care: 6D, Crossbow: 7D, Rope Work: 6D.

Body: 4D+2, Fitness: 7D+2, Endurance: 6D+2, Run: 6D+2, Survival: 5D+2, Swimming: 5D+2

Reason: 3D, Healing: 4D, Initiative: 6D, Kaissa: 4D, Senses: 6D

Arts: 2D

Charm: 3D, Command: 5D, Intimidation: 6D, Slave Handling: 5D, Will: 5D

Power Damage Bonus: 4D

Long spear: 6D+2

Short sword: 5D+2

Accuracy Damage Bonus: 3D

Heavy crossbow: Effective Range: 150 ft. Damage: 6D+1

Movement: 18/27/54/90

Health: 47

Armour: Helmet and small shield: 2D+1



Shield and Spear

Many Goreans live relatively spartan and ascetic lives, even while others live in the lap of luxury.

A Gorean will prefer to have one item of the best quality, rather than a hundred that are merely acceptable.

Weapons are a matter of life and death and worth any man's investment, but merchants and others have weapons of their own and also need to be equipped for them.

CURRENCY

Each city and culture has its own currency and strikes its own coinage. Combine that with the practices of coin-shaving, adulteration with cheaper metals and forgery and dealing with currency on Gor is far from straightforward. In so far as there is any universally accepted currency and denomination of coinage it is that of Ar – as so many things are.

In Ar's coinage the smallest coin is the 'tarsk bit' of which there are usually ten to a 'copper tarsk'. There are a hundred full copper tarsks to a 'silver tarsk' and ten of these to 'gold tarn' which can be present in single or double weight, the double weight being worth twice as much. Coins can be clipped or adulterated so, for more official transactions, scales are often used to measure the genuine worth of the coins or raw metal.

Coins are typically marked with an animal on one side and the symbol of their originating city on the other. A gold coin of normal weight has the equivalent value of around twenty-thousand U.S. dollars in Earth currency. From this we can extrapolate that a silver tarsk is worth around two-thousand dollars, a copper tarsk around twenty dollars and a tarsk bit around two dollars.

One or two tarsk bits is enough to buy a drink of paga, a simple meal and the use of a paga slave at a tavern.

- Double Weight Gold Tarn = 2 Gold Tarns (equivalent to \$40,000 USD).
- Gold Tarn Disk = 10 Silver Tarks (equivalent to \$20,000 USD).
- Silver Tarn Disk = 100 copper Tarsks (equivalent to \$2,000 USD).
- Copper Tarsk = 10 Tarsk Bits (equivalent to \$20 USD).
- Tarsk Bit (equivalent to \$2 USD).

Wages are quite variable, a sail maker (a skilled artisan) in Port Kar might earn four copper tarsks a day (equivalent to a yearly wage of \$21,000 USD). A simple dock worker would earn only half as much.

WEAPONS

Alar Axe: A one-handed, heavy axe used by the Alars this axe resembles the axes of Torvaldsland, save that it has a hammer on the reverse, rather than a blade. *Damage: Axe (+2D), Hammer +1D+1. Cost: 10 Copper Tarsks.*

Axe Gauntlet of Skjern: A protective metal gauntlet with a heavy axe blade attached. It protects the hand and forearm as well as providing a chopping and cutting blade. *Damage: +1D+2, +1 Armour. Cost: 8 Copper Tarsks.*

Battering Ram: A heavy, bound log wielded by four men (you can increase scale for larger ones wielded by more men). This is used to smash stationary structures. *Scale: 3, Damage: +2D+1 (use the average strength of the wielders to determine base damage). Cost: 10 Copper Tarsks.*

Bladed Chain: A chain fitted with spikes and blades, the bladed chain is a popular gladiatorial weapon but rarely seen outside of that arena. *Damage: 1D+1, Attack Roll: -2, The bladed chain can be used to grapple enemies and does damage even when grappling. Cost: 3 Copper Tarsks.*

Blowgun: A pipe, fitted with a tiny dart – often made from bone or thorns. The dart must be prepared with poison to have any real effect. *Damage +0: (roll damage to see if any damage is done at all because of armour, then the dart does 1 point only), Effective Range: 20 feet. Cost: 3 Copper Tarsks.*

Bola: A thrown weapon, the bolas entangle and bring down the person or animal they are thrown at. The weights can also crush and break the bones of the person they strike, if the user is inexperienced or throws with that intent. Throwing it safely is a skill at is done at +5 difficulty. *Damage: +1D (Safe), +2D (Unsafe), Attack Roll: -2, Effective Range: 20 feet, Cost: 3 Copper Tarsks.*

Bosk Whip: A long, snaked whip used to goad bosk, the bosk whip is vicious on human flesh but against a bosk does little but startle it and get it to move. *It provides a +1 bonus to the Animal Handling skill when used. Damage: +2, Cost: 6 Copper Tarsks.*

Capture Net: A thrown net, weighted down, this can be used to make grappling attacks at a distance as though it were rolling 4D for grappling strength. *Damage: +1, Range: 10 feet, Cost: 5 Copper Tarsks.*

Cestus: A spiked and weighted gauntlet, use in gladiatorial combat and fistfights to the death. *Damage: +1D, Cost: 4 Copper Tarsks.*

Club: A heavy wooden club used to beat people. Adding spikes increases the damage by +1, improvised clubs have their damage reduced by -1. *Damage: +1D+1. Cost: 1 Copper Tarsk.*

Dagger: A sharp, short blade, intended for combat. *Damage +1D, Cost: 2 Copper Tarsks.*

Dart: A heavy, pointed war dart, used in the jungles and often poisoned. *Effective Range: 10 feet, Damage: +1, Cost: 1 Copper Tarsk.*

Fighting Yoke: Slaves are sometimes fitted into these yokes that bind the neck and wrists vertically and have long, curving spikes on them. *Damage: +2D, Attack Roll: -1D, Cost: 6 Copper Tarsks.*

Fire Jar: Fire jars are filled with tharlaron oil and dropped from tarn back. They are unwieldy and inaccurate but great for starting conflagrations. *Damage: 3D per turn, Attack Roll: -1D, Cost: 1 Copper Tarsk.*

Fist Wraps: Strips of leather bound around the fists and forearms, these protect the fingers and knuckles and allow you to punch harder with greater safety. *Damage: +1, Cost: 5 Tarsk Bits.*

Giant Panga: The giant panga is a Kur-scale machete, which can be used two-handed by a human. *Damage: 2D+1, Cost: 15 Copper Tarsks.*

Glaive: This broad-bladed spear is the standard weapon of the Pani ashigaru, known on Earth as a naginata. It is not suitable to be thrown. *Damage: 2D+1, Cost: 8 Copper Tarsks.*

Glave: This is a short, bladed 'knife-stick', used by rencers to cut reeds and sedge and as a weapon. *Damage: +1D+1, Cost: 3 Copper Tarsks.*

Great Sword: While rare, some warriors do prefer to use a large, two-handed weapon. In civilised Gor this is the great sword, in Pani lands it is called a nodaichi, in the Tahari it is known as the scimitarus. *Damage: +3D, Cost: 25 Copper Tarsks.*

Hand Crossbow: A very small, one handed crossbow that can be cocked very easily. *Reload with one action, Effective Range: 25 feet, Damage +1D, Cost: 3 Copper Tarsks.*

Hatchet: A small, one handed axe – as much a tool as a weapon. *Damage +1D, Cost: 2 Copper Tarsks.*

Heat Knife: A Kur weapon, this knife is more of a short-sword in human hands. *Its super-heated, ceramic blade ignores 2 points of armour. Damage: +2D+1, Cost: 1 Gold Tarn (black market, this is a taboo weapon).*

Heavy Crossbow: A large, heavy crossbow requiring some effort to reload. *Takes two actions to reload, Effective Range: 150 ft. Damage: +3D+1, Cost: 13 Copper Tarsks.*

Hook Knife: A vicious, razor-sharp, hooked blade the hook knife is used in knife fights between slaves for brutal entertainment. If used on a grabbed opponent the hook knife does +1D of damage, *Damage: +1D+1, Cost: 3 Copper Tarsks.*

Horn Bow: The horn bow is a short bow, suitable for use while mounted – as it is by the Wagon People. Its layered design allows it to pack a great deal of power for such a small weapon. *Effective Range: 125 feet, Damage: +1D+2, Cost: 6 Copper Tarsks.*

Javelin: A specialised throwing spear, often used in the first exchange between two units of soldiers. *Effective Range: 25 feet, Damage: +1D, Cost: 4 Copper Tarsks.*

Knife: An eating and cutting knife that most Goreans carry, not intended for combat. *Damage +2, Cost: 5 Copper Tarsk Bits.*

Kur Axe: The kur stranded on Gor build their own communities and their warriors wield enormous, one-handed axes that can sweep a man in two with a single stroke. This weapon can be wielded by a human, two handed.

Damage: +3D+1, Cost: 50 Copper Tarsks.

Kur Crossbow: The kur crossbow is enormous, too big for a human to use. It has four strings and four bolts, which can be fired with great rapidity. It takes two turns per string to reload. *Effective Range: 150 feet, Damage +4D+1, Cost: 60 Copper Tarsks.*

Kur Dart Gun: This gun is one of many attempts by the Kur to use relatively primitive technology to circumvent the sensors of the priest kings. A breach-loading, compressed air rifle the dart gun fires an explosive dart that pierces the target and then explodes. *Effective Range: 50 feet, Damage: +6D/2D within five feet, Cost: 3 Gold Tarns (black market, this is a taboo weapon), darts cost a silver tarn each.*

Kur Night Axe: The night axe is a throwing weapon, built for the kur. Black metal and virtually silent in flight it is meant for taking out sentries. *Range: 10 feet, Damage: +1D+2, Cost: 4 Copper Tarsks.*

Kur Power Axe: Kur power axes are large, double-bladed axes, typically used one-handed by the kur. They have a powerful vibration field around their blades, allowing them to carve through armour. *Power axes reduce armour by -2, Damage 4D+1, Cost: 2 Gold Tarns (black market, this is a taboo weapon).*

Kur Power Rifle: The kur power rifle fires blasts of heat of terrible intensity. A little unwieldy, its bulk is made up for by its power. The rifle carries five shots, four in a magazine and one in the breach. *Effective Range: 60 feet, Attack Roll: -2, Damage +7D+1 & sets the target on fire, Cost: 5 Gold Tarns (black market, this is a taboo weapon), magazines cost a gold tarn each.*

Kur Spear: Kur spears are enormous and broad-bladed, able to transfix even large beasts. *Effective Range: 20 feet, Damage: +3D+1, Cost: 10 Copper Tarsks*

Large Ballista: Ballista hurl great spear-like projectiles or stone balls with great force and speed. *Effective Range: 150 feet, Scale: 4, Damage: +4d6+1. Cost: 4 Silver Tarsks, bolts cost 1 Copper Tarsk each.*

Large Catapult: Catapults hurl large stone projectiles in an arc to fall down upon their target. *Effective Range: 200 feet, Scale: 6, Attack Roll: -5, Damage: +5d6+2, Cost: 5 Silver Tarsks, projectiles cost 1 Copper Tarsk each.*

Light Crossbow: A light crossbow that can be cocked using a stirrup. *Takes one action to reload, Effective Range: 100 ft. Damage: +2D+2, Cost: 13 Copper Tarsks.*

Long Spear: Long spears are too big to hurl but can be set against cavalry or used in combat with infantry. *Damage: +2D+2, Cost: 2 Copper Tarsks.*

Long Sword: Goreans tend to prefer the speed of the short sword, but some longer forms of sword are used in the Tahari and in Torvaldsland. Longer versions of the gladius are also available. *Damage: +2D+2, Cost: 4 Copper Tarsks.*

Longbow: A standard long bow, drawing its power from its size. *Effective Range: 100 feet, Damage: +2D+2, Cost: 4 Copper Tarsks.*

Mace: A rarely used weapon on Gor, the mace – when it is used – is used to smash shields and small fortifications. *Damage: +1D+2, Cost: 4 Copper Tarsks.*

Medium Ballista: Ballista hurl great spear-like projectiles or stone balls with great force and speed. *Effective Range: 200 feet, Scale: 3, Damage: +4d6. Cost: 2 Silver Tarsks, bolts cost 1 Copper Tarsk each.*

Medium Catapult: Catapults hurl large stone projectiles in an arc to fall down upon their target. *Effective Range: 150 feet, Scale: 5, Attack Roll: -5, Damage: +5d6+1, Cost: 4 Silver Tarsks, projectiles cost 1 Copper Tarsk each.*

Panga: The panga is a form of machete-like knife, used for chopping through undergrowth, though it also makes for a good weapon. *Damage: +1D+1, Cost: 3 Copper Tarsks.*

Pani Longbow: The Pani longbow is enormous, but fired ‘off balance’ from the lower third of the bow. This takes more skill, but provides a great deal of power. *Effective Range: 100 feet, Damage: +3D, Attack Roll: -1, Cost: 5 Copper Tarsks.*

Peasant Bow: The great peasant bow is an enormous longbow. It is notoriously hard to pull, but makes up for this with its sheer power. You need a Fitness of 4D to draw this bow.

Effective Range: 120 feet, Damage: +3D+2, Cost 4: Copper Tarsks.

Pike: An enormous spear-like weapon, the pike is meant to be used against cavalry, in which situation its Attack Roll is made at +1. Against infantry or other targets, the roll is made at -1.

Damage: +3D, Cost: 3 Copper Tarsks.

Poison Fangs: Some merchants, and others, especially those of Turia, get their teeth capped with poisonous, golden attachments. Making such is an art, as is fitting them, so that you don't bite your cheek and die. To have such fitted requires the services of a physician and a fine craftsmen. The cost of the poison is not included. You must grapple or be grappled before you can use the fangs. *Damage: +1 (and poison), Cost: 1 Gold Tarn.*

Poison Needle: A sheathed poison needle, these are often secreted about the person of a free woman, in her robes or hair, ready to be used in self defence. *Damage: +0 (Roll damage to see if any is done past armour, do one damage only, plus the effects of the poison), Cost: 3 Copper Tarsks, poison not included.*

Quarterstaff: The iron-shod weapon of the peasants. A stout walking stick and a terrible club in the right hands. *Damage: +2D, Cost 1 Copper Tarsk.*

Quiva: The saddle knives of the wagon people, these are perfectly balanced for throwing gaining +1 to their Attack Roll when thrown and -1 in all other situations. *Effective Range: 10 feet, Damage: +1D+1, Cost: 4 Copper Tarsks.*

Rence Knife: A tiny, curved, two-inch knife, this is used for nipping the rence at its base for harvest. *Damage: +2, Cost: 1 Copper Tarsk.*

Ritual Knife: The Pani carry a ritual knife, razor sharp and meant to be used for ritual suicide, though it may also serve as a back-up weapon. *Damage: 1D+2, Cost: 1 Silver Tarsk.*

Sap: A weighted bag of shot, sand or metal filings, the sap is designed to knock people out. When you make a hit to the head, this is also the difficulty of an Endurance roll, not to get knocked unconscious. *Damage: +2, Cost: 2 Copper Tarsks.*

Ship's Ram: A ship's ram is a metal bound spike, under the water-line, used to break and sink enemy vessels. A ram costs 3 Silver Tarsks and increases the damage a ship does when ramming by the scale of the ship.

Short Bow, Northern: The northern short bow is powerful and does not lose its ability to be used in the ice and snow, but it is short-ranged in the extreme compared to other bows. *Damage: +2D, Effective Range: 50 feet, Cost: 3 Copper Tarsks.*

Short Spear: The usual, sharp-pointed weapon of civilised Gor, generally used in a phalanx, by warriors with shields. This spear is also suitable to be thrown. *Damage: +2D, Effective Range: 20 feet, Cost: 3 Copper Tarsks.*

Short Sword: The standard Gorean sword is the gladius, a short, bladed, stabbing sword favoured over all others by the warrior caste. *Damage: +1D+2, Cost: 3 Copper Tarsks.*

Shortbow: The short bow is found in use only by children and women, who use it when hunting – often from tharlarion-back: *Effective Range: 70 feet, Damage: +1D+2, Cost: 2 Copper Tarsks.*

Silver Tube: *The silver tube is a mining device used by the Priest Kings and capable of disintegrating new tunnels. In the Nest War it killed many. Damage: +1D for every point you beat the target's defence by, Cost: Unavailable outside the Nest.*

Slave Goad: The slave goad works like a low powered tarn goad. It provides a +1D bonus to the Slave Handling skill, when used. *Damage +0/+1/+2 (it can be set and this damage cannot kill someone), Cost: 20 Copper Tarsks.*

Slave Whip: The slave whip is a stranded whip, used to discipline slaves without causing real harm. It has several blades at its end, six being a typical number. *It provides a +1 bonus to the Slave Handling skill when used. Damage +0, it can be used to grapple at a distance, Cost: 2 Copper Tarsks.*



Sleen Knife: Fighting a sleen, or other large predator, in hand to hand combat is not ideal but the sleen knife gives you a chance. Sharp and hooked it is designed to penetrate tough hide and to rip, in a fight or when skinning the beast.

Damage: +1D+1 (+2D+1 against larger enemies), Cost: 5 Copper Tarsks.

Sleeve Dagger: A small dagger, suitable to be hidden up the sleeve in a wrist sheathe, the sleeve dagger is a weapon of last resort – or assassination. +1D to keep this hidden when you're searched. *Damage: +1D, Cost: 4 Copper Tarsks.*

Sling: A favourite weapon of women and children who use slings to bring down birds and small animals – or to kill vermin like urts. *Effective Range: 20 feet, Damage: +1D, Cost: 5 Tarsk Bits.*

Small Ballista: Ballista hurl great spear-like projectiles or stone balls with great force and speed. *Effective Range: 100 feet, Scale: 2, Damage: +3d6+2. Cost: 1 Silver Tarsk, bolts cost 1 Copper Tarsk each.*

Small Catapult: Catapults hurl large stone projectiles in an arc to fall down upon their target. *Effective Range: 200 feet, Scale: 4, Attack Roll: -5, Damage: +5d6, Cost: 3 Silver Tarsks, projectiles cost 1 Copper Tarsk each.*

Snake Whip: The snake is a vicious, vicious whip used to punish and even kill slaves. It is almost never used on female slaves as they cannot take the punishment and scarring their backs reduces their value. It provides a +2 bonus to the Slave Handling skill when used. It can be used to entangle at a distance. *Damage: +1D, Cost: 6 Copper Tarsks.*

Stabbing Spear: The stabbing spear is an innovation of Bila Hiruma, similar to the Zulu assegai. *Against enemies with longer spears its Attack Roll gains a +1 bonus. Damage: +1D+1, Cost: 2 Copper Tarsks.*

Stun Beam: A flashlight-sized weapon, the stun beam is used by kur agents on Earth to stun captures before taking them away. *Effective Range: 20 feet, Damage: +1D per point over defence, damage is the difficulty of an Endurance roll to stay conscious, Cost: 2 Gold Tarns (black market, this is a taboo weapon).*

Tarn Goad: The tarn goad induces pain in a shower of sparks. It provides a +1D bonus to the Animal Handling skill, when used. *Damage +2/+1D+1/+2D (it can be set and this damage cannot kill someone), Cost: 30 Copper Tarsks.*

Tharlarion Lance: A long, strong lance for use on tharlarion back. *In mounted combat it gains +1 to its Attack Roll. Damage: +2D+2, Cost: 6 Copper Tarsks.*

Throwing Knife: Throwing knives are weighted to be hurled. They gain +1 to their Attack Roll when thrown, but take -1 when otherwise used. *Effective Range: 10 feet. Damage: +1D, Cost: 3 Copper Tarsks.*

Throwing Stick: The throwing stick is used primarily by rencer girls to stun and bring down gants for food. *Effective Range: 20 feet. Damage: +2 (Cannot kill its target), Cost: 5 Tarsk Bits.*

Thrown Rock: A fist-sized rock, picked up from the ground. *Effective Range: 10 feet, Attack Roll: -2, Damage: +2, Cost: Free.*

Tomahawk: The Red Savages use a stone-headed axe as a tool, hand to hand weapon and throwing weapon. While brittle, the flint edge is wickedly sharp. *Effective Range: 10 feet, Damage: +1D+1, Cost: 2 Copper Tarsks.*

Torch: A hand-held laser weapon, used by agents on Earth of both Kur and Priest Kings. Prolonged use can melt metal and burn almost anything to ashes. *Effective Range: 20 feet, Attack Roll: +1, Damage: +4D and sets the target on fire, Cost: 3 Gold Tarns (black market only, this is a taboo weapon).*

Torvaldsland Axe: The axe of torvaldsland is a heavy, two-bladed axe which can be used one-handed with a shield, or with both hands. *Damage: +2D+2 (one handed), +3D (two handed), Cost: 8 Copper Tarsks.*

Trident: A simple spear with two or three prongs at the tip, the trident is good for attacking small prey and provides a +1 bonus to your Attack Roll when made against targets smaller than yourself. The prongs are not especially damaging though. *Effective Range: 20 feet, Damage: +2, Cost: 3 Copper Tarsks.*

Warhammer: A heavy-headed, two-handed, crushing weapon the warhammer smashes opposition to a pulp. *Damage: +3D, Cost: 5 Copper Tarsks.*

Whip Knife: A weapon almost unique to Port Kar, the whip knife's length is often coated with broken and powdered glass and its tip may terminate in a blade – or several. This is not a weapon for discipline, but to kill. *Damage: +1D+1, this weapon can be used to entangle and does 1D of damage each turn the target is held, Cost: 5 Copper Tarsks.*

Woodsman's Axe: A heavy, one-bladed axe the woodsman's axe is not built for combat, but for cutting down trees. *Damage: +3D+2, Attack Roll: -2, Cost: 6 Copper Tarsks.*

ARMOUR

Archer Blinds: Archer blinds are large, movable screens that archers use as cover. They can use them themselves, or they can be moved by soldiers assigned to protect them. Less a shield and more 'mobile cover' these are only really useful in sieges and battles. *Armour: +3D, Cost: 20 Copper Tarsks.*

Buckler Shield: A small, round shield with a hardened centre for parrying. *Armour: +2, Cost: 2 Copper Tarsks.*

Furs/Leathers: Thick furs and hide clothing, as worn by Torvaldslanders and wagon people. *Armour: +2, Cost: 9 Copper Tarsks.*

Helmet: A helmet is the only ubiquitous form of armour on Gor, though it comes in many different styles. *Armour: +1, Cost: 9 Copper Tarsks.*

Large Shield: A large, rectangular shield, the protection of choice of bodyguards and other defensive warriors. *Armour: +2D+2, Cost: 15 Copper Tarsks.*

Medium Shield: The standard, round shield for an attacking warrior, used in the phalanx. *Armour: +2D+1, Cost: 12 Copper Tarsks.*

Small Shield: A round shield used by warriors, bandits, cavalry and mercenaries. This shield is suited for skirmishers and for single combat. *Armour: +2D, Cost: 10 Copper Tarsks.*

Tharlarion Boots: *Tharlarion boots are thigh-high leather and protect the rider from the abraasive scales of their mount. Armour: +1D, Cost 8 Copper Tarsks.*

Other Armour

The Priest Kings disapprove of armour and so it hardly ever appears. Those who make use of such things may well be burned by blue fire, the ultimate mark of the disapproval of the Priest Kings. Should more extensive armour come up, however, one way or another, you can use the following values:

Ring Mail: *Armour: 1D+2*

Chain Mail: *Armour: 2D*

Plate Mail: *Armour: 3D*

Modern armour will certainly draw the ire of the Priest Kings, but imports from Earth used by the agents of Kur may well include them. If so, you can use the following values:

Bulletproof Vest: This is a light vest such as is used by police and FBI agents. *Armour: 3D/1D+2 (ranged/close)*

Flak Jacket: This is a heavy, military style vest with better body coverage. *Armour: 3D+1/1D+2 (ranged/close)*

Assault Armour: Full suit with helmet, gloves etc, as used by close assault SWAT teams. *Armour: 4D/2D (ranged/close)*

Modern Earth weapons almost never make it to Gor and are usually swiftly detected and destroyed. Pistols have, however, managed to wash up on Gorean shores at least once. Such are likely to be small, concealable but deadly and terrifying to Goreans in both effect and status as taboo items.

9mm Pistol: *Damage: 3d+2, Ammo: 16, Effective Range: 50 ft. Gorean armour is ineffective against bullets.*

GEAR

Analysis Machine: The analysis machine is a large, box like device used by the caste of physicians. It can analyse blood and other fluids for diseases and poisons and recommend treatments. Using the machines adds +1D to Healing rolls made alongside the machine. *Cost: 2 Silver Tarsks.*

Animal Feed: *Feed for vegetarian beasts costs 1 tarsk bit per day, for meat eaters 1 Copper Tarsk.*

Arrows & Bolts: *2 Tarsk Bits per bolt or arrow.*

Assassin's Sheathe: A greased, lined sheath, strapped to and hidden on the forearm, for the discreet hiding and drawing of a dagger. This sheath adds a +2 bonus to attempts to hide the blade using Sleight of Hand. *Cost: 2 Copper Tarsks.*

Basket: A woven wicker basket. *Cost: 7 Tarsk Bits*

Bazi Tea: *1 Copper Tarsk per serving.*

Bedroll: *2 Copper Tarsks.*

Bell: *2 Tarsk Bits.*

Belt: *1 Copper Tarsk.*

Belt Pouch: *5 Tarsk Bits.*

Binding Fibre: *1 Tarsk Bit per thong.*

Black Salt: *1 Copper Tarsk per pound.*

Blackwine: *1 Copper Tarsk per serving.*

Blanket: *1 Copper Tarsk.*

Blindfold: *1 Copper Tarsk.*

Body Chain: *1 Copper Tarsk.*

Boots: *3 Copper Tarsks.*

Bowl: *5 Tarsk Bits.*

Brazier: *2 Copper Tarsks.*

Bread: *1 Tarsk Bit per loaf.*

Britches: *2 Copper Tarsks.*

Bucket: *4 Tarsk Bits.*

Builder's Glass: *2 Silver Tarsks.*

Butter: *2 Tarsk Bits per pound.*

Cakes: *2 Tarsk Bits for a small cake (a sweet bun).*

Candle: *1 Tarsk Bit each.*

Canoe: *35 Copper Tarsks.*

Capture Scent: *Endurance Difficulty 15 or be rendered unconscious. 1 Copper Tarsk for ten uses.*

Card Deck: *5 Copper Tarsks.*

Chalwar: *1 Copper Tarsk.*

Charcoal: *1 Tarsk Bit per pound.*

Cheese: *4 Tarsk Bits per pound.*

Cherries of Tyros: *5 Tarsk Bits per pound.*

Chest: *7 Copper Tarsks.*

Chocolate: *15 Copper Tarsks per pound.*

Choke Collar: *3 Copper Tarsks.*

Chronometer: *10 Copper Tarsks.*

Cloak: *5 Copper Tarsks.*

Compass: *5 Copper Tarsks.*

Complex Tool: *3 Copper Tarsks.*

Control Stick: *A chain collar on the end of a stick, which can be tightened or loosened with a trigger. Used to move and control uncooperative slaves. 2 Copper Tarsks.*

Cooking Pot: *1 Copper Tarsk.*

Cosmetics: *For a basic selection, enough for seven days of applications, 3 Tarsk Bits.*

Courier Pouch: *Lined with chainmail to prevent slitting. 2 Copper Tarsks.*

Discipline Collars: *Spiked collars to encourage proper posture and behaviour. 2 Copper Tarsks.*

Djellaba and Burnoose: *2 Copper Tarsks.*

Dress: *3 Copper Tarsks.*

Drinking Horn: *5 Tarsk Bits.*

Drum: *2 Copper Tarsks.*

Eating Prong: *1 Copper Tarsk.*

Eggs: *1 Tarsk Bit for five.*

Energy Bulb: *5 Copper Tarsks each. These are self-sustaining light-bulbs made by the Caste of Builders..*

Fire Cubes: *2 Tarsk Bits for 5. These are small cubes used for starting fires. They catch easily and burn hot enough to dry out wet wood.*

Fire Maker: *1 Copper Tarsk.*

Firewood: *1 Tarsk Bit per bundle.*

Fishing Line: *2 Tarsk Bits.*

Fruit: *1 Tarsk Bit for two fruits.*

Fukuro of Rice: *2 Tarsk Bits (a standard measure of rice used - often - as money by the Pani).*

Gemstone Jewellery: *1 Silver Tarsk.*

Gold Jewellery: *5 Copper Tarsks.*

Grapnel: *2 Copper Tarsks.*

Gruel: *1 Tarsk Bit for three servings.*

Haik: *An extreme version of the robes of concealment, used in the Tabari: 4 Copper Tarsks.*

Hat: *A sailor's cap, or a broad brimmed hat to protect against the sun. 1 Copper Tarsk.*

Herbs: *1 Tarsk Bit per jar.*

Incense: *1 Tarsk Bit for five sticks.*

Ink: *2 Tarsk Bits per bottle.*

Iron Belt: *A chastity device. 3 Copper Tarsks.*

Ka-La-Na Wine: *2 Tarsk Bits per bottle.*

Kaffiyah and Agal: *1 Copper Tarsk.*

Kaiila Saddle & Tack: *10 Copper Tarsks.*

Kaissa Board & Pieces: *2 Copper Tarsks.*

Kal-Da: *1 Tarsk Bit per serving.*

Kamisk: 3 Tarsk Bits.

Kanda: 1 Tarsk Bit per serving.

Kirtle: A simple dress, worn in Torvaldsland, especially by bondsmen. 4 Copper Tarsks.

Knock Out Gas: Difficulty 20 Endurance roll or be knocked out. 1 Silver Tarsk (black market only).

Kurdah: A transport frame used to transport concealed slaves or women on kaila back. 6 Copper Tarsks.

Lamp: 3 Tarsk Bits.

Lamp Oil: 3 Tarsk Bits per bottle.

Lantern: 4 Tarsk Bits.

Large Tent: An officers tent, 12ft x 12 ft x 6 ft. 10 Copper Tarsks.

Leather Collars: 1 Copper Tarsk each.

Lock Collars: 3 Copper Tarska each.

Lock Pen: The lock pen is a small device, that can pass for a fountain pen. It is given to Earth agents by the Kur and used to magnetically undo locks, even from a short distance. This only works on mechanical, metal locks. 2 Silver Tarsks (black market only, taboo technology).

Lock Picks: 1 Copper Tarsk.

Machine of Truth: A kur torture device that creates excruciating agony and reads the target's mind, adding +2D to attempts to torture and interrogate. 1 Gold Tarn (black market only, taboo technology).

Mariner's Compass: 5 Copper Tarsks.

Marking Stick: 2 Tarsk Bits.

Mask: 1 Copper Tarsk.

Mead: 2 Tarsk Bits per serving.

Meat: 1 Tarsk Bit per serving.

Medium-Sized Tent: Room for four. 8 Copper Tarsks.

Metal Collars: 1 Copper Tarsk each.

Milk: 1 Tarsk Bit per bottle.

Mint Tea: 1 Tarsk Bit per serving.

Mirror: 1 Copper Tarsk.

Nuts: 1 Tarsk Bit per double-handful.

Olives: 5 Tarsk Bits per double-handful.

One Way Room Mirror: 1 Silver Tarsk.

Ost Venom: 5 Copper Tarsks per dose.

Paga: 1 Tarsk Bit per serving.

Parchment: 1 Tarsk Bit per sheet of parchment/ two sheets of rag paper/ ten sheets of rene paper.

Perfume: Seven applications of scent costs 3 Tarsk Bits for slave perfume, 1 or more Copper Tarsks for perfume for free women and 1 or more Silver Tarsks for signature scents.

Physician's Gear: A set of healing tools such as scalpels, scissors, thermometers and so forth which provide a +1 Bonus to Healing rolls. 12 Copper Tarsks.

Physician's Pack: A physicians pack contains enough bandages, salve and other gear to aid with tending ten wounds. It provides a +1D bonus to Healing Rolls. 10 Copper Tarsks.

Poison Pellet: A hidden tooth-cap, containing poison for killing yourself when captured. 1 Silver Tarsk, does 8D of damage.

Powered Sleeping Mat: 5 Copper Tarsks.

Preserves: 2 Tarsk Bits per jar.

Purchase a compound: 250 Gold Tarns.

Purchase a large home: 25 Gold Tarns.

Purchase a medium sized home: 12 Gold Tarns.

Purchase a small home: 4 Gold Tarns.

Purchase an estate: 400 Gold Tarns.

Quiver: 1 Copper Tarsk, holds 20 arrows or bolts.

Rations: 3 Copper Tarsks per day.

Red Salt: 3 Copper Tarsks per pound.

Releaser: Counters the effects of slave wine, allowing a woman to get pregnant. Both slave wine and releaser are safe and non-toxic and take effect immediately. 2 Tarsk Bits per dose.

Rence Beer: 1 Tarsk Bit per bottle.

Robe: 3 Copper Tarsks.

Rope: 1 Copper Tarsk for 50 ft.

Sake: 4 Tarsk Bits per bottle.

Sandals: 1 Copper Tarsk.

Scabbard: 1 Copper Tarsk.

Scroll Machine: Winds through scrolls automatically. 2 Copper Tarsks.

Shoes: 2 Copper Tarsks.

Silks: 1 Copper Tarsk.

Silver Jewellery: 1+ Copper Tarsk.

Simple Tool: 5 Tarsk Bits.

Slave Bells: 2 Tarsk Bits.

Slave Bracelets: 5 Tarsk Bits.

Slave Chains: 1 Copper Tarsk.

Slave Hood: 5 Tarsk Bits.

Slave Rags: 2 Tarsk Bits.

Slave Veil: 5 Tarsk Bits.

Slave Vest: 1 Copper Tarsk.

Slave Wine: Prevents pregnancy indefinitely. 1 Tarsk Bit per dose.

Slave Wire: 1 Tarsk Bit per yard.

Small Tent: Room for two, 3 Copper Tarsks.

Smoke Bombs: 3 Copper Tarsks each, fired from catapults.

Spices: 3 Tarsk Bits per serving.
Stew: 1 Tarsk Bit per serving.
Stringed Instrument: 3 Copper Tarsks.
Sugar: 1 Tarsk Bit per serving.
Sul Paga: 2 Tarsk Bits per cup.
Sweets: 1 Tarsk Bit per fistful.
Ta Wine: 5 Tarsk Bits per bottle.
Ta-Grapes: 5 Tarsk Bits per handful.
Ta-Teera: 3 Tarsk Bits.
Tarn Basket: 10 Copper Tarsks.
Tarn Saddle & Tack: 20 Copper Tarsks.
Tarn Whistle: 2 Copper Tarsks.
Tarn Wire: 1 Tarsk Bit per two yards.
Tarnsman's Compass: 20 Copper Tarsks.
Includes chronometer and glowing markers.
Tassa Powder: Endurance roll difficulty 20 or be rendered unconscious. 2 Tarsk Bits per dose.
Tharlaron Saddle & Tack: 25 Copper Tarsks.
Translator: About the size of a typewriter, translates between four languages. 1 Silver Tarsk.
Tunic: 2 Copper Tarsks.
Turban: 4 Tarsk Bits.
Turian Liqueur: 1 Copper Tarsk per bottle.
Vegetables: 1 Tarsk Bit for two meals' worth.
Veils: 5 Copper Tarsks for a full set of free woman's veils.

Waterskin: 1 Copper Tarsk.
Whetstone: 1 Copper Tarsk.
White Salt: 2 Copper Tarsks per pound.
Woodwind Instrument: 2 Copper Tarsks.
Zar Board & Tokens: 1 Copper Tarsk.

LIVESTOCK

Bosk: 50 Copper Tarsks.
Bred Slave: 1+ Gold Tarns.
Broad Tharlaron: 2 Silver Tarns.
Dancing Slave: 2+ Silver Tarsks.
Draft Tarn: 1 Silver Tarsk.
Exotic Slave: 1+ Gold Tarns.
High Tharlaron: 2 Silver Tarsks.
Kaiila: 3 Silver Tarsks.
Kettle Slave: 6+ Copper Tarsks.
Messenger Vulo: 2 Copper Tarsks.
Pleasure Slave: 1+ Silver Tarsks.
Racing Tarn: 1+ Gold Tarns.
Racing Tharlaron: 4+ Silver Tarsks.
Tower Slave: 20+ Copper Tarsks.
Vulo: 5 Tarsk Bits.
War Tarn: 1+ Gold Tarns.
Work Slave: 1+ Copper Tarsks.



SERVICES

Branding: 1 Copper Tarsk.

Builder's Services: 1 Copper Tarsk per hour.

Caravan Passage: 1 Tarsk bit per pasang, unless working passage.

Coin Girl: 1+ Tarsk Bits. A coin girl is a cheap use-slave, put out in the street, sometimes as a punishment.

Feast Slaves: 1 Copper Tarsk each for the duration of the event. Feast slaves serve during events, providing food, entertainment and sexual satisfaction to the feast-goers.

Guards: 5 Tarsk Bits per hour.

Physician's Services: 2 Copper Tarsks per hour.

Piercing: 2 Tarsk Bits.

Rent in a medium sized home: 50 Copper Tarsks per month.

Rent in a small home: 30 Copper Tarsks per month.

Rent in an Insula: 20 Copper Tarsks per month. An insula is a crowded slum, often full of pests and a fire risk.

Room in an Inn: 1 Copper Tarsk per night.

Scribe Services: 1 Copper Tarsk per hour.

Ship Passage: 2 Copper Tarsks per day of travel, unless working passage.

Stabling: 1 Tarsk Bit per animal, per day.

Tarn Passage: 2 Tarsk Bits per pasang.

Tattooing: 1+ Copper Tarsks.

Workman Services: 5 Tarsk Bits per hour.



Appendix: Templates

CASTE OF BAKERS

The Caste of Bakers are a low caste, dedicated to the perfecting of bread, cakes and other baked goods. A well regarded caste they are elevated above other Goreans – all of whom can cook the basics – with caste knowledge of particular recipes and secrets such as preservation and the techniques to make different doughs. Gor lives and dies on bread and if you can make it from raw sa-tarna flour you'll never go hungry, or poor.

Add six dice to Abilities and five dice to Skills to customise this template.

Agility 1D

Coordination 1D+1
Clubs 1D+1
Fistfight 1D+2
Throwing 1D+2

Dexterity 2D

Care 2D+1
Draft Beast 2D+1
Sleight of Hand 2D+2

Body 2D

Fitness 2D+2
Endurance 2D+2

Reason 2D

Culture 2D+1
Senses 2D+2
Trading 2D+2

Arts 3D

Aesthetics 3D+1
Art (Decoration) 4D+1
Craft (Bakery) 4D+2

Charm 2D

Slave Handling 2D+1



CASTE OF BARGEMAN

The Bargemen pay greater attention than most to their clan name and loyalty and vie amongst themselves – sometimes violently – for commissions and cargo. Bargemen are common on all the sizeable rivers of Gor and in Port Kar, a city that boasts many canals. Some barge clans are entirely legitimate, while others are smugglers and little better than criminal gangs. Most barges are drawn by amphibious tharlarian, rather than by sails.

Add six dice to Abilities and five dice to Skills to customise this template.

Agility 2D

Coordination 2D+1
Acrobatics 2D+1
Athletics 2D+1
Blades 2D+1
Clubs 2D+1
Evade 2D+1
Fistfight 2D+1
Throwing 2D+1

Dexterity 3D

Care 3D+1
Burglary 3D+1
Draft Beast 4D
Rope Work 3D+1
Sailing 3D+1

Body 2D

Fitness 2D+1
Swimming 2D+1

Reason 2D

Navigation 2D+2
Senses 2D+1
Trading 2D+2

Arts 2D

Craft (Shipwright) 2D+2

Charm 1D

Confidence 1D+1
Animal Handling 2D
Intimidation 1D+1
Slave Handling 1D+1

CASTE OF BEGGARS

Only a true caste in Schendi, beggars are – nonetheless – often organised and conduct themselves as though they were a caste. Beggars have fallen through the gaps of charity found in caste, clan and family and begging for money is a grave insult in most Gorean cultures. None of which makes their lives any easier.

Add six dice to Abilities and five dice to Skills to customise this template.

Agility 2D

Escapology 2D+1

Evade 2D+2

Fistfight 2D+2

Stealth 2D+2

Dexterity 2D

Burglary 2D+1

Sleight of Hand 2D+1

Body 2D

Fitness 2D+1

Endurance 2D+2

Survival (Urban) 3D

Swimming 2D+1

Reason 2D

Healing 2D+1

Initiative 2D+1

Senses 2D+2

Arts 1D

Charm 3D

Bluff 3D+2

Charisma 3D+2

Convince 3D+2

Intimidation 3D+2

Will 3D+2

BRED SLAVE

The slavers and merchant houses of Gor have bred slaves – both male and female – for generation after generation, seeking to perfect the subservient, responsive and breathtaking slave that an owner might seek. You are, literally, bred for the pleasure and service of others. You must take the Bred Slave trait. (Increase the maximum that your Charisma and your Pleasuring skill can go by +1D, but reduce your maximum will by -1D.)

Add six dice to Abilities and five dice to Skills to customise this template.



Agility 3D

Coordination 3D+2

Pleasure 5D

Dexterity 1D

Care 1D+1

Sleight of Hand 1D+2

Body 2D

Fitness 2D+1

Endurance 2D+2

Run 2D+2

Swimming 2D+2

Reason 1D

Culture 1D+2

Senses 2D

Arts 2D

Aesthetics 2D+2

Art (Dance) 3D

Charm 3D

Charisma 3D+2

CATTLE HUMAN

The kur eat humans and have bred a line of humanity specifically for that purpose. Dull-witted, slow and without human speech, cattle humans are bulky mountains of muscle and fat that move in herds. The strongest surviving male claims the mating rights. The others try at the risk of their lives. Cattle humans are normally confined to the steel worlds of the kur but after the fall of Agamemnon, some were released into the wilds of Gor. Their fate unknown.

Add six dice to Abilities and five dice to Skills to customise this template.

Agility 2D

- Athletics 2D+1
- Clubs 3D
- Evade 2D+1
- Fistfight 4D
- Throwing 2D+1

Dexterity 1D

Body 5D

- Fitness 6D+2
- Endurance 6D
- Run 5D+1
- Survival (Plains) 6D

Reason 1D

- Senses 2D

Arts 1D

Charm 2D

- Intimidation 3D

CASTE OF CHARCOAL MAKERS

The fringes of Gor's woods and forests play host to the caste of charcoal makers, tending their mounds and using secret techniques to create the best charcoal for the various different purposes that they are needed for. For the metal workers one type, for the bakers another, for homes that require heat from their braziers yet another. They jealously guard their secrets and know the forests – and their dangers – well.

Add six dice to Abilities and five dice to Skills to customise this template.

Agility 3D

- Athletics 3D+1
- Blades 3D+1
- Evade 3D+2
- Spears 3D+2
- Stealth 3D+1
- Throwing 3D+2

Dexterity 2D

- Bow 2D+1
- Draft Beast 2D+2

Body 2D

- Fitness 2D+1
- Survival (Forest) 3D

Reason 1D

- Initiative 1D+2
- Senses 1D+2
- Trading 2D

Arts 3D

- Craft (Charcoal Making) 4D+2

Charm 1D

- Animal Handling 1D+1
- Slave Handling 1D+1

CASTE OF CLOTH WORKERS

Cloth workers have many sub castes, from the Makers of Rep and Makers of Silk to the Weavers, tailors and innumerable others. They are all members of the same low caste and their decisions influence fashion and sales of cloth across Gor, for years.

Add six dice to Abilities and five dice to Skills to customise this template.

Agility 2D

Coordination 2D+1

Dexterity 2D

Care 2D+1

Sleight of Hand 2D+1

Body 1D

Reason 2D

Culture 3D

Senses 3D

Trading 3D

Arts 3D

Aesthetics 4D

Art 4D

Craft (clothing) 5D+2

Charm 2D

Charisma 2D+1

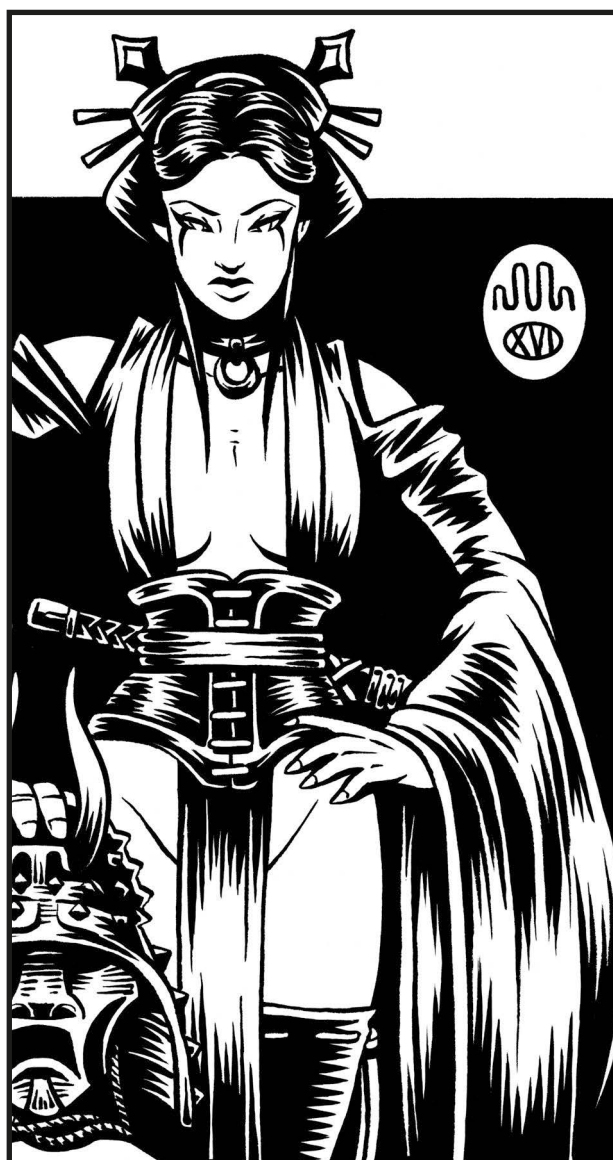
Convince 2D+2

Slave Handling 2D+2

CONTRACT WOMAN

Before contact with the mainland the Pani had few slaves and these were mostly confined to peasant villages. The higher classes made use of contract women, hired courtesans, free but honour bound to serve for entertainment and pleasure, for a fee. Contract woman is an honourable occupation and many contract women are also spies for the various daimyos (female gender bonuses have already been applied to this template).

Add six dice to Abilities and five dice to Skills to customise this template.



Agility 2D

Coordination 2D+1

Blades 2D+1

Evade 2D+1

Fistfight 2D+2

Pleasure 4D

Stealth 2D+1

Dexterity 1D+1

Care 1D+2

Sleight of Hand 1D+2

Body 1D

Endurance 1D+1

Swimming 1D+1

Reason 2D

Culture 2D+1

Initiative 2D+1

Senses 2D+2

Arts 3D

Aesthetics 3D+1

Art 3D+1

Composition 3D+1

Music 3D+2

Poetry 3D+2

Singing 3D+2

Charm 3D+1

Charisma 4D

CASTE OF FORESTERS

The caste of foresters tend to and patrol the forests, looking after the game and securing the area from interlopers. Besides being gamekeepers and hunters to supply the cities they also secure the woodland that is used to supply cities, most especially those that are marked out for shipbuilding and which have the greatest value.

Add six dice to Abilities and five dice to Skills to customise this template.

Agility 3D

Athletics 3D+1
Blades 3D+2
Clubs 3D+1
Evade 3D+2
Spears 4D
Stealth 4D

Dexterity 3D

Bow 4D
Crossbow 4D
Rope Work 3D+1

Body 3D

Fitness 3D+1
Survival (Forest) 4D

Reason 1D

Healing 1D+1
Initiative 1D+2
Senses 2D

Arts 1D

Charm 1D

Animal Handling 1D+1



CASTE OF GOAT KEEPERS

A low caste, the caste of goat keepers looks after the goats found in many places on Gor. With a fierce degree of focus and concern they care for their herds. Protecting their herds, tending to them, keeping them alive, milking and slaughtering them and driving them from pasture to pasture and village to town. It's a hard life in the wilderness, but a truly great goat keeper can preserve their whole herd.

Add six dice to Abilities and five dice to Skills to customise this template.

Agility 2D

Athletics 2D+2
Clubs 2D+2
Evade 2D+2

Dexterity 2D

Bow 2D+2
Rope Work 2D+2

Body 2D

Fitness 2D+2
Run 2D+2
Survival (Plains) 2D+2

Reason 2D

Healing 2D+2
Initiative 2D+2
Senses 2D+2
Trading 2D+2

Arts 1D

Charm 3D

Animal Handling 5D

CASTE OF THE GROWERS OF RENCE

The caste of the growers of rences is a very low caste, but a very prideful one. They live in the river deltas, most especially the Vosk Delta, where they live on floating reed raft villages, moving from patch to patch to tend, plant and cut the rences. Rences is a papyrus like reed which can be used to make paper, brew beer and can even be used as food and a caulking agent. The rencers are fierce masters of the bow and dangerous in the protection of their territories, striking without honour from the shadows and cover.

Add six dice to Abilities and five dice to Skills to customise this template.

Agility 2D

Blades 2D+1
Evade 2D+2
Stealth 4D
Throwing 4D

Dexterity 3D

Bow 4D

Body 3D

Endurance 3D+1
Survival 4D
Swimming. 3D+1

Reason 2D

Healing 2D+1
Initiative 2D+2
Senses 2D+2
Trading 2D+2

Arts 1D

Charm 1D

HARUSPEX

Oracles go by many different names in many different cultures. A rare – but not unknown – profession in civilised Gor, haruspexes are found mostly in tribal cultures where their omens and divinations are much sought after. The Pani culture, lacking initiates, also pays great head to their own fortune tellers who use sea-shells in their divinations.

Add six dice to Abilities and five dice to Skills to customise this template.

Agility 1D

Blades 1D+1

Dexterity 2D

Sleight of Hand 3D

Body 1D

Reason 2D

Philosophy 2D+1
Culture 2D+2
Senses 3D
Trading 2D+2

Arts 2D

Charm 4D

Confidence 5D
Bluff 5D
Charisma 5D
Convince 5D
Intimidation 5D
Speaking 4D+2
Will 4D+1

KUR DOMINANT

Kur dominants are sexually functional males, the biggest, strongest, most physically and psychologically dominant members of their species. Kur dominants are found on Gor in the far wilds, living natural, primitive existences there. They are also found on the steel worlds, from which they make their way to Gor on the various machinations of their species to take over that world. Some pass themselves off as trained animals in order to pass amongst humans without being killed. As knowledge of the kur spreads as an intelligent being some may try to integrate with human society in some way. Kur have a maximum of 6D in Body, 4D in Charm and are Scale +1. Their claws and teeth do +2 damage in hand to hand combat and their thick fur provides an armour of +1. These statistics are for a Gorean Kur.

Add six dice to Abilities and five dice to Skills to customise this template.

Agility 2D

Athletics 2D+1
Blades 2D+2
Evade 2D+1
Fistfight 3D
Spears 2D+1
Throwing 2D+1

Dexterity 2D

Crossbow 2D+2
Rope Work 2D+1

Body 4D+2

Fitness 5D+1
Endurance 5D+1
Run 5D

Reason 1D

Initiative 2D
Senses 2D

Arts 1D

Charm 1D

Command 1D+1
Intimidation 2D
Will 2D

KUR FEMALE

Kur females are sexually functional females. Kur females do not carry young in their bodies – save for some few throwbacks – rather they implant fertilised ova within kur nurturants. Kur females only mate with the highest status males and may demand trial by combat for a male to prove his strength over her. Kur have a maximum of 6D in Body, 4D in Charm and are Scale +1. Their claws and teeth do +2 damage in hand to hand combat and their thick fur provides an armour of +1. These statistics are for a Gorean Kur.

Add six dice to Abilities and five dice to Skills to customise this template.

Agility 3D

Athletics 4D
Evade 4D
Fistfight 4D
Stealth 4D

Dexterity 3D+1

Body 3D

Fitness 4D
Endurance 4D
Run 4D

Reason 1D

Healing 1D+2
Initiative 1D+2
Senses 2D

Arts 1D

Charm 1D+1

Charisma 2D
Will 2D



KUR NON-DOMINANT

Non-dominant kur are smaller and weaker than other kur and are effectively neuter, despite male physiology. In the absence of other kur, or upon becoming amongst the strongest and most high-status in their group they can become functioning males. Non-dominants are subservient to both dominant and female kur. Kur have a maximum of 6D in Body, 4D in Charm and are Scale +1. Their claws and teeth do +2 damage in hand to hand combat and their thick fur provides an armour of +1. These statistics are for a Gorean Kur.

Add six dice to Abilities and five dice to Skills to customise this template.

Agility 2D

Athletics 2D+2
Blades 2D+2
Evade 2D+2
Fistfight 2D+2
Spears 2D+2
Stealth 3D

Dexterity 2D

Crossbow 2D+2

Body 4D

Fitness 5D
Endurance 5D
Run 5D

Reason 2D

Initiative 3D
Senses 3D

Arts 1D

Charm 1D

CASTE OF LEATHER WORKERS

The caste of leather workers has many sub castes, but all are concerned with the making, marking, decoration and preparation of leather and hide. Making leather is a long and disgusting process involving all manner of harsh effluents and treatments – for which slaves are used. Tanneries can be smelled on the wind miles from their location. Leather workers also make piercings on slave girls and are also known to tattoo and otherwise mark message girls.

Add six dice to Abilities and five dice to Skills to customise this template.

Agility 2D

Coordination 2D+1
Blades 3D

Dexterity 2D

Care 2D+1

Body 2D

Endurance 3D+1

Reason 2D

Culture 2D+2
Healing 2D+2
Senses 2D+2
Trading 3D+1

Arts 2D

Art (Tattoo) 2D+1
Craft (Leatherworking) 4D

Charm 2D

Slave Handling 3D+1

CASTE OF METAL WORKERS

Across its many sub castes the caste of metal workers covers every conceivable way of working with metal. All metal workers can, however, hammer a collar into place around a slave's neck, brand them and smelt and shape metal to a variety of uses. Metal workers are a well respected caste who take pride in the quality of their goods.

Add six dice to Abilities and five dice to Skills to customise this template.

Agility 2D

- Coordination 2D+1
- Blades 2D+2
- Evade 2D+2
- Fistfight 2D+1
- Spears 2D+2

Dexterity 2D

- Care 2D+1

Body 3D

- Fitness 3D+1
- Endurance 3D+1

Reason 1D

- Philosophy 1D+1
- Initiative 1D+2
- Senses 1D+1
- Trading 2D

Arts 3D

- Aesthetics 3D+1
- Art (jewellery) 4D
- Craft (metalworking) 5D

Charm 1D

- Slave Handling 2D

MUL

Mul's are the servants of the Priest Kings. Within the nest they have been made a part of its overall society, maintaining machines, running messages, tending the Priest King 'cattle' and otherwise keeping things running smoothly. Bald and hairless, susceptible to taking orders, many of the Mul's fled the Nest during the Nest War and came to live elsewhere. Most returned, but some mul's may still be around, eking out a living.

Add six dice to Abilities and five dice to Skills to customise this template.

Agility 2D

- Athletics 3D
- Evade 3D
- Fistfight 3D
- Spears 2D+2

Dexterity 2D

Body 2D

- Fitness 2D+2
- Endurance 2D+2
- Run 3D+1

Reason 2D

- Philosophy 2D+1
- Initiative 3D
- Senses 3D

Arts 2D

Charm 2D

- Animal Handling 3D



PANI NOBLE

Pani nobility, from the lowest dignitary to the highest daimyo, are raised above and apart from the peasants who toil in their name. Ambitious and often arrogant, cruel and seemingly capricious, this behaviour is the result of their luxurious lifestyle, playing kaissa with provinces and villages while people toil. Some few have learned humility, especially those that have travelled to the mainland where they are not held in such fear and regard.

Add six dice to Abilities and five dice to Skills to customise this template.

Agility 2D

Blades 2D+2
Evade 2D+2
Fistfight 2D+2

Dexterity 2D

Bow 2D+1

Body 2D

Reason 2D

Philosophy 2D+1
Culture 2D+2
Initiative 2D+1
Scholar 2D+2
Senses 2D+2

Arts 2D

Aesthetics 2D+1
Art (Calligraphy) 2D+2
Composition 2D+1
Poetry 2D+1

Charm 2D

Confidence 2D+1
Command 3D
Intimidation 2D+2
Slave Handling 2D+1
Speaking 2D+1
Will 2D+2

PANI PEASANT

The Pani peasants are the fishermen and farmers who toil to bring in the food that sustains Pani society. They are also put to task when war comes, taking up spears and becoming ashigaru, the sword fodder of the samurai class. Some turn to banditry in the face of these injustices, but are as likely to prey on each other as any other group. The peasants are cowed by tradition, honour and fear of the lavish punishments that the daimyo dish out to dissenters.

Add six dice to Abilities and five dice to Skills to customise this template.

Agility 3D

Athletics 3D+2
Evade 3D+2
Fistfight 3D+2
Spears 3D+2

Dexterity 2D

Rope Work 2D+2

Body 3D

Fitness 4D
Endurance 4D+1
Survival (islands) 4D
Swimming 3D+1

Reason 1D

Initiative 2D
Senses 2D

Arts 1D

Craft (farming) 2D
Charm 2D



PANI SAMURAI

The samurai caste of the Pani is similar to the warriors of the mainland. They are accomplished fighters but are also minor nobles in their own right. The samurai, as the warrior elite, lead in battle and claim the spoils. A samurai is also expected to be a rounded, educated and cultured individual. Their concept of the warrior ethos is holistic, a life lived, not a job.

Add six dice to Abilities and five dice to Skills to customise this template.

Agility 3D

Coordination 3D+1
Athletics 3D+1
Blades 4D
Evade 3D+2
Fistfight 4D
Spears 3D+2

Dexterity 2D

Care 2D+1
Bow 2D+2
Rope Work 2D+1

Body 2D

Fitness 2D+1
Endurance 2D+1

Reason 2D

Philosophy 2D+1
Culture 2D+1
Initiative 2D+1
Scholar 2D+1
Senses 2D+1

Arts 2D

Aesthetics 2D+1
Art 2D+1
Composition 2D+1

Charm 1D

Confidence 1D+1
Command 1D+1
Intimidation 1D+1
Will 1D+1

PANTHER GIRL

Panther girls are women who have escaped slavery or the constrictions of Gorean society and taken to a life of banditry and freedom in the jungles of the interior and the great northern forests. Dressed in panther skins and armed with bows and knives, the panther girls are extremely dangerous – even to skilled warriors – due to their partisan tactics and their devotion to preserving their own freedom at all costs.

Add six dice to Abilities and five dice to Skills to customise this template.



Agility 3D

Athletics 3D+1
Blades 3D+2
Escapology 3D+1
Evade 3D+2
Spears 3D+2
Stealth 3D+2
Throwing 3D+1

Dexterity 2D+1

Bow 3D
Burglary 2D+2
Rope Work 2D+2

Body 2D

Fitness 3D
Endurance 2D+1
Run 2D+1
Survival (forest) 2D+1

Reason 2D

Healing 2D+1
Initiative 2D+1
Senses 2D+1
Trading 2D+1

Arts 1D

Charm 2D+1

Confidence 2D+1
Bluff 2D+1
Slave Handling 2D+1
Will 2D+2

CASTE OF PLAYERS

The caste of players is devoted entirely to the game of kaissa. Only the best players from around Gor are invited to join the caste and to devote their lives to its intricacies. Kaissa is an obsession for Goreans and matches can command huge audiences and extremely high ticket prices as well as enormous bets. Goreans will study famous games to try and understand them and almost all Goreans play – at least a little. The caste of players are the cream of the crop with insights and command of the game beyond the dreams of most.

Add six dice to Abilities and five dice to Skills to customise this template.

Agility 1D

Dexterity 2D

Sleight of Hand 2D+1

Body 1D

Reason 5D

Philosophy 5D+1

Culture 5D+1

Initiative 5D+1

Kaissa 10D

Scholar 5D+1

Senses 5D+1

Arts 1D

Aesthetics 1D+1

Charm 2D

Bluff 3D

Command 2D+1

Convince 2D+1

Intimidation 2D+1

Will 2D+2

CASTE OF POT-MAKERS

The caste of pot-makers make all manner of ceramics from the decorative tiles that adorn the bathes of Ar to the simple, rustic pots and amphora used to transport oil, wine and other goods. They alone know and keep the secrets of glazes, different types of clay and how to fire them for the best results. A low but well regarded artisan caste the pot-makers can be found in almost every town, village and city to supply the local needs.

Add six dice to Abilities and five dice to Skills to customise this template.

Agility 2D

Coordination 2D+1

Throwing 2D+1

Dexterity 2D

Care 2D+2

Sleight of Hand 2D+2

Body 2D

Fitness 2D+2

Reason 2D

Culture 2D+1

Senses 2D+1

Trading 3D+1

Arts 3D

Aesthetics 3D+1

Art (painting) 5D

Craft (ceramics) 6D

Charm 1D

CASTE OF SAILORS

While many of the pirates and ship's crew out on the seas are oar slaves, warriors or those who have turned their hand to become pirates there is also a true caste of sailors who are as at home in the rigging of a ship as they are in the streets of a city. They know the sun, the moons and the stars, the currents and the tides and they worship the Thassa as fervently as any man worships any god or reveres the Priest Kings. Superstitious but devoted to their craft the caste of sailors has recently had their horizons broadened beyond the farther islands and Tersites – the mad ship builder – has been elevated from insane joke, to near demigod.

Add six dice to Abilities and five dice to Skills to customise this template.

Agility 2D

Coordination 2D+1
Acrobatics 2D+2
Athletics 2D+2
Blades 2D+2
Evade 2D+2
Fistfight 2D+2
Throwing 2D+2

Dexterity 3D

Care 3D+1
Rope Work 4D
Sailing 4D

Body 2D

Fitness 2D+1
Endurance 2D+1
Survival (sea) 3D
Swimming 2D+2

Reason 2D

Navigation 2D+2
Senses 2D+1

Arts 1D

Charm 2D



CASTE OF SLAVERS

A sub-caste of the merchant caste, the caste of slavers are almost a caste unto themselves. Much more 'hands on' than the merchant caste itself the slavers take, process, train and sell slaves across Gor. They set prices, assess slave flesh, run the auctions and the training houses and supply slaves to order for discerning customers. The whole process is an art and much of Gor moves to the availability of flesh, rather than gold. The slavers are always there to make a profit.

Add six dice to Abilities and five dice to Skills to customise this template.

Agility 2D

Athletics 2D+1
Blades 2D+2
Clubs 2D+2
Evade 2D+2
Fistfight 2D+2
Pleasure 2D+2
Stealth 2D+1
Throwing 2D+1

Dexterity 2D

Crossbow 2D+2
Draft Beast 2D+1
Rope Work 2D+2

Body 2D

Run 2D+1

Reason 2D

Healing 2D+1
Initiative 2D+2
Trading 2D+2

Arts 1D

Charm 3D

Animal Handling 3D+1
Intimidation 3D+1
Slave Handling 4D
Will 3D+1

SPIDER PEOPLE

The spider people are a race of intelligent arachnids, somewhat larger than humans. They are peaceful and considerate and would never harm another rational creature, which is why they are limited to the swamps outside Ar and why they are exploited for their webs – which are known as cur-lon fibre. The spider people appear to be another race brought to Gor in the distant past by the Priest Kings and they use translators worn on their bodies to communicate with other rational beings. Very rarely they may be found far from Ar, perhaps trading, perhaps seeking a new and free place to live. Spider People are Scale +1, with D6 armour and fangs that can be used as natural weapons for +1 damage.

Add six dice to Abilities and five dice to Skills to customise this template.

Agility 2D

Coordination 2D+1
Athletics 2D+2
Evade 2D+1
Fistfight 2D+2
Throwing 2D+2

Dexterity 3D

Care 3D+1
Rope Work 4D

Body 2D

Fitness 2D+2
Endurance 2D+2
Run 2D+1
Survival (swamp) 3D

Reason 3D

Philosophy 3D+1
Scholar 3D+1
Senses 3D+1
Trading 3D+1

Arts 1D

Aesthetics 1D+1

Charm 1D

Bluff 1D+2
Charisma 1D+1
Intimidation 1D+2

CASTE OF TARN-KEEPERS

The caste of tarn-keepers know the secrets to taming and controlling tarns – though this is an uneasy prospect even with all their knowledge. Tarns will bond to certain riders and not to others and even an experienced tarn-keeper must be careful lest he be torn to pieces or eaten. Breeding and training tarns is not for the squeamish or those lacking in confidence and the value of the caste to merchants and warriors ensures they are well paid and looked after.

Add six dice to Abilities and five dice to Skills to customise this template.

Agility 2D

Athletics 2D+1
Clubs 2D+2
Evade 2D+1
Spears 2D+1
Tarn Riding 2D+2

Dexterity 2D

Crossbow 2D+1
Rope Work 2D+2

Body 2D

Fitness 2D+2
Endurance 2D+2

Reason 2D

Initiative 2D+1
Navigation 2D+2
Senses 2D+2
Trading 2D+2

Arts 1D

Charm 3D

Animal Handling 4D+1
Slave Handling 3D+1
Will 4D



CLAN OF TORTURERS

While there are many interrogators and torturers across Gor it is a dishonourable profession that invites disgust and hatred. Only the wagon people have an official 'caste', their clan of torturers. The wagons live and die on good information and have many enemies, they also use torture as a means of punishment and the clan of torturers, hooded, secretive and feared, executes these duties with great skill.

Add six dice to Abilities and five dice to Skills to customise this template.

Agility 2D

Blades 2D+2

Clubs 2D+2

Escapology 2D+2

Evade 2D+1

Fistfight 2D+2

Dexterity 2D

Rope Work 2D+2

Body 2D

Fitness 2D+2

Endurance 2D+2

Reason 2D

Healing 2D+2

Initiative 2D+2

Arts 2D

Craft (torture) 3D

Charm 2D

Bluff 2D+2

Charisma 2D+1

Convince 2D+1

Intimidation 3D

Will 2D+1



TRIBAL MAN

The tribal peoples of Gor, from the Red Hunters and Red Savages to the tribes of the Tahari split their roles in the tribe even more severely than the castes of civilised Gor and chiefly along the lines of gender. The men are the warriors and hunters while the women are the gatherers, cooks and protectors of the camps.

Add six dice to Abilities and five dice to Skills to customise this template.

Agility 3D

Athletics 3D+1
Blades 3D+1
Clubs 3D+1
Evade 3D+1
Fistfight 3D+1
Riding 3D+2
Spears 3D+2
Stealth 3D+1
Throwing 3D+1

Dexterity 2D

Bow 2D+2
Draft Beast 2D+1
Rope Work 2D+1

Body 2D+2

Fitness 3D
Endurance 3D
Run 3D
Survival 3D+1

Reason 2D

Healing 2D+1
Initiative 2D+2
Navigation 2D+1
Senses 2D+1

Arts 1D

Charm 2D

Animal Handling 2D+1
Command 2D+1
Intimidation 2D+1
Slave Handling 2D+1
Will 2D+1



TRIBAL WOMAN

The tribal peoples of Gor, from the Red Hunters and Red Savages to the tribes of the Tahari split their roles in the tribe even more severely than the castes of civilised Gor and chiefly along the lines of gender. The men are the warriors and hunters while the women are the gatherers, cooks and protectors of the camps.

Add six dice to Abilities and five dice to Skills to customise this template.

Agility 2D

Athletics 2D+1
Blades 2D+1
Evade 2D+2
Fistfight 2D+1
Riding 2D+1
Stealth 3D

Dexterity 2D+1

Draft Beast 2D+2
Rope Work 2D+2

Body 2D

Fitness 2D+2
Endurance 2D+1
Run 2D+2
Survival 3D

Reason 2D

Healing 2D+2
Senses 2D+2
Trading 2D+2

Arts 2D

Craft 3D+1

Charm 2D+1

Animal Handling 2D+2
Will 2D+2

CASTE OF URT HUNTERS

The caste of urt hunters exists to control the vermin in the cities. When urts can range in size from a few inches to several feet in length this is a job with a lot more risk to it than one might think. Many urt hunters use cheaply bought slave girls as 'lures' to draw hungry urts out to where they can be killed. A low, but vital caste, they may also eliminate other pests but it is really only urts that present a real and present risk to life and limb and need to be kept to manageable levels.

Add six dice to Abilities and five dice to Skills to customise this template.

Agility 2D

Athletics 2D+2
Blades 2D+2
Clubs 2D+1
Evade 2D+2
Stealth 2D+2
Throwing 2D+1

Dexterity 2D

Crossbow 3D+1
Rope Work 2D+1

Body 2D

Fitness 2D+2
Endurance 2D+2
Swimming 3D

Reason 3D

Initiative 3D+2
Senses 3D+2

Arts 1D

Charm 2D

Intimidation 2D+1
Slave Handling 3D



URT PERSON

The urt people are a subspecies of human, seemingly natural rather than bred, that has seemingly evolved to live alongside and amongst migratory urt packs. Small in size and speaking a patois of old and current Gorean they are strange and disgusting to most Goreans, seeming to resemble urts. Away from the pack too long they will lose its scent and be eaten by the very urts that normally protect them. Scale -2.

Add six dice to Abilities and five dice to Skills to customise this template.

Agility 4D

Acrobatics 4D+2
Athletics 4D+2
Escapology 4D+2
Evade 5D
Fistfight 4D+2
Stealth 4D+2

Dexterity 2D

Body 2D

Endurance 2D+2
Run 3D+2

Reason 2D

Initiative 3D
Senses 3D+1

Arts 1D

Charm 1D

Intimidation 2D

CASTE OF VINTNERS

The making of wine is a complex art and there are wines that can command the price of cities. While traditional grape wines are made on Cos and Tyros, most wines are ka-la-na wines and these are unlike any on Earth. The wines and liqueurs of Turia are syrupy and sweet, while those elsewhere are drier and less sugary. Wine – whatever it is made from – is almost as ubiquitous as paga and served in many different ways and used in the cooking of meals.

Add six dice to Abilities and five dice to Skills to customise this template.

Agility 1D

Dexterity 2D

Draft Beast 2D+2

Body 1D

Reason 3D

Culture 4D+1
Senses 4D+1
Trading 4D+1

Arts 3D

Craft (winemaking) 6D

Charm 2D

Animal Handling 2D+1
Charisma 3D
Slave Handling 3D

CASTE OF WOOD CARRIERS

A simple sub caste, the caste of wood carriers picks wood, dries it and carries it to civilisation to be burnt in fires or made into charcoal. They live relatively solitary lives in the forests, taking care of themselves, seasoning wood and tending the trees alongside the forester and charcoal burner camps.
Add six dice to Abilities and five dice to Skills to customise this template.

Agility 2D

- Athletics 2D+2
- Clubs 2D+2
- Evade 2D+2
- Fistfight 3D
- Throwing 2D+2

Dexterity 2D

- Rope Work 2D+2

Body 4D

- Fitness 5D
- Endurance 5D
- Survival (forest) 5D+2

Reason 2D

- Initiative 2D+2
- Senses 2D+2
- Trading 2D+2

Arts 1D

Charm 1D

Appendix:

The Traitress

INTRODUCTION

This is a quick, example adventure for the Games Master and players to cut their teeth on for their first game, though it can lead into a series of adventures in and around the city of Glorious Ar.

Ar is still reeling from its occupation by the forces of its island rival, Cos and its revolt that overthrew their rule. What was once the most powerful city and military in civilised Gor is now a lean, hungry, dangerous beast like a wounded larl, as is its Ubar.

Ar is seeking to rebuild its power and is obsessed by revenge. Marlenus, Ubar of Ar, has offered ludicrous sums from Ar's much depleted treasury as bounties on the heads of collaborators, traitors and war criminals.

Ar rebuilds at breakneck speed, further depleting its funds, drawing letters of credit and pulling heavily from its cowed merchant caste.

There's money to be made, but also danger in Ar's environs and it is best not to be mistaken for an enemy of a city that has remembered its imperial ambitions and will need to conquer to pay its debts and take its revenge.

The Viktel Aria is Ar's great northern road, running north of the city of Venna. Much of Ar's most important traffic flows along this road, though Ar's impoverished state means it hasn't been tended or patrolled as well as it should for some time. Secondary roads off the Viktel Aria serve villages and towns that are in the sway of Ar and lead to the holdings of slavers, merchants and the Initiates.

One such road leads to The Inn of Dyoganis, The Village of Abdera and its neighbour Helat Camp – a slaver's camp that holds slaves being transited to and from the cities. One of Ar's many, small, intrigues is about to be played out there.



SAMPLE CHARACTERS

You can either print these sheets out as they are, or have the players transcribe them onto their proper character sheets. This is a good way to learn the layout of the character sheet and to ask questions about things you need to know.

KANTOS THE LEATHERWORKER

Agility 3D, Coordination 3D+1, Acrobatics 3D+1, Athletics 3D+2, Blades 5D, Escapology 3D+1, Evade 4D, Fistfight 4D, Stealth 3D+2, Throwing 3D+1

Dexterity 3D, Care 3D+1, Burglary 3D+1, Crossbow 3D+2, Rope Work 3D+1, Sleight of Hand 3D+1

Body 4D+2, Fitness 5D, Endurance 5D, Run 5D, Swimming 5D

Reason 3D, Healing 2D+1, Initiative 2D+1, Kaissa 2D+1, Senses 2D+1

Arts 3D, Craft (Leatherworking): 5D

Charm 1D, Bluff 1D+1, Command 1D+1, Intimidation 1D+1, Slave Handling 1D+1, Will 1D+1

Power Damage Bonus: 3D

2 x Gladius: 4D+2

Accuracy Damage Bonus: 2D

3 x Quiva: 3D+1, Range 10ft.

Armour: 2 (leathers)

Traits: *Injury x 3: You have suffered a debilitating or disfiguring injury which could not be treated by the caste of physicians. Reduce one of your abilities and its maximum by -1 pip. You can take this multiple times across multiple abilities or confine it to the same one (taking it three times removes 1D). Through surviving these injuries you have become tougher, add 5 Health for each injury you have suffered.*

Movement: 15/22/45/75

Health: 49

Kantos is a hulking brute of a man, covered head to toe in scars. Once he was an assassin and, many years ago, while wearing the black, participated in Pa-Kur's coup d'etat in trying to claim Ar from Marlennus. Pa-Kur was unsuccessful and – for a time – the caste of assassins were unwelcome in Ar. Kantos was forced to make a new home for himself in Port Kar where he set aside the black and masqueraded as a leatherworker. A mysterious message in an old cipher of the black caste has brought him out, to the caravan of Rashid, to return to Ar to investigate.

Gear: Leathers, eating knife, clothing, two gladius short swords in a back scabbard, three quiva in a shoulder scabbard.

Money: 0

CORVUS THE MERCENARY

Agility 4D, Athletics 4D+2, Blades 5D, Clubs 4D+1, Evade 5D, Fistfight 4D+1, Riding 4D+1, Spears 4D+2, Stealth 4D+2, Throwing 4D+2

Dexterity 4D, Crossbow 5D, Draft Beast 4D+1, Rope Work 4D+2

Body 4D+2, Fitness 5D+1, Endurance 5D+1, Run 5D, Survival 5D, Swimming 5D

Reason 3D, Healing 3D+1, Initiative 4D, Kaissa 3D+1, Navigation 3D+1, Scholar 3D+1, Senses 4D

Arts 1D

Charm 2D, Animal Handling 2D+1, Command 2D+1, Intimidation 2D+1, Slave Handling 2D+1, Will 2D+1

Power Damage Bonus: 3D

Gladius: 4D+2

Accuracy Damage Bonus: 2D

Crossbow: 5D+1

Armour: 2D+1 (helmet and small shield).

Movement: 15/22/45/75

Health: 39

Corvus is an outlaw, a banished warrior of Venna, cast out long ago and denied a home stone due to the ill-advised enslavement of the daughter of the administrator. Since then he has been plying his trade as a bandit, outlaw and mercenary – taking legitimate work where he can. Currently he works alongside Rashid, hoping to find somewhere to accept him and where he can settle down permanently. His slave, Talender, accompanies him.

Gear: Small shield, helmet, gladius, crossbow, clothing, eating knife, quiver, 20 bolts.

Money: 0

LADY HILA THIEF

Agility 4D, Acrobatics 5D, Athletics 5D, Blades 4D+2, Clubs 4D+1, Escapology 5D, Evade 5D, Fistfight 4D+1, Stealth 5D+1, Throwing 4D+1
Dexterity 4D+1, Care 4D+2, Burglary 5D+2, Rope Work 5D+1, Sleight of Hand 5D+1
Body 2D, Run 3D, Swimming 2D+1, Survival (Urban) 2D+1
Reason 4D, Philosophy 4D+1, Culture 4D+1, Initiative 4D+1, Senses 5D, Trading 4D+1
Arts 2D, Aesthetics 2D+1
Charm 2D+1, Bluff 3D, Convince 2D+2
Power Damage Bonus: 1D
Dagger: 2D
Accuracy Damage Bonus: 2D
Armour: 0 (+2 when wearing leathers)
Traits: Bounty (Tyros) 1 Gold Tarn (for theft).
Movement: 9/13/27/45
Health: 24

Lady Hila is a thief, hailing from Tyros. Recently discovered she had to flee or risk impalement or death. Her ear is already notched though, fortunately, she she can hide it behind her robes, veils and hair. Masquerading as a woman from the Farther Islands, come to the mainland in search of a free companion she seeks opportunity for wealth and theft to return her to a life of luxury, such as she has become accustomed to.

Gear: Dagger, robes of concealment, veils, practical leather clothing, mask.
Money: 17 copper tarsks

TALENDER – PLEASURE SLAVE

Agility 3D, Coordination 4D, Athletics 5D,
Evade 4D, Fistfight 4D, Pleasure 4D, Stealth 4D

Dexterity 3D+1 Sleight of Hand 4D+1

Body 2D+1, Fitness 3D+1, Endurance 3D+1,
Run 3D+1, Swimming 4D+1.

Reason 2D, Initiative 2D, Senses 2D, Gender
Studies 4D

Arts 3D

Charm 5D+1

Power Damage Bonus: 2D

Accuracy Damage Bonus: 2D

Armour: 0

Traits: *Woman of Earth:* You have been transplanted to Gor from your home world, finding yourself in a strange place. Your Body score and its maximum is raised by +1 due to the relatively low gravity but you must move 2D of skills – at least – into an Earthly skill representing the career you used to have and which is all but useless on Gor. Computer programmer, for example, or welder. Put it under an appropriate ability.

Movement: 9/14/27/45

Health: 33

Talender, the slave girl of Corvus the Outlaw was once a woman of Earth, a second year student at an American university, taking – of all things – gender studies. A keen swimmer and a member of the university athletics team, Talender (then called Sara), caught the attention of a Gorean slaver, trawling the campuses for suitable 'prey'. As an orphan working on a scholarship, Talender presented a perfect target for the slavers and she was taken one night from her dorm room. Trained and sold, Corvus is her fourth owner in a relatively short period of time. She struggles with her status as a slave and the ways in which Gorean society utterly contradicts everything she ever learned.

Gear: Slave rags.

Money: 0

RASHID IBN RASHID – MERCHANT

Agility 2D, Fistsfight 2D+1, Riding 2D+1

Dexterity 2D, Draft Beast 2D+1, Rope Work 2D+1, Sleight of Hand 2D+1

Body 2D, Fitness 3D Survival (Desert) 4D

Reason 5D, Philosophy 5D+1, Culture 5D+1, Kaissa 5D+1, Navigation 5D+1, Scholar 5D+1, Trading 10D

Arts 3D, Aesthetics 3D+1

Charm 4D, Confidence 4D+1, Animal Handling 4D+1, Bluff 4D+1, Charisma 4D+1, Convince 4D+2, Slave Handling 4D+1, Speaking 4D+1, Will 4D+2

Power Damage Bonus: 2D

Dagger: 3D

Accuracy Damage Bonus: 1D

Armour: 0

Traits: *Agent of Priest Kings: You are one of the human agents of the great powers behind so many of the events on both Gor and Earth. They are a powerful ally with networks across Gor that you can tap into making it far easier for you to travel and to work, but you will almost always be working to their ends and in working for one you make an enemy of yourself to the other.*

Movement: 6/9/18/30

Health: 26

Rashid is a merchant from the Tahari, very much down on his luck. When he set out on his journey – across land – news had not yet reached his isolated oasis about the state of affairs in Ar, his final destination. Along the route he has been plagued by bandits and raiders until he is down to almost no caravan at all. However he is stubborn – too stubborn for a merchant really – and he has business in Ar with other agents of Priest Kings. He simply must get there, one way or another.

Gear: Fine clothing, dagger, cards, two bask, a broken down old wagon, 50 copper tarsks worth of date bricks.

Money: 10 copper tarsks.

DAMIAN - PEASANT

Agility 3D, Athletics 3D+1, Blades 3D+1, Clubs 6D+2, Evade 3D+1, Fistfight 3D+2, Riding 3D+1, Spear, Stealth 3D+1, Throwing 3D+1

Dexterity 5D, Care 6D, Bow 6D+2, Draft Beast 5D+2, Rope Work 5D+1

Body 5D, Fitness 5D+1, Endurance 5D+2, Survival 5D+1, Swimming 5D+1

Reason 2D, Healing 2D+1, Senses 3D, Trading 2D+1

Arts 1D

Charm 2D, Animal Handling 3D, Slave Handling 2D+1, Will 2D+1

Power Damage Bonus: 3D

Quarterstaff: 5D

Accuracy Damage Bonus: 3D

Peasant Bow: 6D+2

Armour: 0

Traits: *Strict Honour Code: You adhere to the codes of your caste with absolute strictness, considering them a moral code above and beyond any other of worth. Whenever you gain Honour you gain two points of it, but should you breach your honour code you lose all the Honour points you have accumulated.*

Movement: 15/22/45/75

Health: 32

Damian hails from Harfax and seeks his fortune.

Having served in the army, called upon to supplement to warrior caste during a skirmish, Damian has found he likes the life of a fighting man and has been working as a guard and archer for caravan after caravan, seeing all that Gor has to offer and expanding his horizons. He has a fixation on proving the worth of the caste of peasants, whom many other castes see as deficient, stupid or slow.

Gear: Clothing, staff, Peasant Bow, Quiver, 20 arrows, eating knife.

Money: 25 copper tarsks.

THE PLOT

Make sure the players don't see this section. This is what's going on behind the scenes, a summary of the whole plot of this adventure. Familiarise yourself with this section if you're the Games Master, as it will make sense of everything else.

When Ar fell to the forces of Cos and its mercenaries some few years back, it was due to the actions of a cabal of traitors within Ar who betrayed its military and its government. Ar was occupied and the collaborators did well out of their betrayal, profiting from their cooperation with the occupying forces.

When Ar finally rose against the occupying forces the revolt was bloody, terrible and remorseless. The occupation forces were forced to flee and hundreds, thousands of collaborators were enslaved or killed. So many that Ar's great roads were lined with the impaled and writhing bodies for pasangs and pasangs.

Many collaborators and traitors escaped, despite the fury of Ar's mob and Marlenus – Ubar of Ar – has been relentless in pursuing those who escaped, placing huge bounties on their heads. Lady Miranda is one such traitress, a once wealthy member of a slaving merchant house.



She used her contacts and her wealth to bend Helat – an independent slaver – to her will and since the fall of Ar she has been hiding – disguised as a slave – within his caravans.

She is not a slave, however. She is still free. She is kept, separate in what is supposed to be an area reserved for expensive slaves, hidden from the guards and the other slaves. There she still lives a free life, holding Helat – who loves her – under her spell. Love is not all there is however and her funds have run short. She hid some riches in Ar before she fled and means to return – in disguise – to gather her funds to secure her freedom for another few years – if not forever.

She was spotted by Lirian the Cripple, a veteran of Ar's military and the Delta Brigade, peeking curiously from her wagon as she entered the slaver's camp. He now seeks people to help him kidnap her, so she can be returned to Ar for the standing reward on her head.

Helat is in love with Mirandra, though the feeling is not reciprocated. She only cares about staying free. She will offer anything in order to remain free, her remaining fortune, her hand as a companion, anything. Though this is likely to turn Helat against her, should he hear it.

THE HOOK

The characters are escorting Rashid, the merchant, to Ar in order to sell his date bricks (he should still be able to double his money if he can get them there). His caravan has had a hard time and they've already been paid – or have paid – to get the rest of the way.

Stopping overnight in the Inn of Dyoganis to get fed, watered and rested before they continue up the Viktel Aria to Glorious Ar itself, they are approached by Lirian the Cripple, a beggar whose presence is somewhat tolerated at the inn. He wants to get them alone to talk to them about a deal, not to beg money. Once he gets them alone he will offer his 'spiel'. (You don't have to read this word for word, but this is how I would do it).

Once he has you alone the beggar carefully closes the door and drops the latch. His cowed demeanour melts away and his bearing changes, standing taller, despite his missing limb and the crudely burned brand on his face. He recalls his honour it seems and something of the soldier's bearing returns.

"I need your help. Ar is still seeking many of the traitors from its occupation and I have seen one. I will never forget her face, laughing and sipping wine as they burned the del-ka into my face. She's a slave now, but they'll still pay, Marlenus bears a grudge for the loss of his city. I hid some of my retirement pay and I'll pay you a silver tarsk each I you help me capture her. I'll return her to Ar for the sake of my honour and what was done to me."

Only if they agree will he give them the rest of the information.

"She's being held in Helat's Camp, by Helat himself. She seems to be being kept separate from the other slaves, she was in a curtained cage with two other girls. She should be easy to find. She has red hair, green eyes, she had on golden armlets and white silks. Her face was covered by a veil, perhaps she had been bought in the Tahari Desert, I know not. If you can get her from the camp, I'll meet you in the nearby village of Abdera with your payment. Do we have an agreement?"

THE INN OF DYOGANIS

The Inn of Dyoganis is a run-down inn on a secondary road off the Viktel Aria. It lies halfway between both Helat Camp and Abdera, both of which are served by tertiary roads from its road. Once prosperous and doubling as a hunting lodge for Ar's high castes, The Inn of Dyoganis is now much less prestigious, though it does its best to provide good service.

The Inn is surrounded by a small moat, some three yards wide. A small wooden bridge passes over the moat and through the high stone wall that surrounds the inn.



Two stories tall the Inn's lower floor houses its kitchen (with a small kitchen garden behind it), the common area and the storage rooms.

The basement houses a well, more storage and the slave kennels.

The upper floor used to be ten large rooms, suitable for high caste guests and their slaves or companions to stay in. Now eight of these rooms have been turned into shared rooms, wherein up to eight guests may sleep, while the two remaining private rooms can be hired at a premium.

Stairs on the second floor wind up to a tarn-cote, which is boarded up and weather damaged. People can also stay in here, though the mattresses are only straw and the whole structure groans alarmingly in the slightest gust of wind.

Outside there are stables and sleen pens, though the sleen pens lie empty.

They were once used by the high castes coming to the area to hunt, now they're just an extra place to sleep, or suitable pens for the slaves of travellers.

Dyoganis: A harassed looking man whose clothes are well made and well looked after, but which are getting threadbare. Brisk and efficient, he thinks he and his inn are too good for the kinds of custom he gets now and he bustles constantly around the inn tidying up, wiping tables and looking forlornly at the hunting trophies on the walls and remembering better times.

Inn Slaves: There are two male slaves that work in the grounds, cleaning stables. Three kettle girls work in the kitchens, preparing food and cleaning the in. A further three slave girls work in the inn itself, serving the customers their food and drink. The use of a slave is available, but only after hours and extra must be paid. The inn is not a paga tavern.

THE VILLAGE OF ABDERA

Abdera is a small farming village that specialises in the raising of tarsk. The village itself is small, no more than a hundred people, and is devoted almost entirely to the raising and slaughtering of domestic tarsk. The village abuts a copse of trees, part of which is walled off for the tarsk to wander in, then a smaller set of pens within the village houses those tarsk ready for slaughter.

Lirian has hidden his money behind a rock in the wall of the village tarsk pen. The villagers let him beg there for crusts and sleep within the walls of the village in exchange for him teaching them some of the ways of the warrior caste so they can better protect their village.

The headman of the village, Argus, is small for a peasant, but wily and perceptive. He might as well be a merchant because he never gives anything away without turning a profit of some kind.

HELAT'S CAMP

Helat's Camp is a staging post for Helat the Slaver and open to all of his caste – and nobody else. Auctions are not held here, though private sales between slavers may take place. Mostly it is just slave pens, stables and a hall in which travelling slavers may stay for free (something that greatly annoys Dyoganis). The camp is surrounded by a wooden palisade, gated and protected by guards. There are also two sleen kept on hand, to track down runaway slaves.

The palisade is twelve feet high, made from double-layered logs and spiked at the top, though this is more to discourage climbing than to hurt anyone. Climbing the wall is difficulty 20. The guards on the wall are normally quite exposed, but if they hunker down to protect themselves after being made aware of attack, the difficulty to hit them rises by +5.

The slave pens are large enough to hold thousands of slaves, though they do not normally do so. Helat's caravan is the only one here at the moment (by design – and this is recorded on his ledgers, that other caravans have been diverted).

Mirandra and her attendants are not in the pens with the other slaves, they're in the private slave kennels beneath the hall which is closed off and protected by two guards with no other entrance or exist.

The camp has two guards on the door to the cellar pens, eight on the walls, two at the slave pens and another ten inside in the hall, caravan guards who are resting. There are a further two guards with the tracking sleen, in the sleen pens for a total of sixteen guards.

THE CONCLUSION

Supposing the characters do manage to extract Lady Mirandra from the slave pens and get her to Lirian, things can go one of several ways. They might accept Mirandra's offer of wealth or companionship in exchange for letting her go – or accompany her to recover her fortune.

They might betray Lirian and keep her for themselves, intending to pocket the full reward for her capture. In which case they'll have to deal with him one way or another and will have to get her transported to Ar in safety. An adventure in itself and she may still have allies – or enemies – there.

If they go along with Lirian they'll have preserved their honour and restored his, something definitely worth a point of Honour for them.

NON PLAYER CHARACTERS

The significant enemies that the characters might face in this adventure include the following:

GUARDS

Agility 3D, Athletics: 5D, Blades: 6D, Evade: 5D, Fistfight: 5D
Dexterity 3D, Care: 4D, Crossbow: 4D
Body 3D+2, Fitness: 4D+2, Run: 5D+2
Reason 3D, Initiative: 5D, Senses: 5D
Arts 2D
Charm 3D, Bluff: 5D, Command: 5D, Intimidation: 5D, Slave Handling: 4D, Will: 5D
Power Damage Bonus: 2D
Short Sword: 3D+2
Accuracy Damage Bonus: 2D
Crossbow: 4D+2
Movement: 15/22/45/75
Health: 36
Armour: Helmet and small shield: 2D+1
Gear: Clothing, eating knife, 1D Copper Tarsks, short sword, scabbard, quiver with ten crossbow bolts, helmet, small shield. Whip.

The guards are members of the caste of slavers and wear the blue and yellow on their tunics and in the crests of their helmets as well as Helat's symbol, the stave and talender. They are not anticipating any real trouble and know nothing specific about Miranda other than that Helat seems obsessed by a 'redheaded slave' he keeps separate from the others. They are competent and motivated and are defending their caste, but will flee if they suffer 66% casualties.

HELAT THE SLAVER

Agility 3D, Coordination 4D, Athletics 4D, Blades 6D, Evade 5D, Fistfight 5D, Pleasure 6D, Riding 4D
Dexterity 3D, Care 4D, Crossbow 4D, Draft Beast 5D, Rope Work 6D
Body 2D, Fitness 4D, Run 3D
Reason 4D, Philosophy 6D, Healing 5D, Initiative 5D, Kaissa 6D, Senses 5D, Trading 7D.
Arts 2D
Charm 4D Confidence 6D, Animal Handling 6D, Bluff 8D, Charisma 5D, Command 5D, Slave Handling 7D, Wil 6D
Power Damage Bonus: 2D
Gladius: 3D+2
Accuracy Damage Bonus: 2D
Armour: 0
Movement: 9/14/27/45
Health: 42
Gear: Sword, scabbard, whip, fine robes, purse containing 1d6 silver tarsks and 2d6 copper tarsks, eating knife, key to a strongbox containing 2d6x10 copper tarsks and 2d6 silver tarsks (kept on his wagon).

Helat was once a strong man, but years of indolence and ease have turned that to fat. He can still find his steel when his blood is up and is not a bad swordsman when riled. Helat is in love with Lady Miranda and would do anything for her – so long as he believes there may be a chance she will love him back.

LADY MIRANDRA

Agility 3D, Coordination 4D, Athletics 4D, Blades 4D, Evade 4D, Riding 4D, Stealth 4D
Dexterity 3D, Care 4D
Body 2D, Run 3D, Swimming 3D.
Reason 4D, Culture 5D, Healing 5D, Scholar 6D, Senses 5D, Trading 8D
Arts 3D, Composition 5D
Charm 3D, Charisma 4D, Convince 5D, Slave Handling 5D, Will 6D
Power Damage Bonus: 1D
Poison Needle: Damage: +0 (Roll damage to see if any gets past armour, do 1 damage only, plus 6D for ost venom)
Accuracy Damage Bonus: 2D
Armour: 0
Movement: 9/14/27/45
Health: 26
Gear: Silks, veil, poison needle.

Lady Miranda is a woman of flaming red hair and similar temperament. She is smug and self-satisfied at having avoided the wrath of Ar for so long and has become overconfident. That she has Helat wrapped around her finger has also made her over confident that she can manipulate any man. She is probably mistaken. She will do anything to avoid falling into the clutches of Ar, including offering up whatever fortune remains hidden in the ruins of her old villa.

LIRIAN THE CRIPPLE

Agility 3D, Blades 5D, Evade 5D, Fistfight 5D, Spears 4D, Stealth 6D, Throwing 4D
Dexterity 1D, Crossbow 2D
Body 4D, Fitness 5D, Endurance 6D, Run 5D, Survival (Urban) 5D
Reason 3D, Healing 4D, Initiative 5D, Senses 4D
Arts 2D, Singing 3D.
Charm 3D, Convince 5D, Intimidation 5D, Will 6D
Power Damage Bonus: 3D
Dagger: 4D
Accuracy Damage Bonus: 1D
Armour: 0
Movement: 15/22/45/125
Health: 49

Lirian was first spear of a unit of men in Ar's army before the Cosian occupation. Betrayed by traitors his unit was amongst those virtually wiped out in the delta and he lost his arm to a swamp tharlarion before being stretched out by his men and returning to occupied Ar. Unable to fight or work he was forced to resort to begging, but this made him a useful man for the Delta Brigade, working against the occupation. Betrayed a second time he was branded with a 'D' and only saved from execution by the uprising. As a reminder of Ar's shame through his crippled state he was forced to leave Ar and take to the countryside, begging and working in villages. He is a resentful, bitter and desperate man.



GUARD SLEEN

Scale: +2 (range from -2 to +3)
Agility: 4D, Athletics: 5D, Evade: 6D, Fistfight: 7D, Stealth: 6D
Dexterity: 1D
Body: 4D, Fitness: 6D, Endurance: 7D, Run: 7D+1, Swimming: 5D
Reason: 2D, Senses: 7D+1
Arts: 1D
Charm: 2D, Intimidation: 4D
Power Damage Bonus: 4D+2 (teeth and claws)
Movement: 21/31/63/105
Health: 43
Armour: 1D+1 (thick skin)

The two guard sleen, Kal and Kel are mostly trained to track and bring down slaves, grappling them to hold them until men can come, but they are strong enough to be attack sleen too, should the need arise.

Appendix: Playing Online

Gorean roleplaying has existed online since the days of IRC and newsgroups and many of these communities are very old and very set in their ways. Communities like these also have their own rules, ways of playing, settings and so forth. Barging in without doing your research is going to cause problems and many of these communities are more about role-playing sexual encounters or life around a paga tavern or inn than they are about having adventures.

SecondLife plays host to a huge variety of Gorean communities and is probably one of the largest hubs of Gorean role-play in existence. Getting an avatar set up and looking decent in SecondLife can cost a good deal of money though and depending on timezones etc you may well find yourself playing alone.

SecondLife groups also have their own rules and interpretations of how they see Gor and, again, it's going to be worth doing your research.

Playing in small groups online – which is a good way of finding players anyway – can be done via chat programs, forums and, becoming more and more popular, using Google Hangouts. Programs like IRC are also available if you prefer playing in text and there are often plugins for things like Google Hangouts that let you roll dice, display visual aids and so forth. Social media and social media groups (such as Facebook, G+ and Twitter) may be good places to find players though given the nature of Gorean material, Facebook's 'family friendly' community standards may make things difficult.



Appendix: Role-Playing Sex

The weighty question for many in more adult role-playing settings is 'how do we handle sex'. For people who are happy to slaughter hundreds of enemies and trample their bodies underfoot, to torture for information and to commit genocide on tribes and tribes of goblins on their PlayStations, the question of sex – or even 'nipples' – seems to cause a huge amount of vexation, upset and outrage. That's just regular sex too, not the kind of dominance/submission that characterises many – even most – sexual relationships on Gor.

It can be unsettling to cover sexual topics around the table, especially with friends who you may feel will be judging you.

Playing online is, perhaps, an easier venue to explore these areas of role-play and even more so in a venue that preserves anonymity and creates distance (such as text chat).

Different groups will have different comfort levels. Some will wish to be explicit, others will seek to avoid the topic altogether, others will find a middle path that suits them. The golden rule here is that everyone at the table should be comfortable with what's going on, should feel free to speak up if they're uncomfortable and that they shouldn't feel judged for doing so.

The Gorean novels themselves vary from coy, to suggestive to almost-but-not-quite explicit, so if you're looking to recreate the feel of the novels in your games then even a small and terse description will be adequate.



IGNORE IT

“...”

So there's naked people around and some of them are in chains. So what? The focus of the game is still going to be sword-fighting, intrigue, flying around on giant birds and exploring exotic locales. So who cares? The slaves and the sexual dynamic are just set dressing and shouldn't come up at all. It's just silently assumed that the characters do sexy stuff but it's not described, just as its not – usually – described when characters go to the toilet.

COY

“I'll leave a copper tarsk on the table and carry the paga slave off to the alcoves.”

“Refreshed and relieved you emerge again, after a time, having slaked all your thirsts.”

With a coy approach you acknowledge that the sexual world exists but you do not go into any detail. It's there as and when people want to access it but it doesn't intrude. No detail is really gone into, but everyone knows what's going on. It just doesn't need to be said. The actual sex part ‘fades to black’.

SUGGESTIVE

“Buy me Master!” The slave girl writhes in her chains and presses her body against the bars of cage, wild eyed, flushed and needy. “Try me! Only a tarsk bit, one taste and you will want to buy me!” The slaver smacks the cage with the butt of his whip, but the grin on his face says he's pleased with the girl's display.

With the suggestive approach the sex can and will intrude but there's a limit to how graphic and involved it gets. Sexual characteristics might be described and, perhaps, a couple of sentences on the performance but that's about it. This is probably the best sort of level to play around tables.

EXPLICIT

I grasp hold of the silk slave's leash and pull him down between my legs, tugging my intimate robe up around my waist as I do so. “Perhaps, slave, if you do a good enough job you can remain here in my chambers, rather than breaking rocks in the quarry.”

His broad back stiffens slightly and a scowl flashes across his face but, after a meek sounding: “Yes Mistress,” he lowers his head and begins to attend to your pleasure with an eager and fervent tongue.”

Low-by-blow sexual encounters probably aren't a good idea around a table as they're the most intimate and personal and the most likely to cause people discomfort. They're also going to take up time and cast the spotlight on a single player, preventing the others from getting their time to shine and eating up a lot of your game time. Explicit encounters are probably only worthwhile in one-on-one games or when playing online in environments where people can do their own thing.

A WORD ABOUT BDSM

BDSM encapsulates bondage, domination, discipline, submission, sadism and masochism, even more broadly you could use the term 'kink'. For a lot of people those terms are going to bring up thoughts of 50 Shades of Grey or 'Bring out the gimp'. The term might even make you giggle or think of furry handcuffs, spanking and so on. I've mentioned 50 Shades simply because it's a point of cultural reference that kink has become somewhat mainstream, even The Simpsons has had its 'snuggle dungeon' episode, which is another cultural touchstone.

50 Shades, of course, was awful as a representation of the BDSM scene and should in no way be taken as any sort of reflection of how that world really is. Similarly, even though there are 'Gorean lifestyle' people within the kink community, Gor should not be taken as any sort of guide to BDSM or any sort of reflection on how things really are.

Consent is hugely important in BDSM circles, as is obvious given the existence of the 'safe word', a word or phrase that when uttered unquestionably and absolutely means "No, stop!" Role-playing, similarly, needs to be a safe, sane and consensual activity and whether its that spiders creep you out or that you don't want to know what your character is being put through at the hands of the slaver or torturer you also get a 'safe word' and can demand a 'fade to black' at any point.

If you want to know more about BDSM, kink and so on, there are better places to learn about it - and to explore it - than within a game.

Appendix:

Quick Reference

DIFFICULTIES

Very Easy: 1-5
Easy: 6-10
Moderate: 11-15
Difficult: 16-20
Very Difficult: 21-25
Heroic: 26-30
Legendary: 31+

DIFFICULTY MODIFIERS

Slight: +/- 1 to 5
Significant: +/- 6 to 10
Decisive: +/- 11 to 15
Overwhelming: +/- 16+

SIMPLIFIED DICE

If you prefer you can reduce everything down to a single number, which is then modified by a single Wild Die. This makes things easier and less cumbersome, but also makes things a lot more predictable and favours powerful characters.

If you lack dice and still want to play you can use simplified dice and a 'finger draw' to see who wins. This method can also be used in salon-style Live Action Roleplay without breaking the action.

A finger draw involves two people putting their hands behind their back and choosing 1-5 fingers, then both reveal their hands and total up the number of fingers (taking away 5 if it's 6 or over). The resulting number is your 'roll' but a '5' should be treated as though it were a 6 on the Wild Die and a '1', similarly, treated as a '1'.

Number of Dice	Bonus+Wild Die
1	-
2	4
3	7
4	11
5	14
6	18
7	21
8	25
9	28
10	32
11	35
12	39
13	42
14	46
15	49
16	53
17	56
18	60
19	63
20	67
21	70
22	74
23	77
24	81
25	84

(Pips are added as normal. EG: 4D+2 converted would be 13).

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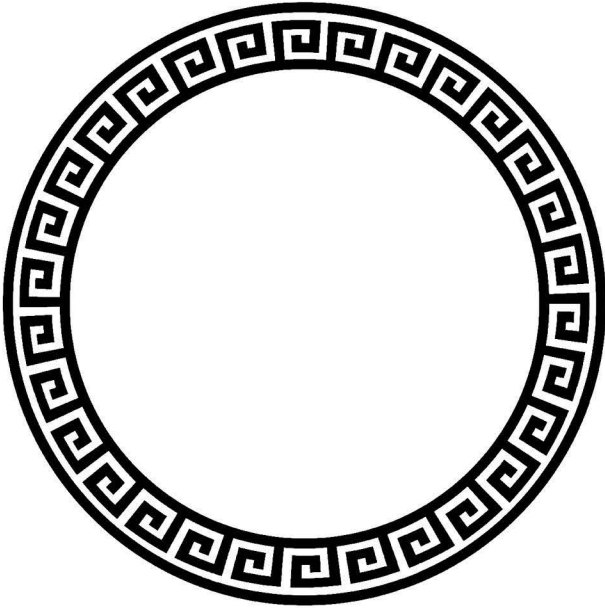
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NAME:
CASTE:
GENDER:

POWER BONUS:
ACCURACY BONUS:



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CRIPPLED:

UNCONCIOUS:

MOVEMENT:
JOGGING:
RUNNING:
SPRINT:

WEALTH:

HONOUR:

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Blades
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Escapology
Evade
Fistfight
Pleasure
Riding
Spears
Stealth
Tarn Riding
Throwing
Whips

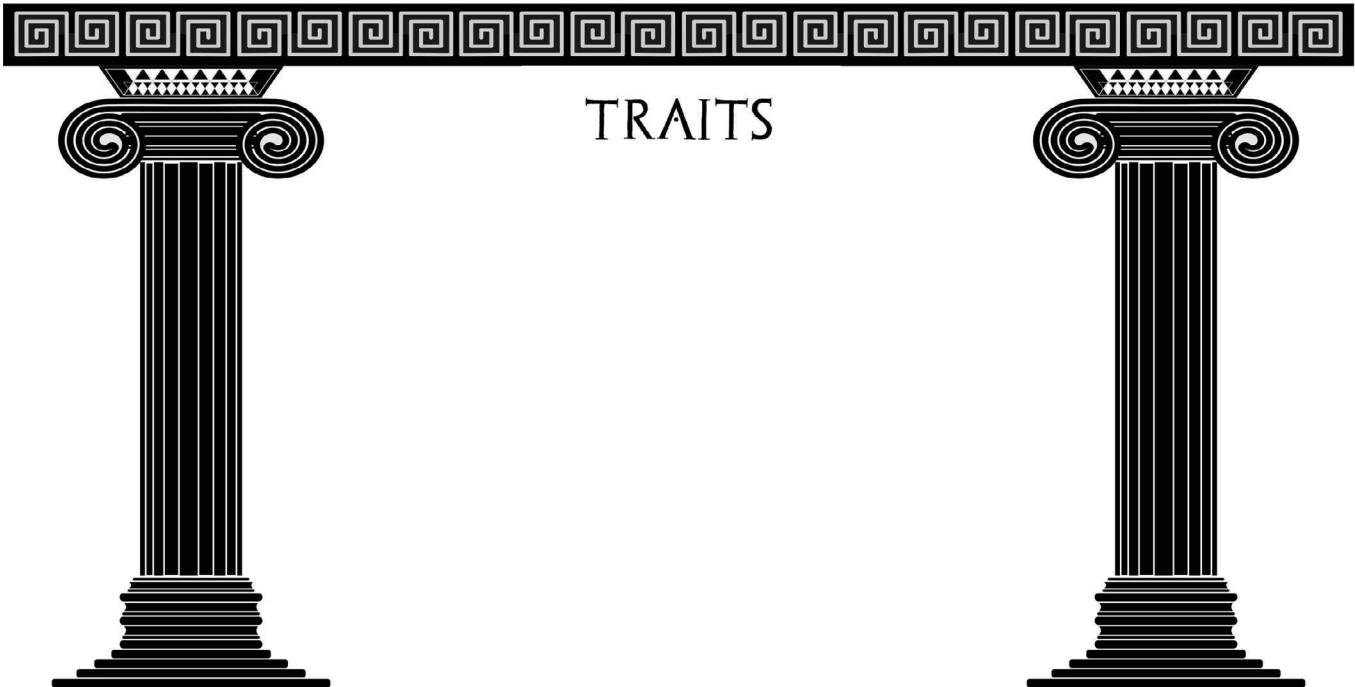
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Slave Handling
Speaking
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Healing
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Kaissa
Navigation
Scholar
Senses
Trading



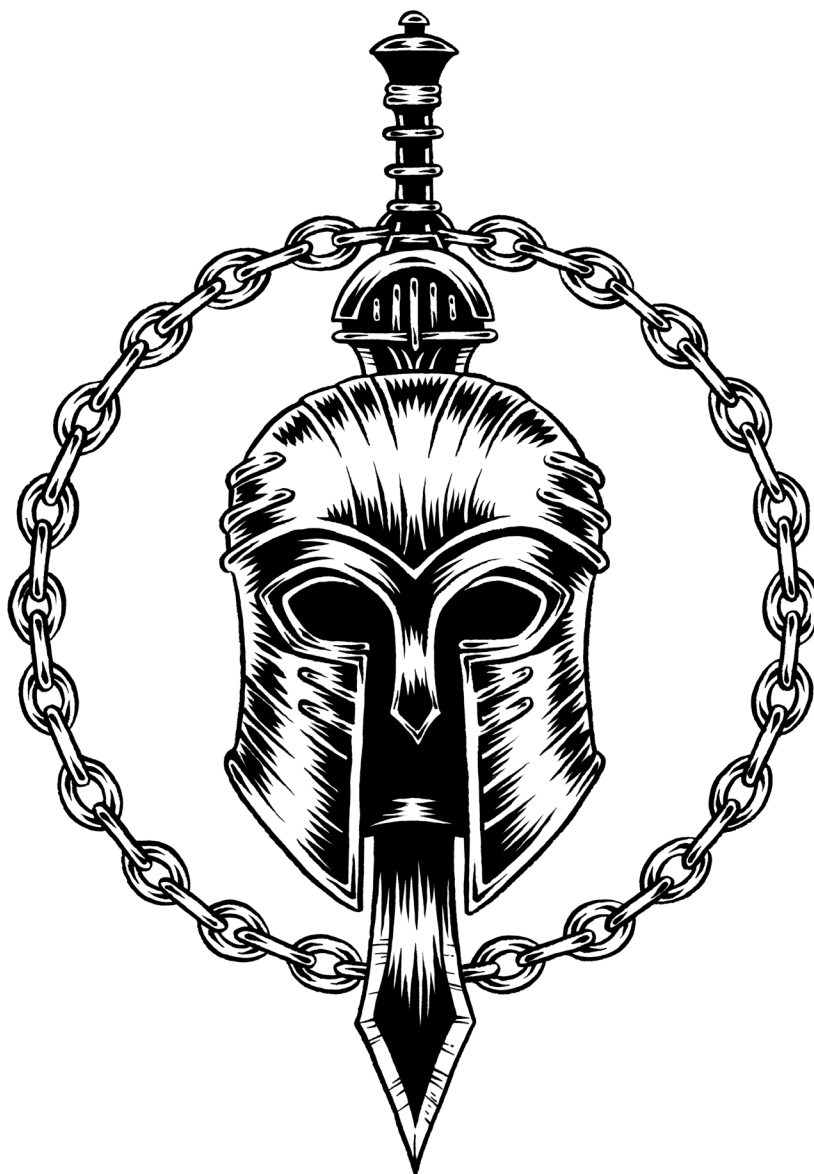
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Tales of Gor is the roleplaying game of the Counter Earth.

A place of adventure, danger, fantasy and fulfilment.

Based on the Gorean Chronicles by John Norman, this game will allow you to take part in the adventures, intrigues and passions of another, stranger Earth.

This book is intended to be a companion volume to the **World of Gor** encyclopaedia of Gor. It can be used alone, but the information in World of Gor will greatly enhance your game and your understanding of the Gorean world.

