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All marks give +3INF,+2Prestige (I think that's right)

That is pretty good on its own.

On top this, all marks give a small (1-5%?) chance of gaining an extra action for the character at production.

There are 2 layers of Marks:

Original: Evil,Power,Destiny,Divinity,Wizardry,Glory

New: Honor,Fate,Battle,Wealth,Good(never seen),Cruelty any more?

The Effects of Marks have generally been left to be discovered in game play, hence the vagueness of some statements. Some of the effects of the original marks were incorporated into the LII rule book but some info is still player determined. Rumors or doubtful statements are indicated by a ? at the end of the statement.

All marks, -10% vs. being interrogated, may curse a thief digging up a body

ORIGINAL MARKS

Can be transferred, often with negative effects on the giving character.

Evil: Chance -1beauty at production, stops you influencing GOOD chars, stops a GOOD status morphing (my guess), Chance of causing wounds,Pox,BD on blood enemy delaration, +15% influencing undead, +5% vs. Orc and Troll like races

Power: Heals all wounds at production, +10/5% on spell research +3mana rec, -50% vs. interrogation, Chance of causing wounds on BE

declaration, positive effects in combat. Increased chance of Arcane level increasing when casting spells?

Destiny: Gives Random +bonus on INF attempts (power gamer mark of choice) +5% on influencing Taseen and Half Elf like races. 5% chance to increase Prestige on production, -50% vs. interrogation, -100% vs. arrest. Also seems to give bonuses on chance to escape.

Divinity: Chance of: +1 Priest and resurrecing a dead Priest at production, +6 to +8 holy mana rec, +5% influencing relig. status, +5% infing elf like races

Wizardry: +50% on spell research, increased mana rec?

Glory: Chance of +1PC at production, bonuses during battle,sometimes awarded when a character takes 98-99% wounds in a battle.

NEW MARKS:

Cannot be transferred

Little is know and statements should be taken as rumor, additions welcome:

They seem to have little effect on Blood Enemy Declaration.

Honor: Guess, good for Knight?

Fate: Obseved healing rate doubled? 15% instead of 8% at production

Battle: Chance +1TAC at prodution, believed to enhance chance of Knight and weaponmaster skills increasing in battle.

Wealth: Guess, good for Merchant?

Good: ????

Cruelty: Bonus vs. being interrogated?