AFTERMATH!™

MAGIC!

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Aftermath! Magic!
This book is dedicated to Julija and Alex, the magic in my life.

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Introduction: Welcome to AFTERMATH! MAGIC!

AFTERMATH! MAGIC! is a set of rules expansions for the AFTERMATH! game system. The AFTERMATH! game is required for play. If you do not yet own the AFTERMATH! game system, please purchase it before you try to figure out this expansion. AFTERMATH! is available from Fantasy Games Unlimited at:

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AFTERMATH! MAGIC! is a magic rules expansion for the AFTERMATH! game system. It can be used to establish rules of play for medieval swords and sorcery adventures and campaigns, or can be combined with AFTERMATH! and any future AFTERMATH! rules expansions for full crossover games, combining Technology and Magic. The character generation system presented here is designed to produce starting characters for any role-playing milieu without modifications.

The AFTERMATH! MAGIC! system was created to increase the possibilities for role-playing in many different settings and scenarios, and the AFTERMATH! game system was the best starting point for this project. Over three years of development, hundreds of hours of play testing, many heated discussions, scores of headaches, and many nights of research at the library were put into the AFTERMATH! MAGIC! rules, to provide the Gamemaster with as much information as possible. Included here are over 275 spells, 40 humanoid races available for player characters, 16 new skills, 14 new weapons, 39 mythological monsters, and a great deal of other material to allow as much versatility as possible.

These rules are flexible, and if the GM doesn't like any of them, he should feel free to modify or delete them. This system is designed to allow for as much growth as possible. Enjoy!

PRELUDE: A BRAVE NEW WORLD

In 2003, somehow, Magic came to Earth. There are many theories about how it happened – an errant spell from another dimension, super-secret research, an accident, and several others. With the discovery of Magic came the Learning. As thousands of wizards practiced and experimented, their mistakes indirectly changed the world around them. Rifts and gateways to other worlds were opened – places where humans didn't exist, or were not the only humanoid race. Creatures from these new worlds came (or were brought) to an unprepared Earth. It didn't take long for a world ill-equipped for the power of Magic to be torn asunder. Now, one hundred years later, society is finally beginning to settle down. It is a new age-- the Age of Magic. Old technology is still maintained and produced by some, but others focus entirely on Magic. New communities have developed, centered around power bases, mutual benefit, religions, or racial prejudice.

Into this world of the AFTERMATH! come the players. Be a wizard, or a technology adept. Carve out your own kingdom, discover the secrets of the past, or try to rebuild society. It's your choice, in the world of AFTERMATH! MAGIC!

January 21, 2096:
It is now almost one hundred years since the collapse. The Earth is finally adjusting to the changes that happened. It is hard to believe that today I am turning thirty-six. Well, subjective years, that is. If you count chronologically, I'd be one hundred and thirty-four. Knowing a little about me will help you understand my perspective. But this record is not about me. For those who follow me, this record is to help you find out what happened; so we can understand it ourselves and so our children will have a place to live.
The collapse started sometime in the early years of the new millennium. Nobody knows for sure what happened, but suddenly people all across the world were using Magic. Pretty soon we saw new races cropping up-- Elves, Dwarves, creatures from some wizard's deranged fantasies, etc. But the forces of Magic tipped the balance of power in the world, and in a few years, civilization as we knew it had collapsed. Now, one hundred years later, it seems to be settling down. Groups of people have organized themselves into city-states. It seems that the magic/technology clash doesn't allow society to thrive while living in large countries like we once had. Things are very different now than they were when I was a kid.
I bet you wonder why I am only thirty-six if I was born over one hundred years ago. I don't understand all the Magical Theory behind it, but I was hit by an errant spell, and it dropped me outside of time for a while. I suddenly (to me) appeared here, in this time. It took a bit of adjusting….
- From the Diary of David Nobles

Chapter One: A Treatise on Magic

What is Magic? To a child, it's magic when the entertainer makes a ball disappear or a rabbit appear out of a hat. Magic is represented by trickery, sleight of hand, and misdirection. Technology can also appear as Magic: magnets that "levitate" a top, gadgets that appear to work without power or controls, even a remote control can be magical to the uninitiated. When the Master is asked how he did something, he simply replies "Magic!" Wise Men, Wise Women, Shamans would use herbs and plants for healing or poison, and commonly convinced others that they had Magical powers. Sometimes, hypnosis or hallucinatory drugs would be used to enhance the effect. Sympathetic Magic is another category of Magic that has real power – simply by believing in it. People will burn pictures of enemies, keep a penny in a shoe to bring money, Soldiers paint skulls on their weapons and gear, and literally thousands of other superstitions are practiced every day all around the world. Real or imagined, the practitioners of these acts believe in them, therefore giving them a very real power. Hypnosis (or Mass Hypnosis) is practiced to make people see or believe things that may not quite be there. Stage Hypnotists commonly get people to do things, sometimes apparently against their will. To the uninitiated, this can also appear as magic. To a peasant (or an Inquisitor) in the Middle Ages, even something as simple and commonplace today as a flashlight, butane lighter, antibiotics, or a Glock could be interpreted as magical. Any sufficiently advanced technology, skill, or effect in essence is magical to the uninitiated observer. But the real power of Magic is in replacing or creating effects. Advanced effects – lighting a fire, curing disease, illuminating the night, or killing at range all can be accomplished with both technological devices and with Magic. In actuality, as stated often by others, Magic is simply anything that we cannot explain with our knowledge or understanding, or has often been

stated, a level of technology above what we comprehend. If most people think it is magic, then it is.

In the world of Aftermath! Magic!, a collapse has brought the powers of Magic into our technological universe, or perhaps has transported a technological group into the world of Magic. 100 years later, enclaves have focused on a common acceptance of the tools – some focusing on Magic, and some on Technology. And even with Magic at large in the world, there will still be classifications that drift. A society or individual who still uses some technology or has use of electricity would be believed to have magical powers. For example, the use of electro-magnets to close doors or lift a drawbridge would appear like magic to most individuals from outside that society in the fragmented world 100 Years After the Collapse.

MODIFICATIONS TO THE AFTERMATH! RULES

MAGIC!, as an expansion for the AFTERMATH! game system, requires that a few modifications be made to the AFTERMATH! rules. These modifications are the basis for the AFTERMATH! MAGIC! rule system, and are designed to allow role-playing in any milieu without major modifications to the base game system.

Firstly, a new Talent needs to be added to the Psychological Profile: Magic Affinity (MA). This talent represents the character's facility in dealing with magical concepts, workings, and manifestations.

The Special Talent Ability for Magic Affinity, is that the character may use his Talent score as a Skill score to cast a spell that the character does not know. A Spell Theory BCS is rolled to determine if the character knows the theory behind the spell. If successful, this ensures the correct spell is being cast, allowing the full Talent score to be used to determine BCS. If failed, only half the Talent score may be applied. When a character is using raw Talent to cast a spell, any miss is automatically a critical miss. This means that while a character's Skill score in a spell is greater than zero, but less than his Magic Affinity, the character may choose which score is being used to attempt the spell. Thus selecting whether the critical miss is worth risking for that few greater BCS is allowed.

Example: Nirvana, the Apprentice Wizard (Magic Affinity 20 (BCS 4), Magic Blast skill score 12 (BCS 3), Red Spell Theory BCS 12) is trapped by three ugly Orcs in a dark alley. She decides to burn them for the anger in their hearts (Magic Blast) and remembers how the Great White One, her teacher, taught her how to focus her emotions into the energy for the spell (Red Spell Theory BCS roll of 4 -- successfully remembering the spell theory). Nirvana tries to fire the closest Orc's heart, but his friend's skin turns pale blue, (BCS roll against Magic Affinity of 12 -- an automatic critical miss, and a roll of 44 on the critical miss chart) only seeming to aggravate them further. As the first Orc grabs her, Nirvana screams, and fire leaps from the palms of the Orc's hands, burning him and not her (rolling against Magic Blast skill, a critical success) The Orcs decide they have safer people to bother, and promptly evacuate the alley, leaving Nirvana standing alone in the darkness.

Secondly, the Attribute Group Chart is modified to appear as this:

ATTRIBUTE GROUP CHART

Attribute Rating	45-54	55-64	65-74	75-84	85-95	95-104
Group Number	6	7	8	9	10	11
Effect Die	2D10+1	2D10+ 1D6	2D10+ 2D6	2D10+ 3D6	2D10 4D6	2D10 +5D6

This is to allow the generation of "super races" who are much better in one area than humans. Ursoids, for example, have the strength to rip a human limb from the body with their bare hands.

Thirdly, Will has a new ability: the powering of spells. The power for spells can come from outside the caster, and Will is expended to control it, or the power can spring directly from the caster's own spirit, and the Will is the power. When a caster's Will is reduced to zero, the caster falls unconscious, and when the caster is more than negative 10 + Will group below zero, the caster has lost the will to live and dies. Will points lost due to spell casting are lost temporarily, and regenerate at the rate of the caster's Will Group per 30 minutes. The regeneration rate is doubled while asleep.

AERIAL COMBAT

Aerial combat is only slightly different from normal combat, in that altitude (height) can be readily changed. A flying creature may expend 1 point of BMA to gain .5 meters of altitude, or lose 2 meters of altitude (safely). The "stopping forward motion" rules (AFTERMATH! Book 1, page 24) apply fully to aerial descent, and any descent in category 3 (charging down) is considered a fall by a flying creature (normal falling rules apply, with a height equivalent to that where category 3 was reached). A falling flying creature trying to recover from a dive must climb against the fall, with 1 BMA per action phase canceling the downward acceleration, and each additional BMA per action phase reducing the category of motion by 1/10. This means that a falling creature with an aerial BMA of 6 would take 6 action phases to land safely. If the flying creature wants to "swoop" out of a dive, and is in any motion category less than 3, the motion can be converted to horizontal, with BMA/12 of BMA in forward movement, and the rest in downward, as the creature "swoops" out of the dive. Flying creatures with a falling category of 3 must reduce their category to 2 by the above means before performing a "swoop".

Disbelieve/Observation

Since Sympathetic Magic and other tricks are based on sleight-of-hand, and misdirection, it is important to define how these effect the players. Some of this is based on the skill, and some is up to the Gamemaster.

Slight Of Hand   3   DFT + DFT + Charismatic 1
A successful use of Slight-of hand makes the action a "hidden thing".

HYPNOTISM   3   WIT + Charismatic + Communicative 1
This skill can be used to hypnotize a subject, causing them to do things they would not normally do. This skill relies on trust and communication. You can hypnotize someone into thinking you are their friend, and then loan you their jewelry, but you cannot simply order them to kill themselves. This skill is very situational, and it is up to the Gamemaster to decide whether the commands are reasonable.

RESEARCHES INTO THE COLLAPSE

June 10, 2095:

It is interesting how we always speculated about an apocalypse as a single event - nuclear Armageddon, biological disaster, meteor impact, etc. While these things had the capability to annihilate civilization, in the end it seems that a series of smaller events led to the actual collapse. Our society's structure could not hold up under the rapid changes caused by the introduction of Magic into our world. Petty wizards were given the power to change the world around them with apparent ease, and the pressures of ordered society; laws, taboos, and repercussions, were overwhelmed by new prejudices, lawlessness, and raw power. Today we find ourselves existing in a world of small city-states, fiefs and kingdoms, mostly centered around different bases of power. The large cities are mostly gone, unable to support themselves without a large central government or army to enforce the norms of regular society. There are exceptions - New York still exists as a city, able to defend itself across the river from attackers, but there are rumors that it is actually ruled by a dragon. Japan has reverted to the isolationist policies of the Edo era, and is the source of much of the finer technology today. The Western United States seems to attract many of the mages, and is now a series of enclaves of mystical origin. Some of the former third- world countries were mostly unaffected, especially the island nations of the Caribbean. It seems that tourism still thrives there, though the technology of diving may have changed.

I have heard little news of Eastern Europe and the Middle East. Most of what I have heard is old stories of how the religious and social pressures there exploded violently at the time of the collapse. Too bad they really did have the WMD that we were looking for in 2003.
-
David Nobles

Chapter Two: Universal Character Generation

This system will allow the generation of characters in any milieu. These character generation rules are intended to replace the ones outlined in the base AFTERMATH! Game. These rules will be presented in two ways; a generalized character generation system, followed by a specific one for the scenarios presented in this book. The first step in character generation is to determine the character's age group by rolling a d20 on this table. The three Ape races mentioned are from AFTERMATH! (Book 3, page 29), and their stats are not repeated here.

AGE GROUP CHART

D20	Age Group	Base Age for Age Group Class							
		A	B	C	D	E	F	G	H
1-5	0	5	8	13	26	46	50	80	160
6-10	1	11	15	22	46	132	90	110	220
11-14	2	17	24	31	66	180	130	150	300
15-17	3	23	31	40	86	300	170	250	500
18-19	4	29	37	49	106	370	200	325	650
20	5	35	43	58	126	450	230	625	750

A : Orc, Goblin, Arachnoid: Scorpion, Kobold, Serpentite, Insectoid: Wasp, Canine
B : Felidare: Tiger: Saurian, Toridare, Hawk-man, Muridian, Insectoid: Worker-Ant, Ape: Gorilla
C : Human, Felidare: Lion, Hobgoblin, Insectoid: Queen Ant, Rhinoceri, Ape: Chimpanzee, Ape: Orang-Outang

D : Felidare: Cheetah, Puma/Leopard, Ursoid, Gnoll, Minotaur
E : Dwarf, Ogre, Kireean
F : City Dwarf, Leprechaun, Insectoid: Mantis
G : Aquatic Elf, City Elf, Halfling, Gnome
H : Elf, Agate

INITIAL DEVELOPMENT POINTS

The character receives a number of initial development points determined from the chart below, plus a number of initial skill points based on his initial education (see below).

Age Group -
0 : 13 + 2d10 (development points)
1 : 22 + 2d10
2 : 31 + 2d10
3 : 40 + 2d10
4 : 49 + 2d10
5 : 58 + 2d10

The second step is to choose a race. This race will determine aging, bonuses and minuses to Attributes and Talents, and any Special Abilities (infravision, flight, etc.). These modifications to Attributes are to be applied before the allocation of initial attribute points.

The occurrence of "Changed" or mutated characters will vary from campaign to campaign, and it is up to the Gamemaster to decide the probabilities of this occurring to a character. Note that it is not only a post-holocaust world that may contain characters that are "Changed". If you study these rules you will see that there is a chance that mutations can be caused by the misuse of magic; approximately a .1% chance every time a spell is cast. A basic guideline to mutations is that, in a spellcasting world, a non-spellcaster would have a percentile chance equal to his Age Group +1, and a spellcaster would have an additional .5% chance per color of spell theory. In a non-spellcasting world, usually mutations occur once out of every one thousand people (roll 3d10, and a 30 results in mutation). The Gamemaster should not feel forced into allowing "Changed" characters into the game, and should allow them only if they fit into the design of his world. The sample world described at the end of this book can be used to help get a feel for using "Changed" characters.

It is suggested that a beginning player try a Human character, until the player understands the system of bonuses and minuses. Following are the racial modifiers.

ATTRIBUTE MODIFICATION CHART

Numbers in parenthesis are racial maximums and numbers in brackets are racial minimums, with the racial bonus included.

RACE	Subset	WIT	WL	STR	DFT	SPD	HLH	CHA	CMB	COM	EST	MCH	NAT	SCI	MA
Agate		+5	+5	-10 (25)	+5	+5	-10 (30)	-1	-1	+1	+3	-1	+1	-2	+1
Arachnoid	Scorpion	-5 (20)	-5 (20)	-5 (25)	0	+5 (50)	(25)	-2	+3	-1	+1	-1	+5	-1	1
Canine		-4 (30)	0	+4 (45)	-2 (35)	+3 (45)	0	+1	+1	-2	+1	0	+3	-2	-2
Dwarf	Arctic	-5	-5	+5 (45)	(30)	(30)	+10 (60)	-2	+3	0	0	+1	+2	-1	-2
Dwarf	City	0	0	+5 (45)	(30)	(30)	(50)	-2	+2	+1	+1	+2	-2	0	-3
Dwarf	Desert	0	0	(45)	(35)	(35)	(50)	-2	+3	0	0	+1	+1	-1	-3
Dwarf	Forest	+1	+1	+5 (45)	(30)	(30)	(50)	-2	+3	0	0	+1	+3	-1	0
Dwarf	Mountain	0	0	+5 (45)	(30)	(30)	+5 (50)	-2	+3	+1	+2	+3	0	0	-3
Elf	Aerial	+5	+5	(30)	(50)	0	(25)	+1	0	+2	+4	-5	+2	0	+3
Elf	Aquatic	0	(30)	(30)	(45)	0	(25)	-1	0	+1	+4	-4	+1	0	+1
Elf	City	0	(30)	(30)	(45)	0	(25)	+2	0	+1	+4	-1	-1	+1	+2
Elf	Earth	+5	+5 (50)	(35)	(50)	0	(25)	-1	0	-1	+3	-2	-4	-2	+4
Elf	Mountain	-5	-5	0	(55)	0	(30)	0	+1	+1	+4	0	-1	+2	+2
Elf	Wood	0	(30)	(30)	+5 (50)	0	(25)	+3	0	+1	+4	-4	+3	+1	+2
Felidare	Cheetah	-5	-5	0	+5 (50) [30]	+20 (60)	-5	-2	+2	-1	+1	0	+4	-3	-8
Felidare	Lion	0	-10	+5 (50)	0	+5 (50)	+10 (60)	+1	+2	-1	-1	-2	+3	0	0
Felidare	Puma/Leopard	-5	-5	0	0	+5 (50)	+5 (60)	-1	+1	-1	0	+5	+2	+5	-8
Felidare	Tiger	-5	-5	(50)	+5 (50)	(50)	0	-2	+3	0	0	+1	+4	1	-7
Gnoll		-10 (20)	-10 (20)	+5 (50)	0	0	+5 (50)	-3	+5	+1	-3	-2	+2	-4	-3
Gnome		0	0	-10 (30)	+5 (50)	_5 (50)	-5 (35)	+1	-1	+1	+3	+1	-2	1	0
Goblin		-5 (10)	-5 (15)	(35)	(25)	-1 (35)	+1 (45)	-2	+1	-5	-2	-1	+3	-5	-5
Halfling		+1	+1	-5 (30)	+5 (45)	-2	+1 (50)	0	-1	+1	+2	+1	-2	-3	-1
Hawkman		0	0	-7 (30)	-5	+5	-5 (35)	-1	-1	+1	0	0	+1	0	-1
Hobgoblin		-5 (15)	-5 (10)	+15 (60)	-5 (30)	-5 (25)	+5 (45)	-2	+3	-2	-4	-1	+1	-3	-4
Human		0	0	0	0	0	0	0	0	0	0	0	0	0	-3
Insectoid	Worker Ant	-10 (20)	-10 (20)	+5 (35)	+1	+3	-2 (35)	-3	+2	-2	-4	+1	+2	-4	-5
Insectoid	Queen Ant	+5	+5	-10 (25)	+2	+1	+1 (35)	-2	-2	+1	-2	-3	0	-3	1
Insectoid	Mantis	+5	+5	+0	+1	+5 (45)	(30)	-2	+1	-2	-3	-2	+1	-2	3
Insectoid	Wasp	-5	-5	(30)	+5	+5	(30)	-3	+1	-1	+2	+1	+1	-2	-4
Kireean		(30)	+5	-5 (30)	+5 (50)	+5	+5 (30)	+5	-3	+1	+4	-3	+1	-4	1
Kobold		-5 (10)	-5 (10)	-5 (25)	(35)	(30)	+10 (50)	-2	+1	+1	-2	-3	+1	-1	-6
Leprechaun		+5	+5	-5 (25)	+5	+5	(30)	+1	-2	+1	-2	-3	+2	-3	+5 (30)
Minotaur		-10 (25)	-10 (30)	+15 (60) [35]	-5 (35)	-5 (35)	+5 (60)	-2	+5 (25)	-3	-3	-4	+1	-3	0
Muridian		-10 (30)	-10 (30)	-10 (30)	+10 (50)	+10 (50)	+5 (50)	-4	+2	-1	+4	+1	+3	-4	-2
Ogre		-10 (10)	-10 (10)	+20(65) [45]	-10 (30)	-10 (30)	+10 (60)	-3	+4	-3	-2	-3	-1	-2	0
Orc		-10 (20)	-10	+15 (50)	-30	+5 (30)	0 (50)	-5	+4	-2	-2	-2	+1	-2	-2
Rhinoceri		-5	0	+8 (45)	+5 (45)	-5 (30)	+10 (45)	-1	+4	0	-1	+2	+5	-1	+3
Saurian		-5 (20)	0	+10 (50) [35]	-5	0	5	0	+3	0	0	-2	+3	-3	-3
Serpentite		-10 (25)	-5 (35)	0	+1 (45)	+5 (50)	-5 (35)	0	+3	-1	-3	-2	+1	-1	+1
Toridare		-10 (15)	-10 (15)	+5 (50) [35]	-5	-20	+10 (60)	-3	+4	-1	-2	-1	+3	-2	0
Ursoid		-5	-5	+20 (60) [35]	-5 (30)	-5 (30)	+5 (50)	-2	+5	0	0	-3	+3	-2	-5

HUMANOID RACE DESCRIPTIONS

AGATE

Wit:	+5
Will:	+5
Strength:	-10 (25)
Deftness:	+5
Speed:	+5
Health:	-10 (30)
Charismatic:	-1
Combative:	-1
Communicative:	+1
Esthetic:	+3
Mechanical:	-1
Natural:	+1
Scientific:	-2
Magic Affinity:	+1

PHYSICAL ASPECTS CHART

Size & Bulk	Height	Weight
Very Low	Below 20	below 25 lbs
Low	20"-20 1/2"	25 - 28 lb
Below Average	21-21 1/2"	28 - 31 lb
Average	22"-23"	32 - 36 lb
Above Average	23 1/2"-24"	37 - 40 lb
High	24 1/2"-25"	41 - 44 lb
Very High	over 25"	over 44 lb

The Agate is the result of the crossbreeding of a male humanoid and a female Gryphon. Agates do not reproduce or interbreed with other species. The Agate appears as a miniature person, standing approximately 22 inches tall, but proportioned as a normal human. An Agate is a half-breed, and a parent race must be selected, following the half-breed rules below. The Agate's features will favor those of the parent race. The Agate has a bite WDM of 1.1L. Because of an Agate's small stature, an Agate cannot use most normal sized equipment. All normal equipment counts double normal encumbrance, and an Agate cannot use any equipment with an Agate encumbrance value greater than its STR GRP/3. This means that an Agate cannot use any long guns. In addition, an Agate is harder to hit because of its size, and normal sized opponents suffer a -3 BCS penalty when targeting an Agate.

ARACHNOID, SCORPION

Wit:	-5 (20)
Will:	-5 (20)
Strength:	-5 (25)
Deftness:	0
Speed:	+5 (50)
Health:	0 (25)
Charismatic:	-2
Combative:	+3
Communicative:	-1
Esthetic:	+1
Mechanical:	-1
Natural:	+5
Scientific:	-1
Magic Affinity:	+1
Skin AV	5
Claw WDM	1.3 L
Sting WDM	1.6 L + poison

PHYSICAL ASPECTS CHART

Size & Bulk	Height	Weight
Very Low	Below 5'10"	below 160 lb
Low	5'11"-6'	140 - 160 lb
Below Average	6'1"-6'2"	161 - 180 lb
Average	6'3"-6'5"	181 - 200 lb
Above Average	6'6"-6'7"	201 - 220 lb
High	6'8"-6'9"	221 - 240 lb
Very High	over 6'9"	over 240 lb

The Scorpion-man is an example of arachnid derivative humanoids. Standing about 1.9 meters tall, the Scorpion-man has a pale tan to brown chitinous skin, as well as an internal structural skeleton. The Scorpion-man's tail is still fully functional, and has a striking range of 2 meters with a WDM of 1.6L. The poison is coded as this: The Arachnoid's skin has an AV of 5, with a claw WDM of 1.3L. The Arachnoids have no hair, and have insect eyes.

CANINE

Wit:	-4 (30)
Will:	0
Strength:	+4 (45)
Deftness:	-2 (35)
Speed:	+3 (45)
Health:	0
Charismatic:	+1
Combative:	+1
Communicative:	-2
Esthetic:	+1
Mechanical:	0

Natural:	+3
Scientific:	-2
Magic Affinity:	-2
Skin AV	2
Bite WDM	1.2L
Claw WDM	1.2L

PHYSICAL ASPECTS CHART

Size & Bulk	Height	Weight
Very Low	Below 5'6"	below 160 lb
Low	5'6"-5'7"	160 - 180 lb
Below Average	5'8"-5'9"	181 - 200 lb
Average	5'10"-6'	201 - 220 lb
Above Average	6'1"-6'2"	221 - 240 lb
High	6'3"-6'4"	241 - 260 lb
Very High	over 6'4"	over 260 lb

The Canine, or Dog Man, is commonly called a werewolf, though the stories of the transformations from wolf to human are based in fear, falsehood, and misunderstanding. The average Canine stands 1.8 meters tall, with fur and facial features of any of the common breeds of dog. Beagle, German Shepherd, and Siberian Husky are the most common breeds of Canine.

DWARF

The Dwarven race has developed into five distinct sub-races.
These represent the different areas in which the dwarves have adapted. All Dwarves stand 1.3 meters tall on the average, and all have active infravision. Dwarves are short, stocky, and both sexes have full beards.

PHYSICAL ASPECTS CHART

Size & Bulk	Height	Weight
Very Low	Below 3'11"	below 140 lb
Low	3'11"-4'	140 - 160 lb
Below Average	4'1"-4'2"	161 - 180 lb
Average	4'3"-4'4"	181 - 200 lb
Above Average	4'5"-4'6"	201 - 220 lb
High	4'7"-4'8"	221 - 240 lb
Very High	over 4'8"	over 240 lb

ARCTIC DWARF

Wit:	-5
Will:	-5
Strength:	+5 (45)
Deftness:	0 (30)
Speed:	0 (30)
Health:	+10(60)
Charismatic:	-2
Combative:	+3
Communicative:	0
Esthetic:	0
Mechanical:	+1
Natural:	+2
Scientific:	-1
Magic Affinity:	-2

The Arctic Dwarf developed on the frozen glaciers of the Northern wastes, and in the frigid Antarctic. The Arctic Dwarf has dark skin and black to dark brown hair with blue eyes.

CITY DWARF

Wit:	0
Will:	0
Strength:	+5 (45)
Deftness:	0 (30)
Speed:	0 (30)
Health:	0 (50)
Charismatic:	-2
Combative:	+2
Communicative:	+1
Esthetic:	+1
Mechanical:	+2
Natural:	-2
Scientific:	0
Magic Affinity:	-3

The City Dwarf is the most civilized of the Dwarven races. They usually stand a few centimeters taller than their brethren, due to the better balanced diet they enjoy. They have black to light brown hair, with blue or brown eyes.

DESERT DWARF

Wit:	0
Will:	0
Strength:	0 (45)
Deftness:	0 (35)
Speed:	0 (35)
Health:	0 (50)
Charismatic:	-2
Combative:	+3
Communicative:	0
Esthetic:	0
Mechanical:	+1
Natural:	+1
Scientific:	-1
Magic Affinity:	-3

The Desert Dwarf evolved in the deep desert, with little water or shelter. The Desert Dwarf is a little less bulky than his brethren, massing 5 to 10 kilograms lighter on the average, with black hair, dark skin, and dark brown eyes.

FOREST DWARF

Wit:	+1
Will:	+1
Strength:	+5 (45)
Deftness:	0 (30)
Speed:	0 (30)
Health:	0 (50)
Charismatic:	-2
Combative:	+3
Communicative:	0
Esthetic:	0
Mechanical:	+1
Natural:	+3
Scientific:	-1
Magic Affinity:	0

The Forest Dwarf is the most tribal of the Dwarven races, having developed in the steamy jungles and rain forests of the equatorial belt. Standing 5 to 10 centimeters shorter than the average Dwarf, the forest dwarf, or Pygmy, is the shortest of the Dwarven races. They have dark skin, hair, and eyes.

MOUNTAIN DWARF

Wit:	0
Will:	0
Strength:	+5 (45)
Deftness:	0 (30)
Speed:	0 (30)
Health:	+5 (50)
Charismatic:	-2
Combative:	+3
Communicative:	+1
Esthetic:	+2
Mechanical:	+3
Natural:	0
Scientific:	0
Magic Affinity:	-3

The Mountain Dwarf, or "True Dwarf" is the most common of all the Dwarven races. Living underground, their infravision has developed to the fullest extent. The Mountain Dwarf has white hair and grayish skin, with blue eyes, having lost most of their pigmentation.

ELF

The Elven races have adapted just much as the Dwarves have, developing into six independent races. All Elves stand an average of 1.8 meters tall, and all have passive infravision, except Earth Elves. All Elves are moderately tall and slender, with pointy ears, and appear very beautiful to Humans.

PHYSICAL ASPECTS CHART

Size & Bulk	Height	Weight
Very Low	Below 5'7"	below 80 lb
Low	5'7"-5'8"	80 - 100 lb
Below Average	5'9"-5'10"	100 - 120 lb
Average	5'11"-6'1"	121 - 140 lb
Above Average	6'2"-6'3"	141 - 160 lb
High	6'4"-6'5"	161 - 180 lb
Very High	over 6'5"	over 180 lb

AERIAL ELF

Wit:	+5
Will:	+5
Strength:	0 (30)
Deftness:	0 (50)
Speed:	0
Health:	0 (25)
Charismatic:	+1
Combative:	0
Communicative:	+2
Esthetic:	+4
Mechanical:	-5
Natural:	+2
Scientific:	0
Magic Affinity:	+3

The Aerial Elves had long ago moved to cities in the air, even though the Elves themselves are incapable of flight. They are usually lighter than the rest of the Elven races, and have pale skin and silvery blond hair with blue to steel gray eyes.

AQUATIC ELF

Wit:	0
Will:	0 (30)
Strength:	0 (30)
Deftness:	0 (45)
Speed:	0
Health:	0 (25)
Charismatic:	-1
Combative:	0
Communicative:	+1
Esthetic:	+4
Mechanical:	-4
Natural:	+1
Scientific:	0
Magic Affinity:	+1

The Aquatic Elves have developed under water, and have both lungs and internal gills, with an automatic air/water/food selection reflex. They have pale skin with blond hair, green eyes, and slightly webbed fingers and toes, allowing for better swimming abilities.

CITY ELF

Wit:	0
Will:	0 (30)
Strength:	0 (30)
Deftness:	0 (45)
Speed:	0
Health:	0 (25)
Charismatic:	+2
Combative:	0
Communicative:	+1
Esthetic:	+4
Mechanical:	-1
Natural:	-1
Scientific:	+1
Magic Affinity:	+2

The City Elves are the descendants of the Elves who joined the men in their cities, and are not necessarily pureblooded Elves. They have blond to white hair and blue to gray eyes, with pale skin.

EARTH ELF

Wit:	+5
Will:	+5 (50)
Strength:	0 (35)
Deftness:	0 (50)
Speed:	0
Health:	0 (25)
Charismatic:	-1
Combative:	0
Communicative:	-1
Esthetic:	+3
Mechanical:	-2
Natural:	-4
Scientific:	-2
Magic Affinity:	+4

The Earth Elves, or "Dark Elves", developed underground, and have active infravision as a result. They have ebony skin with silvery blond hair and steel gray eyes.

MOUNTAIN ELF

Wit:	-5
Will:	-5
Strength:	0
Deftness:	0 (55)
Speed:	0
Health:	0 (30)
Charismatic:	0
Combative:	+1
Communicative:	+1
Esthetic:	+4
Mechanical:	0
Natural:	-1
Scientific:	+2
Magic Affinity:	+2

These Elves are considered barbarians, having
developed on the steppes and plateaus of the high mountains. Because of the lighter air, they have larger chests, and a large lung capacity. These Elves have pale skin with dark hair and eyes.

WOOD ELF

Wit:	0
Will:	0 (30)
Strength:	0 (30)
Deftness:	+5 (50)
Speed:	0
Health:	0 (25)
Charismatic:	+3
Combative:	0
Communicative:	+1
Esthetic:	+4
Mechanical:	-4
Natural:	+3
Scientific:	+1
Magic Affinity:	+2

The Wood Elf, or Common Elf comprises almost 65% of the Elven population. They have platinum blond to light brown hair, with pale eyes and skin. They favor the wood, having developed in the forests, and seem to prefer living amidst the trees. It is because of this affinity for the wood, that they are sometimes mistakenly called Dryads.

FELIDARE

The Felidare, or cat people, are examples of feline derivative humanoids. They still have fur on their bodies, pronounced canines, claws, and tails. All Felidare have fur with an AV of 3, and a bite WDM of 1.3L.

CHEETAH-MAN

Wit:	-5
Will:	-5
Strength:	0
Deftness:	+5 (50)
Speed:	+20(60) [30]
Health:	-5
Charismatic:	-2
Combative:	+2
Communicative:	-1
Esthetic:	+1
Mechanical:	0
Natural:	+4
Scientific:	-3
Magic Affinity:	-8
Hide AV	3
Bite WDM	1.3 L
Claw WDM	1.3 L

PHYSICAL ASPECTS CHART

Size & Bulk	Height	Weight
Very Low	Below 5'8"	below 140 lb
Low	5'8"-5'9"	140 - 160 lb
Below Average	6'-6'1"	161 - 180 lb
Average	6'2"-6'4"	181 - 210 lb
Above Average	6'5"-6'6"	211 - 240 lb
High	6'7"-6'8"	241 - 270 lb
Very High	over 6'8"	over 270 lb

The Cheetah-man is a humanoid evolved from the cheetah, and has similarly patterned fur. They have eyes that range from green to blue, retracting claws, and stand an average of 1.9 meters tall.

LION-MAN

Wit:	0
Will:	-10
Strength:	+5 (50)
Deftness:	0
Speed:	+5 (50)
Health:	+10(60)
Charismatic:	+1
Combative:	+2
Communicative:	-1
Esthetic:	-1
Mechanical:	-2
Natural:	+3
Scientific:	0
Magic Affinity:	0
Hide AV	3
Bite WDM	1.3 L
Claw WDM	1.5 L

PHYSICAL ASPECTS CHART

Size & Bulk	Height	Weight
Very Low	Below 6'7"	below 190 lb
Low	6'7"-6'9"	190 - 220 lb
Below Average	6'10"-7'	221 - 250 lb
Average	7'1"-7'4"	251 - 280 lb
Above Average	7'5"-7'7"	281 - 310 lb
High	7'8"-7'10"	311 - 340 lb
Very High	over 7'10"	over 340 lb

The Lion-man, the largest of all the Felidare, standing 2.2 meters tall on the average, has golden fur, with the males having a full mane after age 22 (mane AV 4). A Lion-man's eyes range from brown to green, with the rare case of blue eyes. A Lion-man's claws have a WDM of 1.5L.

PUMA OR LEOPARD MEN

Wit:	-5
Will:	-5
Strength:	0
Deftness:	0
Speed:	+5 (50)
Health:	+5 (60)
Charismatic:	-1
Combative:	+1
Communicative	-1
Esthetic:	0
Mechanical:	+5
Natural:	+2
Scientific:	+5
Magic Affinity:	-8
Hide AV	3
Bite WDM	1.3 L
Claw WDM	1.3 L

PHYSICAL ASPECTS CHART

Size & Bulk	Height	Weight
Very Low	Below 5'7"	below 120 lb
Low	5'7"-5'8"	120 - 140 lb
Below Average	5'9"-5'10"	141 - 160 lb
Average	5'11"-6'1"	161 - 190 lb
Above Average	6'2"-6'3"	191 - 210 lb
High	6'4"-6'5"	211 - 230 lb
Very High	over 6'5"	over 230 lb

The Puma or Leopard men, distinguished from each other only by fur patterning, stand an average of 1.8 meters tall, with green eyes. Puma men have single color fur ranging from light brown to black, while Leopard men have light brown fur with black patterning. The Puma or Leopard man's retracting claws have a WDM of 1.3.

TIGER-MAN

Wit:	-5
Will:	-5
Strength:	0 (50)
Deftness:	+5 (50)
Speed:	0 (50)
Health:	0
Charismatic:	-2
Combative:	+3
Communicative:	0
Esthetic:	0
Mechanical:	+1
Natural:	+4
Scientific:	+1
Magic Affinity:	-7
Hide AV	3
Bite WDM	1.3 L
Claw WDM	1.6 L

PHYSICAL ASPECTS CHART

Size & Bulk	Height	Weight
Very Low	Below 6'5"	below 170 lb
Low	6'5"-6'6"	170 - 200 lb
Below Average	6'7"-6'8"	201 - 230 lb
Average	6'9"-6'11"	231 - 260 lb
Above Average	7'-7'1"	261 - 290 lb
High	7'2"-7'3"	291 - 320 lb
Very High	over 7'3"	over 320 lb

The Tiger-man stands an average of 2.0 meters tall, with tawny orange fur striped with black. Eyes are usually green, but blue and brown have occurred. The rarest fur pattern is white with black stripes, occurring approximately once in every one hundred thousand Tiger-men. The Tiger-man's retracting claws have a WDM of 1.6L.

GNOLL

Wit:	-10(20)
Will:	-10(20)
Strength:	+5 (50)
Deftness:	0
Speed:	0
Health:	+5 (50)
Charismatic:	-3
Combative:	+5
Communicative:	+1
Esthetic:	-3
Mechanical:	-2
Natural:	+2
Scientific:	-4
Magic Affinity:	-3
Skin AV	1
Bite WDM	1.2 L
Claw WDM	1.1 L

PHYSICAL ASPECTS CHART

Size & Bulk	Height	Weight
Very Low	Below 6'7"	below 200 lb
Low	6'7"-6'9"	200 - 220 lb
Below Average	6'10"-7'	221 - 240 lb
Average	7'1"-7'3"	241 - 260 lb
Above Average	7'4"-7'5"	261 - 280 lb
High	7'7"-7'9"	281 - 300 lb
Very High	over 7'9"	over 300 lb

The Gnoll, or Jackal-man, stands an average of 2.2 meters tall, with greenish-brown skin, yellow eyes, and dirty brown to black hair. The body is that of a man, with the head and neck of a jackal. All Gnolls have passive infravision. Gnolls have a skin AV of 1, a bite WDM of 1.2L, and claws with a WDM of 1.1L.

GNOME

Wit:	0
Will:	0
Strength:	-10(30)
Deftness:	+5 (50)
Speed:	+5 (50)
Health:	-5 (35)
Charismatic:	+1
Combative:	-1
Communicative:	+1
Esthetic:	+3
Mechanical:	+1
Natural:	-2
Scientific:	+1
Magic Affinity:	0

PHYSICAL ASPECTS CHART

Size & Bulk	Height	Weight
Very Low	Below 4'1"	below 80 lb
Low	4'1"-4'2"	80 - 90 lb
Below Average	4'3"-4'4"	91 - 100 lb
Average	4'5"-4'6"	101 - 120 lb
Above Average	4'7"-4'8"	121 - 130 lb
High	4'9"-4'10"	131 - 140 lb
Very High	over 4'10"	over 140 lb

The Gnome stands 1.4 meters tall on the average, with pale skin, black hair, and brown eyes. Gnomes have active infravision, and prefer to live underground.

GOBLIN

Wit:	-5 (10)
Will:	-5 (15)
Strength:	0 (35)
Deftness:	0 (25)
Speed:	-1 (35)
Health:	+1 (45)
Charismatic:	-2
Combative:	+1
Communicative:	-5
Esthetic:	-2
Mechanical:	-1
Natural:	+3
Scientific:	-5
Magic Affinity:	-5
Skin AV	1
Bite WDM	1.2 L
Claw WDM	1.2 L

PHYSICAL ASPECTS CHART

Size & Bulk	Height	Weight
Very Low	Below 5'1"	under 130 lb
Low	5'1"-5'2"	130 - 150 lb
Below Average	5'3"-5'4"	151 - 170 lb
Average	5'5"-5'7"	171 - 190 lb
Above Average	5'8"-5'9"	191 - 210 lb
High	5'10"-5'11"	211 - 230 lb
Very High	over 5'11"	over 230 lb

Goblins have greenish skin and stand an average of 1.6 meters tall. They have black hair, pointy ears and nose, and yellowish-green eyes. All goblins have passive infravision. Goblins have a skin AV of 1, a bite WDM of 1.2L, and a claw WDM of 1.2L.

HALFLING

Wit:	+1
Will:	+1
Strength:	-5 (30)
Deftness:	+5 (45)
Speed:	-2
Health:	+1 (50)
Charismatic:	0
Combative:	-1
Communicative:	+1
Esthetic:	+2
Mechanical:	+1
Natural:	-2
Scientific:	-3
Magic Affinity:	-1

PHYSICAL ASPECTS CHART

Size & Bulk	Height	Weight
Very Low	Below 3'11"	below 120 lb
Low	3'11"-4'	120 - 130 lb
Below Average	4'1"-4'2"	131 - 140 lb
Average	4'3"-4'4"	141 - 160 lb
Above Average	4'5"-4'6"	161 - 170 lb
High	4'7"-4'8"	171 - 180 lb
Very High	over 4'8"	over 180 lb

The Halfling is a hairy humanoid with light brown skin, green to brown eyes, and lots of dense brown hair, including the tops of their feet. Halflings stand 1.3 meters tall on the average, and all have passive infravision, though some have been known to have active infravision. (2% chance)

HAWKMAN

Wit:	0
Will:	0
Strength:	-7 (30)
Deftness:	-5
Speed:	+5
Health:	-5 (35)
Charismatic:	-1
Combative:	-1
Communicative:	+1
Esthetic:	0
Mechanical:	0
Natural:	+1
Scientific:	0
Magic Affinity:	-1
Wings AV	1
Flight BMA	6

PHYSICAL ASPECTS CHART

Size & Bulk	Height	Weight
Very Low	Below 5'11"	below 80 lb
Low	5'11"-6'	80 - 90 lb
Below Average	6'1"-6'2"	91 - 100 lb
Average	6'3"-6'5"	101 - 120 lb
Above Average	6'6"-6'7"	121 - 130 lb

High	6'8"-6'9"	131 - 140 lb
Very High	over 6'9"	over 140 lb

Hawkmen are humans with golden brown, feathered wings. They stand an average of 1.9 meters tall, and sport the full range of human features. Hawkmen can see minute details clearly from a distance of one mile (reduce all range steps for missile targeting by 1/3). The Hawkman has a BMA of 6 while flying.

HOBGOBLIN

Wit:	-5 (15)
Will:	-5 (10)
Strength:	+15(60)
Deftness:	-5 (30)
Speed:	-5 (25)
Health:	+5 (45)
Charismatic:	-2
Combative:	+3
Communicative:	-2
Esthetic:	-4
Mechanical:	-1
Natural:	+1
Scientific:	-3
Magic Affinity:	-4
Skin AV	1
Bite WDM	1.3 L
Claw WDM	1.4 L

PHYSICAL ASPECTS CHART

Size & Bulk	Height	Weight
Very Low	Below 7'1"	below 200 lb
Low	7'1"-7'3"	200 - 230 lb
Below Average	7'4"-7'6"	230 - 260 lb
Average	7'7"-7'10"	261 - 290 lb
Above Average	7'11"-8'1"	291 - 320 lb
High	8'2"-8'4"	321 - 350 lb
Very High	over 8'4"	over 350 lb

The Hobgoblin, a relative of the Orc and Goblin, stands an ugly 2.3 meters tall on the average, with greenish skin, yellow eyes, pointy nose, floppy ears, and scraggly black hair. Hobgoblins have active infravision, and have a skin AV of 1, a bite WDM of 1.3L, and a claw WDM of 1.4L.

INSECTOID

The Insectoids are intelligent humanoids derived from smaller insects. Insectoids have six limbs, segmented bodies, and multifaceted eyes. The Insectoid's eyes are not good at any range beyond 100 meters, but give a 240-degree field of vision. All Insectoids have exoskeletons, with only rudimentary internal skeletons composed of cartilage.

WORKER ANT

Wit:	-10(20)
Will:	-10(20)
Strength:	+5 (35)
Deftness:	+1
Speed:	+3
Health:	-2 (35)
Charismatic:	-3
Combative:	+2
Communicative:	-2
Esthetic:	-4
Mechanical:	+1
Natural:	+2
Scientific:	-4
Magic Affinity:	-5
Skin AV	3
Bite WDM	1.3 L
Claw WDM	1.6 L

PHYSICAL ASPECTS CHART

Size & Bulk	Height	Weight
Very Low	Below 5'	below 110 lb
Low	5'-5'1"	110 - 130 lb
Below Average	5'2"-5'3"	131 - 150 lb
Average	5'4"-5'6"	151 - 170 lb
Above Average	5'7"-5'8"	171 - 190 lb
High	5'9"-5'10"	191 - 210 lb
Very High	over 5'10"	over 210 lb

The male Ant, or Worker, stands an average of 1.6 meters tall, with black to red chitinous skin. The six limbs are organized as two legs, two primary arms, and two secondary arms (-2 to BCS). The Worker Ant has a skin AV of 3, a bite WDM of 1.3L, and a claw WDM of 1.6L.

QUEEN ANT

Wit:	+5
Will:	+5
Strength:	-10(25)
Deftness:	+2
Speed:	+1
Health:	+1 (35)
Charismatic:	-2
Combative:	-2
Communicative:	+1
Esthetic:	-2
Mechanical:	-3
Natural:	0
Scientific:	-3
Magic Affinity:	+1
Skin AV	4
Bite WDM	1.3 L
Claw WDM	1.2 L

PHYSICAL ASPECTS CHART

Size & Bulk	Height	Weight
Very Low	Below 6'9"	below 210 lb
Low	6'9"-6'11"	210 - 230 lb
Below Average	7'-7'2"	231 - 250 lb
Average	7'3"-7'6"	251 - 270 lb
Above Average	7'7"-7'9"	271 - 290 lb
High	7'10"-8'	291 - 300 lb
Very High	over 8'	over 300 lb

The female of the Ant species, the Queen, stands an average of 2.2 meters tall when standing on her hind legs, and 1.6 meters tall otherwise. She has black to red chitinous skin with the six limbs organized as two arms and four legs. The Queen Ant has a skin AV of 4, a bite WDM of 1.3L, and a claw WDM of 1.2L.

MANTIS

Wit:	+5
Will:	+5
Strength:	0
Deftness:	+1
Speed:	+5 (45)
Health:	0 (30)
Charismatic:	-2
Combative:	+1
Communicative:	-2
Esthetic:	-3
Mechanical:	-2
Natural:	+1
Scientific:	-2
Magic Affinity:	+3
Skin AV	3
Bite WDM	1.2 L
Claw WDM	2 B

PHYSICAL ASPECTS CHART

Size & Bulk	Height	Weight
Very Low	Below 6'3"	below 190 lb
Low	6'3"-6'5"	190 - 210 lb
Below Average	6'6"-6'8"	211 - 230 lb
Average	6'9"-6'11"	231 - 250 lb
Above Average	7'-7'2"	251 - 270 lb
High	7'3"-7'5"	271 - 300 lb
Very High	over 7'5"	over 300 lb

The Mantis stands 2.1 meters tall, with green to brown skin. The Mantis' limbs are two manipulative arms, two sword shaped secondary arms (no manipulation), and two legs. The Mantis has a skin AV of 3, a bite WDM of 1.2L, and a claw WDM of 2B with the sword shaped arms.

WASP

Wit:	-5
Will:	-5
Strength:	0 (30)
Deftness:	+5
Speed:	+5
Health:	0 (30)
Charismatic:	-3
Combative:	+1
Communicative:	-1
Esthetic:	+2
Mechanical:	+1
Natural:	+1
Scientific:	-2
Magic Affinity:	-4
Skin AV	1
Bite WDM	1.2 L
Sting WDM	1.9 L
Flight BMA	5

PHYSICAL ASPECTS CHART

Size & Bulk	Height	Weight
Very Low	Below 5'4"	below 70 lb
Low	5'4"-5'5"	70 - 90 lb
Below Average	5'6"-5'7"	91 - 110 lb
Average	5'8"-5'9"	111 - 130 lb
Above Average	5'10"-5'11"	131 - 150 lb
High	6'-6'1"	151 - 170 lb
Very High	over 6'1"	over 170 lb

The Wasp is the only flying Insectoid, having four manipulative arms, two wings, and two legs. The Wasp's skin varies from being brightly patterned to a solid brown or black. The average Wasp stands 1.7 meters tall. Wasps have a skin AV of 1, a bite WDM of 1.2L, and a sting WDM of 1.9L. A Wasp has a BMA of 5 while flying.

KIREEAN

Wit:	0 (50)
Will:	+5
Strength:	-5 (30)
Deftness:	+5 (50)
Speed:	+5
Health:	+5 (30)
Charismatic:	+5
Combative:	-3
Communicative:	+1
Esthetic:	+4
Mechanical:	-3
Natural:	+1
Scientific:	-4
Magic Affinity:	+1

PHYSICAL ASPECTS CHART

Size & Bulk	Height	Weight
Very Low	Below 5'10"	below 90 lb
Low	5'10"-5'11"	90 - 110 lb
Below Average	6'-6'1"	111 - 130 lb
Average	6'2"-6'4"	131 - 150 lb
Above Average	6'5"-6'6"	151 - 170 lb
High	6'7"-6'8"	171 - 190 lb
Very High	over 6'8"	over 190 lb

The Kireean is well known for its athletic prowess and beauty. A Kireean stands an average of 1.9 meters tall, with light brown skin, pointed ears, platinum blond hair, and unusual eyes. The Kireean's eyes are black in the center, with the rest of the white colored through the normal human spectrum. Kireeans have low light vision class 1. Kireeans appear very beautiful, and are said to be the most beautiful of all races.

KOBOLD

Wit:	-5 (10)
Will:	-5 (10)
Strength:	-5 (25)
Deftness:	0 (35)
Speed:	0 (30)
Health:	+10(50)
Charismatic:	-2
Combative:	+1
Communicative:	+1
Esthetic:	-2
Mechanical:	-3
Natural:	+1
Scientific:	-1
Magic Affinity:	-6
Bite WDM	1.4 L
Claw WDM	1.4 L

PHYSICAL ASPECTS CHART

Size & Bulk	Height	Weight
Very Low	Below 4'11"	below 130 lb
Low	4'11"-5'	130 - 150 lb
Below Average	5'1"-5'2"	151 - 170 lb
Average	5'3"-5'5"	171 - 190 lb
Above Average	5'6"-5'7"	191 - 210 lb
High	5'8"-5'9"	211 - 230 lb
Very High	over 5'9"	over 230 lb

The Kobold, one of the goblin races, stands 1.6 meters tall on the average, with greenish-brown skin, sparse black matted hair, shriveled ears, flattened nose, and yellowish eyes. All Kobolds have active infravision. Kobolds have a bite WDM of 1.4L, and a claw WDM of 1.4L.

LEPRECHAUN

Wit:	+5
Will:	+5
Strength:	-5 (25)
Deftness:	+5
Speed:	+5
Health:	0 (30)
Charismatic:	+1
Combative:	-2
Communicative:	+1
Esthetic:	-2
Mechanical:	-3
Natural:	+2
Scientific:	-3
Magic Affinity:	+5 (30)

PHYSICAL ASPECTS CHART

Size & Bulk	Height	Weight
Very Low	Below 3'3"	below 60 lb
Low	3'3"-3'4"	60 - 70 lb
Below Average	3'5"-3'6"	71 - 80 lb
Average	3'7"-3'8"	81 - 90 lb
Above Average	3'9"-3'10"	91 - 100 lb
High	3'11"-4'	101 - 110 lb
Very High	over 4'	over 110 lb

The Leprechaun stands an average of 1.1 meters tall, with pointed ears, blond hair, blue eyes, and pale skin. Black Leprechauns have black hair, pale skin, and dark eyes, with a few (10%) having red hair. 75% of all Leprechauns are spell casters.

MINOTAUR

Wit:	-10(25)
Will:	-10(30)
Strength:	+15(60) [35]
Deftness:	-5 (35)
Speed:	-5 (35)
Health:	+5 (60)
Charismatic:	-2
Combative:	+5 (25)
Communicative:	-3
Esthetic:	-3
Mechanical:	-4
Natural:	+1
Scientific:	-3
Magic Affinity:	0
Skin AV	4
Bite WDM	1.6 C
Horns WDM	2.5 B

PHYSICAL ASPECTS CHART

Size & Bulk	Height	Weight
Very Low	Below 7'2"	below 200 lb
Low	7'2"-7'4"	200 - 230 lb
Below Average	7'5"-7'7"	231 - 260 lb
Average	7'8"-7'11"	261 - 290 lb
Above Average	7'11"-8'1"	291 - 320 lb
High	8'2"-8'4"	321 - 350 lb
Very High	over 8'4"	over 350 lb

The Minotaur stands an average of 2.3 meters tall, with a muscular man's body and a bull's head, brownish skin and fur, and black eyes. Minotaurs have active infravision. The Minotaur has a skin AV of 4, a bite WDM of 1.6C, and a horn WDM of 2.5B.

MURIDIAN

Wit:	-10(30)
Will:	-10(30)
Strength:	-10(30)
Deftness:	+10(50)
Speed:	+10(50)
Health:	+5 (50)
Charismatic:	-4
Combative:	+2
Communicative:	-1
Esthetic:	+4
Mechanical:	+1
Natural:	+3
Scientific:	-4
Magic Affinity:	-2
Skin AV	3
Bite WDM	1.2 L
Claw WDM	1.6 L

PHYSICAL ASPECTS CHART

Size & Bulk	Height	Weight
Very Low	Below 3'8"	below 70 lb
Low	3'8"-3'9"	70 - 80 lb
Below Average	3'10"-3'11"	81 - 90 lb
Average	4'-4'1"	91 - 100 lb
Above Average	4'2"-4'3"	101 - 110 lb
High	4'4"-4'5"	111 - 120 lb
Very High	over 4'5"	over 120 lb

The Muridian, or Rat-man, is an example of rat derivative humanoids. They stand an average of 1.2 meters tall with hairless tails, brown fur, and yellowish eyes. Muridians have passive infravision. The Muridian has a skin AV of 3, a bite WDM of 1.2L, and a claw WDM of 1.6L.

OGRE

Wit:	-10(10)
Will:	-10(10)
Strength:	+20(65) [45]
Deftness:	-10(30)
Speed:	-10(30)
Health:	+10(60)
Charismatic:	-3
Combative:	+4
Communicative:	-3
Esthetic:	-2
Mechanical:	-3
Natural:	-1
Scientific:	-2
Magic Affinity:	0
Skin AV	2
Bite WDM	1.3 L
Claw WDM	2.5 C

PHYSICAL ASPECTS CHART

Size & Bulk	Height	Weight
Very Low	Below 7'10"	below 240 lb
Low	7'10"-8'	240 - 270 lb
Below Average	8'1"-8'3"	271 - 300 lb
Average	8'4"-8'7"	301 - 330 lb
Above Average	8'8"-8'10"	331 - 360 lb
High	8'11"-9'1"	361 - 390 lb
Very High	over 9'1"	over 390 lb

The Ogre stands an average of 2.5 meters tall, with brown skin, black hair, and yellowish eyes. All Ogres have active infravision. Ogres have a skin AV of 2, a bite WDM of 1.3L, and a punch WDM of 2.5C.

ORC

Wit:	-10(20)
Will:	-10
Strength:	+15(50)
Deftness:	0 (30)
Speed:	+5 (30)
Health:	0 (50)
Charismatic:	-5
Combative:	+4
Communicative:	-2
Esthetic:	-2
Mechanical:	-2
Natural:	+1
Scientific:	-2
Magic Affinity:	-2
Skin AV	2
Bite WDM	1.1 L
Claw WDM	1.1 L

PHYSICAL ASPECTS CHART

Size & Bulk	Height	Weight
Very Low	Below 6'6"	below 200 lb
Low	6'6"-6'8"	200 - 220 lb
Below Average	6'9"-6'11"	221 - 240 lb
Average	7'-7'2"	241 - 260 lb
Above Average	7'3"-7'5"	261 - 280 lb
High	7'6"-7'8"	281 - 300 lb
Very High	over 7'8"	over 300 lb

The Orc stands an average of 2.1 meters tall, with greenish skin, pig-like nose, occasionally tusks, pointed ears, sparse scraggly black hair, and yellowish eyes. All Orcs have passive infravision. Orcs have a skin AV of 2, a bite WDM of 1.1L, and a claw WDM of 1.1L.

RHINOCERI

Wit:	-5
Will:	0
Strength:	+8 (45)
Deftness:	+5 (45)
Speed:	-5 (30)
Health:	+10(45)
Charismatic:	-1
Combative:	+4
Communicative:	0
Esthetic:	-1
Mechanical:	+2
Natural:	+5
Scientific:	-1
Magic Affinity:	+3
Skin AV	4
Horn WDM	special

PHYSICAL ASPECTS CHART

Size & Bulk	Height	Weight
Very Low	Below 7'1"	below 250 lb
Low	7'1"-7'3"	250 - 270 lb
Below Average	7'4"-7'6"	270 - 290 lb
Average	7'7"-7'10"	291 - 320 lb
Above Average	7'11"-8'1"	321 - 340 lb
High	8'2"-8'4"	341 - 360 lb
Very High	over 8'4"	over 360 lb

The Rhinoceri have been mistakenly called Unicorn- men, as they have one horn in the middle of their forehead, which is commonly adorned with engraving, jewels, and gold. The average Rhinoceri stands 2.3 meters tall, with very powerful flanks and shoulders, gray leathery skin, steel gray eyes, and black hair. The Rhinoceri's horn WDM is equal to 1.5 + (.5 x Stopping Forward Motion Category), which gives it a 3 WDM at full charge. [See AFTERMATH! Book 1, page 24]

SAURIAN

Wit:	-5 (20)
Will:	0
Strength:	+10(50) [35]
Deftness:	-5
Speed:	0
Health:	+5
Charismatic:	0
Combative:	+3
Communicative:	0
Esthetic:	0
Mechanical:	-2
Natural:	+3
Scientific:	-3
Magic Affinity:	-3
Skin AV	STR GRP

PHYSICAL ASPECTS CHART

Size & Bulk	Height	Weight
Very Low	Below 7'4"	under 250 lb
Low	7'4"-7'6"	250 - 270 lb
Below Average	7'7"-7'9"	271 – 290 lb
Average	7'10"-8'1"	291 - 320 lb
Above Average	8'2"-8'4"	321 - 340 lb
High	8'5"-8'7"	341 - 360 lb
Very High	over 8'7"	over 360 lb

The Saurian, or lizard-man, stands an impressive 2.4 meters tall on the average, with green, scaly, hairless skin, no external ears, slitted nose, and vertically slitted pupils. Saurians have passive infravision. Lizard-men have a skin AV equaling their strength group.

SERPENTITE

Wit:	-10(25)
Will:	-5 (35)
Strength:	0
Deftness:	+1 (45)
Speed:	+5 (50)
Health:	-5 (35)
Charismatic:	0
Combative:	+3
Communicative:	-1
Esthetic:	-3
Mechanical:	-2
Natural:	+1
Scientific:	-1
Magic Affinity:	+1
Skin AV	STR GRP
Bite WDM	1.8 L

PHYSICAL ASPECTS CHART

Size & Bulk	Height	Weight
Very Low	Below 6'5"	below 180 lb
Low	6'5"-6'7"	180 - 200 lb
Below Average	6'8"-6'10"	201 - 220 lb
Average	6'11"-7'1"	221 - 240 lb
Above Average	7'2"-7'4"	241 - 260 lb
High	7'5"-7'7"	261 - 280 lb
Very High	over 7'7"	over 280 lb

The Serpentite has a man's body with the head of a cobra. The Snake-man, as he is commonly known, stands an average of 2.1 meters tall, with green scaly skin and vertically slitted green eyes. The Serpentite's hood is fully extendable, but is commonly worn closed. Serpentites have passive infravision. A Serpentite has a skin AV equaling their Strength Group, and a bite WDM of 1.8L.

TORIDARE

Wit:	-10(15)
Will:	-10(15)
Strength:	+5 (50)
Deftness:	-5
Speed:	0 (20)
Health:	+10(60) [35]
Charismatic:	-3
Combative:	+4
Communicative:	-1
Esthetic:	-2
Mechanical:	-1
Natural:	+3
Scientific:	-2

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Magic Affinity:	0
Skin AV	HLH GRP
Bite WDM	2 L
Tail WDM	2 C

PHYSICAL ASPECTS CHART

Size & Bulk	Height	Weight
Very Low	Below 6'	below 190 lb
Low	6'-6'1"	190 - 210 lb
Below Average	6'2"-6'3"	211 - 230 lb
Average	6'4"-6'6"	231 - 250 lb
Above Average	6'7"-6'8"	251 - 270 lb
High	6'9"-6'10"	271 - 290 lb
Very High	over 6'10"	over 290 lb

The Toridare, or Alligator-man, is an example of alligator based humanoids. The Toridare stands an average of 1.9 meters tall, with a tough leathery greenish-brown hide, yellow eyes, and a large tail. Toridare have poor ranged vision, but good night vision (Light Level 3). The Toridare have a skin AV equaling their Health Group, a bite WDM of 2L, and a tail WDM of 2C.

URSOID

Wit:	-5
Will:	-5
Strength:	+20(60) [35]
Deftness:	-5 (30)
Speed:	-5 (30)
Health:	+5 (50)
Charismatic:	-2
Combative:	+5
Communicative:	0
Esthetic:	0
Mechanical:	-3
Natural:	+3
Scientific:	-2
Magic Affinity:	-5
Skin AV	3
Claw WDM	1.8 B

PHYSICAL ASPECTS CHART

Size & Bulk	Height	Weight
Very Low	Below 7'5"	below 190 lb
Low	7'5"-7'7"	190 - 220 lb
Below Average	7'8"-7'10"	221 - 250 lb
Average	7'11"-8'2"	251 - 280 lb
Above Average	8'3"-8'5"	281 - 310 lb
High	8'6"-8'8"	311 - 340 lb
Very High	over 8'8"	over 340 lb

The Ursoid, or bear derivative humanoid, stands an average of 2.4 meters tall with fur ranging from white to black but most commonly brown. Ursoids have low light vision level 2. The Ursoid has a skin AV of 3, a bite WDM of 1L, and a claw WDM of 1.8B.

HALF-BREEDS

For those who want to, all 43 races of man, comprised of the races detailed above, and the three Ape races outlined in Aftermath! Book 3, are capable of interbreeding. There is a 50% chance that a character will favor either parent in any given attribute. For gaming purposes, when determining a characters racial bonuses to attributes and talents, the player should roll a d6. On a 1 - 3, the father's modifier is used, and on a 4 - 6, the mother's modifier is used. If either parent has special racial features or mutations, there

is a 50% chance the character will have the feature or mutation. This strategy can be used to generate "melting pot" mixes, but for the purposes of this game, this generally takes too much paperwork. A character is considered to favor the race that most of his attribute modifiers come from.

The age of the character is looked up on the age group table, with the age class of the race who he favors in aging.

Initial Skills for Characters
The character receives a number of initial education skill points equal to his age group, plus the technological level of the campaign, plus the value number of a reaction roll (Aftermath! Book One, P.56). The character also receives a number of initial development points equal to his base age skill point number, plus 2d10. Guideline technological levels are given in the chart below. The technological level is defined as the average education level of a 20-year-old person in skill points.

TECHNOLOGICAL LEVEL CHART

TECH LEVEL	TIME PERIOD
0	Early Stone Ages
1	Late Stone Ages
2	Early Bronze Age (Ancient Egypt)
3	Late Bronze Age (Classical Greece)
4	Iron Age (Roman Empire)
5	Early Dark Ages (Fall of the Roman Empire)
6	Dark Ages (Norman Invasion of Briton)
7	Middle Ages (Crusades)
8	Late Middle Ages (Pre-Gunpowder)
9	Late Middle Ages (Advent of Gunpowder)
10	Early Renaissance
11	Renaissance
12	Colonization (Revolutionary War)
13	Early Industrial Revolution (American Civil War)
14	Industrial Revolution (Zulu War)
15	World War I
16	World War II
17	Korean War
18	Vietnam War
19	Computer Era
20	Fall Of The Communist Bloc
21	Moonbase Established
22	Solar System Exploration
23	First Warp Drives
24	Galactic Empire
25	??????

The Gamemaster may place restrictions on the available skills and races in the campaign. For Example, a spy campaign on earth during the 1980's would be Tech Level 15 , no magic, no non-human races.

INITIAL EQUIPMENT

Initial Equipment for characters will vary from campaign to campaign. The Gamemaster must decide what equipment is reasonable for the characters.

Example Character
First we roll a d20 - a 16 gives us age group 3. We decide we would like to play an Aquatic Elf, so this gives us base age of 500 years. We now do our psychological profile, and we would like a spell caster. Therefore, we put our MA at 15 and raise our combative to

3. Now we distribute 75 points among our attributes raising our Wit and Will to 25, STR to 5, DFT, SPD, and HLH to 10. Our initial skill points equal 8 (tech level) + 3 (age group) + 3 (value number), plus a number of development points equal to 40 (base age skill point number), plus 8 (a 3 and a 5 on 2d10), which then gives us 54 development points to start with. We want Blue spell casting, so 25 D.P. gives us Red through Blue Spell Theory, which gives us 5 free spells, 1 free spell per color. We pick Red Healing, Orange Invisibility, Yellow Will Fight, Green Flight, and Blue Teleportation. We want to be able to read, so literacy (Elven) is bought at double level. A hand-to-hand skill would be useful, so Fencing is chosen, as well as Unarmed Combat. A double proficiency in the English language (Elven is native) leaves us with 25 Development points. We need more spells, so we buy 4 Red Spells: Magic Blast, Identify, Spellbind, Detect Magic; 2 Orange spells: Mind Shield, Tongues; and 2 Yellow Spells: Major Fire, and Control. An Aquatic Elf needs to know how to swim, so 1 point buys us swimming. The remaining 10 Development points we spend on Attribute Increase points.

The final character looks like this:

Name: Aelan	Age: 500	
Size: 73	Bulk: 26	Looks: 84
Learning Rate: 4	Shock Factor: 13	
Improvable Skills: 53		MNA: 3 Healing Rate: 3
CDA: 2	BAP: 10	PCA: 3

WIT: 25	Cha: 1
WILL: 28	Cmb: 3
STR: 5	Com: 1
DFT 15	Est: 4
SPD: 20	Mch: 1
HLH: 15	Nat: 1
DRT: 32	Sci: 1
MA: 15	

Skill list	Score	BCS
Elven	100	20
Tongues	68	14
Literacy, Elven	100	20
English	54	11
Unarmed Combat	38	8
Fencing	38	8
Swimming	21	4

Spell List	Score	BCS
Red Spell Theory	65	13
Detect Magic	68	14
Healing	68	14
Identify	68	14
Magic Blast	68	14
Spellbind	68	14
Orange Spl. Thry	65	13
Invisibility	68	14
Mind Shield	68	14
Yellow Spl. Thry	65	13
Control	71	14
Major Fire	68	14
Will Fight	71	14
Green Spl. Thry	65	13
Flight	68	14
Blue Spell Theory	65	13
Teleportation	68	14

CHARACTER GENERATION CHECKLIST

1. Determine Age Group and note information due to it on the CGS.
2. Determine actual age.
3. Choose Race, Note Attribute and Talent modifiers on the CGS.
4. Determine psychological profile, apply racial modifiers to Talents.
5. Distribute 15 + 2D6 points among the Talents.
6. Distribute 75 points among the Attributes, apply Racial modifiers, Make sure no Attribute score is below 1.
7. Determine Initial Education Skill Points.
8. Determine Initial development points.
9. Determine which skills and spells the character has for initial scores.
10. Determine the initial scores and Off-Hand Dexterity.
11. Apply the effects of Age, "Changed Status", and Attribute Increase Points.
12. Determine the character's physical statistics.
13. Determine Initial Equipment.
14. Calculate Encumbrance Total.
15. Calculate abilities, Basic Chance of Success scores and Base Recognition Factor.
16. Inform the Gamemaster that you are ready to play.

September 7, 2093
I had the opportunity to sit down with Xharamir, a self-proclaimed master wizard, and have him try to explain the principles of Magic to me. While I don't pretend to truly understand, as I apparently don't have the knack for it, I will try to transcribe my understanding here. It seems that there are forces or energies around us in the world that can be channeled to do their will by someone with talent. I can't think of a reference that makes perfect sense, but it is something like sculpting with a constant supply of flowing clay. There is only so much volume of clay that a given individual can handle at one time, so that they can create their work. Different individuals can channel more power than others, and some can even store power for a later date. Xharamir also mentioned something he called "maintenance spells", which apparently are spells that the caster has to actively keep going, as opposed to "transformational spells" that don't need maintenance after casting. Xharamir went on extolling the skills required for spellcasting, and likened each tier of Spell Theory to a college degree. Xharamir bragged that his mastery of "Violet spell theory" was akin to a triple doctorate from an old-earth university. Apparently it takes a great amount of study and research to begin to cast a spell. Then there is the whole topic of "enchanting" an item, which places a spell on it. I then asked him about mutations and psychic powers. Xharamir's belief is that psychic powers are a self generated phenomena and that they are unrelated to Magical phenomena in any way. Mutations apparently are a side-effect of the misuse of Magic. The conversation continued for hours after this, but to be honest, the wine and subject matter allowed me to become distracted.

Chapter Three: Magic

LEARNING SPELLS

To learn a spell, the character has to know the theories behind the color of that spell, as well as all of the previous colors, as a prerequisite. Learning otherwise (from a teacher or a scroll), a spell

is still the same as any other skill, except the optional rule about "initial score in a new skill" does not apply to the learning of spells. A character may know no more spells than he knows spells in the level below it. Essentially, if a character wants to know five Green spells, he must know at least five Yellow spells, five Orange spells, and five Red spells.

SPELL RESEARCH

Researching a new spell is a series of three tasks, with a task value equal to the color value and a task period of one week for the first two tasks.

COLOR	VALUE
RED	10
ORANGE	20
YELLOW	30
GREEN	40
BLUE	50
INDIGO	60
VIOLET	70

The first task works out the theory applications, the second task develops the actual spell (chants, gestures, etc), and the third task is the actual learning of the new spell. After each task, the researcher has a set of documents that can be transferred, stolen, or otherwise help another caster researching the spell.

MAKING MAGICAL ITEMS

The manufacture of a magical item is a task with a value equal to the color value times the will cost, times a modifier. The applicable skill can be either Minor Enchantment or Grand Enchantment, depending on whether the item is single shot, charged, or permanent.

Single shot, disposable = .1
Single shot, re-usable = .2
Charges = .1 times number of uses
Permanent, defensive = 1.2
Permanent, offensive = 2.1
Each additional spell after 1st on an item = +1

The modifier is applied for each spell on an item. Enchantments on an item must be placed there at exactly the same time. A previously enchanted magical item is immune to further enchantment, unless the previous enchantment is dispelled.

Recharging a magic item is a task, with a value equal to the will required for the spell in the charge, with a task period of one day (8 hours maximum work time). Any spellcaster may recharge an item, using the spell theory of the highest level spell in the item, as the appropriate skill. A disposable magic item is not rechargeable.

LEARNING SPELL THEORY

A character must study spell theory, until the skill score is equal to the color value, for the theory to have any value toward creating original spells.

SPELL CASTING

Each spell is considered a skill, with a prerequisite of the theory of its color, and a special type of prerequisite defined below. If a character has a number of spells at a given level, he must have at least that number at all of the previous levels. Example: Woolf the

Wizard wants to be able to cast five Blue magic spells. He must first be able to cast five Red magic spells, five Orange magic spells, five Yellow spells, and five Green spells.

Each spell requires a specific amount of Will to cast, either given in the description, or a taken from a standard Will cost per level of: Red = 1, Orange = 2, Yellow = 3, Green = 4, Blue = 5, Indigo = 6, Violet = 7. If the caster ever drops below 0 Will, he is unconscious, and if he drops below negative 10 + Will group, he loses the will to live and dies.

RECOVERING WILLPOWER

Will points lost due to spell casting are lost temporarily, and regenerate at the rate of the caster's Will Group per 30 minutes. The regeneration rate is doubled while asleep.

Standard spell range is up to 30 meters + 2 meters per additional Will expended to increase range, unless otherwise stated in the spell description.

The caster may put additional Will into a spell for four reasons: to increase range at .5 meters per additional Will, to increase the duration or effect of the spell as per the spell description, to change the spell target, or to reduce the target's save, with each Will expended reducing the target's save by 1. Will points used to increase the duration of a spell may be added at any time during the operation of the spell.

Spells are designated as target of caster, item, or any. If the caster wishes to cast a spell on another target, the will cost is modified as follows:

Original spell target New spell target

	Caster	Item	Any
Caster	0	+2	+3
Item	+1	0	+5
Any	0	0	0

Please note, if it does not make sense for the new target to be the target of the spell, the caster may modify the effects of the spell to make it reasonable (to the Gamemaster) at the cost of casting a new spell. For example, a caster wants to eliminate the effectiveness of a laser by making the emitter element invisible. Using the Orange spell Invisibility, the caster can make the spell work at a cost of +3 Will expended, and the spell will last for the duration of the caster's concentration.

When a spell is cast, the character is playing with forces meant to be beyond the normal human scope of understanding, and mistakes can cause unpredictable results. When a critical miss (20) is rolled, the spell critical miss chart is consulted for the effects. On a normal miss, the spell miss chart is consulted, with (actual roll-BCS)+d20 as the number of the miss. When a critical success is rolled, the caster need expend no Will to cast the spell, but the Will intended for expenditure must have been stated prior to the roll of the die, else the spell power will be a random number of Will.

SPELL CASTING TIMES

Each spell has a casting duration measured in actions. A caster may change the casting time by preparing (assuming stance) for 1 additional action, at a +1 BCS modifier, or may 'quick draw' a spell per the following chart, subtracting from the base 200 score:

QUICK DRAW CHART

Actions reduced	BCS Modifier
+3 (stance, braced, sighted)	+3
+2 (stance, Braced or stance, sighted)	+2
+1 (stance)	+1
0 (Normal)	0
-1	-2
-2	-6
-3	-12
-4	-20
-5	-30
-6	-42

Base 200 score:
Spells are cast under the base 200 score. If a caster has over 200 Skill in a spell, their base BCS is as follows:

Caster's total skill/5 = Base BCS.

However, since a D20 is still rolled, and a 20 is always a critical miss (subject to the class 3 skill modifier), a 19 or less is a success if the BCS is 20 or higher. Yet, the base 200 BCS is used for misses and critical miss modifiers, as well as to have modifiers applied.
Example 1: A wizard with a skill score of 150 in Minor Fire wants to 'quick draw' a spell. His Base BCS is 30 (150/5), and he decides to reduce the casting time by 3 actions (-12). Thus, he will be working with a modified BCS of 18. He rolls a 19, a miss, and will subsequently roll on the miss chart with a +1 modifier (19-18).
Example 2: A poor wizard with a skill score of 50 in Minor Fire (BCS 10) wants to cast the same spell, but takes his time. He has a Minor Fire attuned focus (+2), assumes stance, braces and sights (+3), and his final BCS is 17.

MAINTENANCE SPELLS

Maintenance spells can be kept running by the caster as long as they are conscious and have enough willpower to maintain them. A continued skill roll is not required to maintain the spell. If for any reason, the caster is rendered unconscious or is unable to supply the spell with willpower, the spell will terminate.

HEALING SPELLS

Healing spells work somewhat like polycell. Each time a healing spell is cast on a target, the target's health group is temporarily reduced by one. A healer can, however, expend 2 extra Will and reduce his own health group by one instead of the target's health group being reduced. The reduced health group heals back at the rate of one point per day.

MAGICAL FOCI

A magical focus is any prepared, enchanted object used to focus magical energy. The object must be enchanted as a focus, requiring 10 TSP to enchant, with a task period of 1 day, and Red Spell Theory as the applicable skill. The focus must then be tuned to the caster, as would a tunable gun. A magical spell focus, when used in stance to aid in the casting of the spell, bestows a +2 to BCS for the casting, in addition to the +1 for assuming stance (preparing). A focus can also be attuned to an individual spell, rendering it useless for all other spells. This requires an additional 20 TSP to enchant, with a task period of 1 day, and the spell it is being attuned to as the applicable skill. This will bestow a +4 BCS to that spell when used in stance.

SYMPATHETIC MAGIC

Sympathetic Magic is the classic "Voodoo" – sticking pins in a voodoo doll to cause harm to another. Sympathetic Magic is a skill, based on Charismatic and Communicative that covers these spells. The actual effectiveness of these is minor and subject to the Gamemasters discretion. The mechanics of Sympathetic magic is worked out in advance between the Gamemaster and the player. The player may build a list of sympathetic magic spells that they can use. For each beneficial spell, there need to be 2 harmful spells or superstitions. The Player and Gamemaster should remember that NPCs have access to these spells as well. With a successful BCS when "casting" a sympathetic magic spell, the player gets an extra bonus (or minus) for the next 24 hours. On a normal BCS check, a 2 becomes an additional chance for a critical miss (for negative spells) or a 19 becomes an additional critical success. Once the spell takes effect, it is over and must be recast.

Sympathetic Magic 1 WIT + Charismatic + Communicative 1
This skill can be used to create Sympathetic Magic Spells. A successful BCS roll makes a BCS roll of 19 an additional Critical Success, and a 2 an additional critical miss.

SYMPATHETIC MAGIC SPELLS

Curse
Causes the recipient to have a double chance of a Critical Failure (a roll of 2) until the duration expires or a critical miss occurs.

Bless
Causes the recipient to have +1 added to a single BCS that lasts until the +1 is needed to succeed or until the duration of the spell expires.

Luck
Causes the recipient to have double the chance of a critical success (BCS roll of 19) until the duration expires or a critical success occurs.

Jinx
Causes the recipient to have +1 added to a single BCS that lasts until the +1 is needed to succeed or until the duration of the spell expires.

Wealth
Causes the recipient to have +1 to any rolls regarding money or making money. This spell lasts until a successful roll is made or until the duration expires.

Poverty
Causes the recipient to have -1 to any rolls regarding money or making money. This spell lasts until a successful roll is made or until the duration expires.

Feast
Causes the recipient to have +1 to any rolls regarding finding food or salvaging food. This spell lasts until a successful roll is made or until the duration expires.

Famine
Causes the recipient to have -1 to any rolls regarding Food or salvaging food. This spell lasts until a successful roll is made or until the duration expires.

VooDoo Doll
A VooDoo doll is used to inflict remote pain and negative effects on a single, planned target. The doll must be prepared with something that belongs to the victim – hair clippings, strap of clothing, picture, etc. This makes any of the victim's BCS checks have a critical miss effect on a roll of 2.

Witch's Ladder.
In the past 40 knots were tied tightly in a cord with a concentration of fierce hatred against the victim. Then the cord was hidden so the intended person could not find it because the only way to break the

spell was to untie the knots. Supposedly the knots strangled the life out of the person until he died. This is a task based spell with a task period of 1 hour and a task value of 40. This makes any of the victim's BCS checks have a critical miss effect on a roll of 2.

Rope of Winds
The spellcaster creates the rope by tying the winds into the knots of the cords. When sailors get out to sea and there was no wind to move their ship, they can untie a knot causing the wind to rise and their ships to move. A sailor can untie one knot for a light breeze, two for a strong wind, and three for a gale. Here the witch gives sailors the opportunity to move their ships. How the sailors use the opportunities is up to them, for good or bad. Untying three knots might not only start a gale but wreck the ship too. This is a task based spell, with a number of knots equal to the task value, and a task period of 1 hour.

Burning in Effigy
Burning in effigy causes harm by inflicting remote pain and negative effects on a single, planned target. This makes any of the victim's BCS checks have a critical miss effect on a roll of 2.

Puppet Healing
The reverse of a VooDoo doll, this spell increases the target's healing rate by 1.

Weapon detailing
Painting skulls, and other icons on weapons and armor add a critical success on a roll of 19 for related skill checks with the item. This is a task based skill with a task value of 10 and a task period of 1 hour.

Battle Standard
This spell enchants a flag or standard to inspire courage with all forces in strategic battle, adding 1 to any morale checks. This is a task based skill with a task value of 10 and a task period of 1 hour.

HERBALISM

Herbalism is a new skill, based on Natural talent, which uses plants and herbs to create medicines and such. Recipies are used to track the creation of herbalism medicines. Creation of a recipie is a task. The herbalism skill covers finding and identifying the plants or elements, and then mixing them together.

HERBALISM 3 WIT + WIT + Natural 1
(Botany)
This skill can be used to find herbal elements and mix them together into recipies.

Herbalism Recipies
Tinctures - Alcoholic extracts of herbs such as echinacea extract. A Tincture has an ENC value of 0.3, and a Task Period of 2 hours.

Cure Disease Tincture Task Value: 36
A broadband antibiotic. 1 Dose allows +1 to any Saving Throws the patient attempts against any form of disease. 1 Dose per Saving Throw attempt is allowed.

Healing Tincture Task Value: 48
This tincture heals 2D6 of Lethal Damage per dose. The tincture must be administered within 10 minutes of suffering the damage. The tincture's action accelerates the normal healing systems of the body tremendously. As a result, the Healing Rate is reduced by 1 per dose. When the Healing Rate is 0, further doses will have no effect. The lost Healing Rate is restored at 1 point per day. Note that the character's Shock Factor will be reduced while his Healing Rate is reduced.

Herbal wine and elixirs - These are alcoholic extract of herbs. Enc 0.5, Task Period 1 hour.

Healing Elixir   Task Value: 38
This elixir heals 2D6 of Lethal Damage per dose. The elixir must be administered within 10 minutes of suffering the damage. The elixir's action accelerates the normal healing systems of the body tremendously. As a result, the Healing Rate is reduced by 1 per dose. When the Healing Rate is 0, further doses will have no effect. The lost Healing Rate is restored at 1 point per day. Note that the character's Shock Factor will be reduced while his Healing Rate is reduced.

Tisanes - Hot water extracts of herb, such as chamomile. ENC 0.5. Task Period 1 minute.
Immunity Tisane   Task Value 6
Gives a +1 to HLH checks when throwing off a disease.

Anti-Nausea Tisane Task Value 6
Gives a +1 to throws resisting the effects of a nausea poison.

Decoctions - Long-term boiled extract of usually roots or bark. ENC 0.4. Task Period 12 hours.
Strength Decoction Task Value 12
Gives a +1 to STR AST checks for a period of 8 hours.

Macerates - Cold infusion of plants with high mucilage-content as sage, thyme, etc. Plants are chopped and added to cold water. They are then left to stand for 7 to 12 hours (depending on herb used). For most macerates 10 hours is used. ENC 1.0. Task Period 10 hours.
Vinegars - Prepared at the same way as tinctures. ENC 0.3
Topicals:

> Essential oils - Application of essential oil extracts, usually diluted in a carrier oil. ENC 0.1. Task Period 2 days.
> Salves, oils, balms, creams and lotions - Most topical applications are oil extractions of herbs.. Any massage oils, antibacterial salves and wound healing compounds are made this way. ENC 0.2. Task Period 1 week.
> Poultices and compresses - One can also make a poultice or compress using whole herb (or the appropriate part of the plant) usually crushed or dried and re-hydrated with a small amount of water and then applied directly in a bandage, cloth or just as is. ENC 0.3. Task Period 1 hour.

Healing Poultice   Task Value: 24
This poultice heals 2D6 of Lethal Damage per a single damaged location. The poultice must be administered within 10 minutes of suffering the damage. The poultice's action accelerates the normal healing systems of the body tremendously. As a result, the Healing Rate is reduced by 1 per dose. When the Healing Rate is 0, further doses will have no effect. The lost Healing Rate is restored at 1 point per day. Note that the character's Shock Factor will be reduced while his Healing Rate is reduced.

Burn Poultice   Task Value: 28
This poultice heals 2D10 of Burn Damage per a single damaged location. The poultice must be administered within 10 minutes of suffering the damage. The poultice's action accelerates the normal healing systems of the body tremendously. As a result, the Healing Rate is reduced by 1 per dose. When the Healing Rate is 0, further doses will have no effect. The lost Healing Rate is restored at 1 point per day. Note that the character's Shock Factor will be reduced while his Healing Rate is reduced.

Cure Disease Poultice   Task Value: 36
A broadband antibiotic. 1 Dose allows +1 to any Saving Throws the patient attempts against any form of disease. 1 Dose per Saving Throw attempt is allowed.

Whole herb consumption - This can occur in either dried form (herbal powder), or fresh juice, (fresh leaves and other plant parts). Enc 0.7. Task Period 1 hour.
Syrups - Extracts of herbs made with syrup or honey. ENC 0.4. Task Period 1 week.
Extracts - Include liquid extracts, dry extracts and nebulisates. Liquid extracts are liquids with a lower ethanol percentage than tinctures. ENC 0.1. Task Period 1 day.
Inhalation as in aromatherapy. ENC 0.4. Task Period 1 week.

ALCHEMY

Alchemy is a new skill, based on Magic Affinity and Scientific talents.. It involves the creation of potions and other "formulas". Creation of a formula is a task.

Alchemy   4   WIT + Scientific + Magic Affinity 1
(Lab Technique)
This skill can be used to develop formulas for Alchemical substances, and to mix these formulas.

ALCHEMICAL FORMULAS
CONTACT SUBSTANCES
Acid - Contact
D - (-) - HLH - Instant - 3 - 1d3 AP
Task Value: 11
Acts as an acid on the affected location.

Blister - Contact
D - (-) - HLH - 1d6 AP - 4 - 2D6 AP
Task Value: 18
Works as a blister agent on the affected location. If the accumulated damage is above the SF of the character, the location becomes unusable.

Confusion - Contact
D - D - WT - 4D10 Minutes - 3 - 3D10 Minutes
Task Value: 16
Caused confusion and disorientation.

Death - Contact
D - L - HLH - 1D6 CT - 3 - 1d6 AP
Task Value: 8
A lethal poison.

Halluconoid - Contact
D - H - WT - 1D6 Minutes - 5 - 1D6 Minutes
Task Value: 50
Causes hallucionations.

Lubricant - Contact
D - (-) - NONE - Instant - 1 - Instant
Task Value: 18
A super lubricant.

Nausea - Contact
D - (-) - HLH - 6D10 Minutes - 4 - 1D6 Minutes
Task Value: 3
Causes Nausea upon contact.

Pain - Contact
D - (-) - HLH,WL - 1d3 AP - 4 - 1d6 AP

Task Value: 115

Causes spasmodic pain, causing a negative BCS modifier of the effect die. This can be halved for 1CT with a successful WL AST. A successful WL CST reduces the effects by 75%. A critical success results in no effects. The effects fade after the poison reaches the crisis stage.

Paralysis - Contact
D - (-) - HLH,STR - 1D3 CT - 4 - 1d6 AP
Task Value: 52
When the crisis stage is reached in either attribute, the character loses all muscle control. If both attributes are below 0, a WL AST is required to keep breathing.

Paranoia - Contact
D - (-) - WT - 1D6 Minutes - 5 - 1D6 Minutes
Task Value: 50
Causes extreme paranoia

Perfume - Contact
D - (-) - NONE - Instant - 1 - Instant
Task Value: 18
Creates a perfume that adds to the effective attractiveness of the wearer if a successful Alchemy BCS roll is made. The effect number of the BCS check is used as a positive modifier on reaction rolls.

Protect from Fire - Contact
D - (-) - HLH - 2D6 CT - 5 - 2D6 CT
Task Value: 27
Protects from fire. The character can roll the effect die of the poison to reduce the damage from fire by that amount.

Protect from Cold - Contact
D - (-) - HLH - 2D6 CT - 5 - 2D6 CT
Task Value: 27
Protects from cold. The character can roll the effect die of the poison to reduce the damage from cold by that amount.

Shadow - Contact
D - (-) - NONE - 1D6 Minutes - 3 - Instant
Task Value: 19
Once this poison takes effect, it absorbs light, causing the character to blend into shadow, with a modifier to detect hidden things of the effect die.

Sleep - Contact
D - N - HLH - 1d3 AP - 4 - 2D6 CT
Task Value: 35
A soporific poison.

Stain - Contact
D - (-) - HLH - 1D6 Minutes - 2 - 1d6 AP
Task Value: 3
Colors skin, like a tattoo. Wears off in 2d10 days

Universal Adhesive - Contact
D - (-) - NONE - 1d3 AP - 5 - 1d3 AP
Task Value: 216
Glues 2 surfaces together, like superglue, except stronger. Can be removed with Universal Solvent.

Universal Solvent - Contact
D - (-) - HLH - 1d3 AP - 10 - 1d3 AP
Task Value: 29
A high potency acid. When diluted with water, will safely remove the Universal Adhesive.

Waterproofing - Contact
D - (-) - NONE - 1d6 AP - 2 - 1d6 AP
Task Value: 108
Makes cloth waterproof.

Weakness - Contact
D - (-) - STR - 1D3 CT - 3 - 2D6 CT
Task Value: 39
Causes weakness upon contact with the poison.

ELIXIRS
"Mickey" - Elixir
G - N - HLH,WT - 4D10 Minutes - 3 - 1D3 Minutes
Task Value: 9
The classic knockout drops.

Blister - Elixir
G - (-) - HLH - 1d6 AP - 4 - 2D6 AP
Task Value: 6
An ingested blistering agent. Causes skin lesions and pain.

Bloat - Elixir
G - (-) - HLH - 2D10 Minutes - 3 - 4D10 Minutes
Task Value: 5
Causes swelling and the retention of water. This will cause clothes and armor to not fit. Each cycle of the poison increases the character's bulk by the effect die.

Char Boosting - Elixir
G - (-) - HLH - 1D6 Minutes - 3 - 3D10 Minutes
Task Value: 6
Boosts an attribute by the effect die until effect wears off

Confusion - Elixir
G - D - WT - 5D10 Minutes - 3 - 5D10 Minutes
Task Value: 4
Caused confusion and disorientation. The character must make a Wit AST each Combat Turn or be unable to act.

Courage - Elixir
G - (-) - WL - 2D6 CT - 4 - 1d6 AP
Task Value: 13
Causes extreme courage. Adds the effect group to any saving throws regarding courage or fear.

Death - Elixir
G - L - HLH - 1d6 AP - 4 - 1d6 AP
Task Value: 5
Causes death upon the crisis stage if not cured.

Drunk's Bile - Elixir
G - (-) - HLH - 1D3 Minutes - 3 - 1D6 Hours
Task Value: 10
Causes massive nausea, vomiting, convulsions, and dizziness. A Will and HLH CST are required to perform any actions, including standing.

Élan vital - Elixir
G - (-) - NONE - 2D6 AP - 4 - 2D6 AP
Task Value: 840
Substance or force believed to bear the property of life. Can restore life to a character dead for less than 5 days. This poison will cycle for 1d10 cycles. If the effect die total exceeds character's original DRT, they are fully restored to life. If it exceeds the character's HLH, then they are restored to life at a reduced DRT of ½ the original DRT.

Elixir of life - Elixir
G - (-) - HLH - 3D10 Hours - 9 - 3D10 Hours
Task Value: 22
Substance believed by alchemists to confer immortality. Each cycle that the effect die is less than the character's HLH CST, the effective age group of the character is reduced by 1.

Elixir of Nutrition - Elixir
G - (-) - HLH - 4D10 Minutes - 2 - 1D6 Minutes
Task Value: 1
1 dram = 1 man day ration. Side effects

Elixir of thirst - Elixir
G - (-) - HLH - 4D10 Minutes - 2 - 1D6 Minutes
Task Value: 1
Causes an advance of dehydration each cycle.

Free Bleed - Elixir
G - (-) - HLH - 2D6 CT - 4 - 1D6 Hours
Task Value: 17
Causes wounds to bleed freely, causing additional damage equal to the effect number per combat turn, until a successful first aid BCS has been made.

GHB - Elixir
G - N - HLH - 2D10 Minutes - 5 - 3D10 Minutes
Task Value: 8

Unconsciousness lasts for 2d20 hours. If administered incorrectly (Alchemy BCS failure), then the character must make a HLH CST or will stop breathing and die without medical attention.

Hallucinoid - Elixir
G - H - WT - 1D6 Minutes - 3 - 2D10 Minutes
Task Value: 12
Causes hallucinations and disorientation.

Healing - Elixir
G - (-) - HLH - 1D6 Minutes - 3 - 2D6 Minutes
Task Value: 5
Heals DRT with effect Die value

Nausea - Elixir
G - (-) - HLH - 1D6 Minutes - 5 - 1D6 Minutes
Task Value: 8
Causes intense nausea and vomiting, incapacitating the character during the crisis phase.

Night-Eye - Elixir
G - (-) - WT - 1D6 CT - 3 - 1D6 CT
Task Value: 11
Allows vision at lower light levels. When the poison first takes effect, the character can see at LL1. When the poison advances past the WT AST, the night vision degrades to LL2. When the poison advances past the WT CST, this degrades to LL3. When the poison reaches the crisis stage, the effects wear off.

Pain - Elixir
G - (-) - HLH,WL - 1D6 Minutes - 5 - 1d6 AP
Task Value: 21
Causes spasmodic pain, causing a negative BCS modifier of the effect die. This can be halved for 1CT with a successful WL AST. A successful WL CST reduces the effects by 75%. A critical success results in no effects. The effects fade after the poison reaches the crisis stage.

Paralysis - Elixir
G - (-) - HLH,STR - 1D6 Minutes - 4 - 1d6 AP
Task Value: 10
When the crisis stage is reached in either attribute, the character loses all muscle control. If both attributes are below 0, a WL AST is required to keep breathing.

Paranoia - Elixir
G - (-) - WT - 1D6 Minutes - 3 - 2D10 Minutes
Task Value: 12
Causes extreme paranoia

Poison immunity - Elixir
G - (-) - HLH - 1D3 CT - 3 - 1D3 CT
Task Value: 5
Acts as an extra saving throw to resist poisons with a BCS equal to the current effect number.

Purify water or food - Elixir
G - (-) - NONE - 2D6 CT - 3 - 2D6 CT
Task Value: 81
Acts as a Salvage Food task with a BCS equal to the effect die roll.

Rat Poison - Elixir
G - L - HLH - 2D6 CT - 3 - 2D6 CT
Task Value: 5
Used to kill rats, works equally well as a humanoid poison. Lethal at the crisis stage.

Samsom Weed - Elixir
G - (-) - WL - 1D6 Hours - 3 - 1D6 Hours
Task Value: 10
Causes Disorientation and mild confusion. When the crisis stage is reached, the character loses control of autonomic breathing, and will only continue to breathe when concentrating on it, or with assistance. This effect lasts for 2d3 days.

Sleep - Elixir
G - N - HLH - 1d3 AP - 1 - 2D6 CT
Task Value: 3
Soporific poison.

Sleep - Elixir
G - N - HLH - 1d3 AP - 2 - 2D6 CT
Task Value: 6
A stringer version of the same poison.

Slow Poison - Elixir
G - L - HLH,WL - 1D6 Hours - 3 - 3D10 Days
Task Value: 27
Causes weakness and damage to a character over time, potentially resulting in death.

Weakness - Elixir
G - (-) - STR - 1D6 Minutes - 3 - 1d6 AP
Task Value: 3
Causes weakness, reducing the Strength of the character by the current effect number.

Zombie Toxin - Elixir
G - D - STR - 1D6 Hours - 4 - 2D6 Hours
Task Value: 7
Transforms the victim into an alchemical zombie, reducing the higher brain functions, and allowing them to be controlled.

GAS TOXINS
Acid - Gas
A - (-) - HLH - Instant - 3 - 1d3 AP
Task Value: 14
Forms a 3 meter radius cloud of acid.

Burn Lung - Gas
A - (-) - HLH - 2D6 AP - 3 - 2D6 CT
Task Value: 30
Forms a 3 meter radius cloud of irritant gas that irritates lungs and breathing.

Confusion - Gas
A - D - WT - 2D6 CT - 3 - 1D6 CT
Task Value: 38
Forms a 3 meter radius cloud of gas that causes confusion and disorientation.

Death - Gas
A - L - HLH - 1d3 AP - 2 - 1d6 AP
Task Value: 10
Forms a 3 meter radius cloud of gas that is lethal at the crisis stage.

Flash Bomb - Gas
A - (-) - WT - Instant - 5 - Instant
Task Value: 16
Creates a bright flash of light, causing temporary blindness for any unprotected characters within 5 meters.

Frost - Gas
A - (-) - HLH - Instant - 3 - 1d3 AP
Task Value: 14
Forms a 3 meter radius cloud of freezing gas, causing damage similar to fire based on the strength group of the poison.

Halluconoid - Gas
A - H - WT - Instant - 3 - 1d3 AP
Task Value: 29
Forms a 3 meter radius cloud of gas, causing hallucinations.

Liquid Fire - Gas
A - (-) - HLH - Instant - 3 - 1d3 AP
Task Value: 14
Creates a burning cloud, 3 meters in radius, that does fire damage based on the strength group of the poison.

Nausea - Gas
A - (-) - HLH - 2D6 AP - 3 - 1d6 AP
Task Value: 13
Forms a 3 meter radius cloud of gas, that causes extreme nausea.

Pain - Gas
A - (-) - HLH,WL - 1d3 AP - 3 - 1d6 AP
Task Value: 115
Causes spasmodic pain, causing a negative BCS modifier of the effect die. This can be halved for 1CT with a successful WL AST. A successful WL CST reduces the effects by 75%. A critical success results in no effects. The effects fade after the poison reaches the crisis stage.

Paralysis - Gas
A - (-) - HLH,STR - 1d6 AP - 3 - 2D6 AP
Task Value: 81
When the crisis stage is reached in either attribute, the character loses all muscle control. If both attributes are below 0, a WL AST is required to keep breathing.

Paranoia - Gas
A - (-) - WT - Instant - 3 - 1d3 AP
Task Value: 29
Creates a 3 meter cloud of gas that causes extreme paranoia.

Pepper Gas - Gas
A - (-) - HLH - Instant - 3 - 1d3 AP
Task Value: 14
Forms a 3 meter radius cloud of gass causing pain and blistering.

Perfume - Gas
A - (-) - NONE - Instant - 1 - Instant
Task Value: 24
A sweet smelling perfume. Adds the effect number to reaction rolls.

Silence - Gas
A - (-) - HLH - 1d6 AP - 3 - 1d6 AP
Task Value: 14
When the crisis stage is reached, the character loses the ability to speak, as their vocal cords are paralyzed. This effect lasts for 2d10 AP.

Sleep - Gas
A - N - HLH - 1d3 AP - 3 - 2D6 CT
Task Value: 35
Forms a 3 meter radius cloud of soporific gas.

Smoke - Gas

A - (-) - NONE - 1d3 AP - 3 - 1d6 AP
Task Value: 230
Creates a cloud of smoke, as per a smoke grenade.

Stink - Gas
A - (-) - WL - 1d6 AP - 3 - 1d6 AP
Task Value: 58
Creates a 3 meter radius cloud of stinky smelling gas. This causes an overpowering urge to cough or gag unless a Will CST is made each combat turn. (coughing causes a penalty to BCS rolls of the effect number).

Suffocation - Gas
A - L - HLH - 1d3 AP - 3 - 1d3 AP
Task Value: 12
Forms a 3 meter radius suffocating cloud. This causes uncoonsciousness at the crisis stage, and the character's heart then stops. CPR rules apply to maintain or save the character.

Weakness - Gas
A - (-) - STR - 1d6 AP - 3 - 1d3 AP
Task Value: 22
Forms a 3 meter radius cloud of gas that causes weakness, sapping the character's Strength.

SUBDERMAL POISONS
Amazon Dart Poison - Subdermal
S - N - HLH,DFT - Instant - 5 - 1 AP
Task Value: 36
Soporific poison.

Cobra venom - Subdermal
S - L - HLH,SPD,DFT - 1d6 AP - 3 - 1D6 CT
Task Value: 130
Lethal Poison.

Confusion - Subdermal
S - D - WT - 2D10 Minutes - 3 - 3D10 Minutes
Task Value: 18
Causes Confusion

Death - Subdermal
S - L - HLH - 1d6 AP - 3 - 1d6 AP
Task Value: 7
Lethal Poison

Free Bleed - Subdermal
S - (-) - HLH - 2D6 AP - 3 - 1d6 AP
Task Value: 7
Causes wounds to bleed freely, causing additional damage equal to the effect number per combat turn, until a successful first aid BCS has been made.

Halluconoid - Subdermal
S - H - WT - 1d6 AP - 4 - 1d6 AP
Task Value: 19
Causes Hallucinations and paranoia at the crisis stage.

Nausea - Subdermal
S - (-) - HLH - 1D6 CT - 3 - 1D6 CT
Task Value: 11
Causes intense nausea and vomiting, incapacitating the character during the crisis phase.

Pain - Subdermal
S - (-) - HLH,WL - 2D6 AP - 4 - 1d6 AP
Task Value: 67
Causes spasmodic pain, causing a negative BCS modifier of the effect die. This can be halved for 1CT with a successful WL AST. A successful WL CST reduces the effects by 75%. A critical success results in no effects. The effects fade after the poison reaches the crisis stage.

Paralysis - Subdermal
S - (-) - HLH,STR - 1d3 AP - 5 - 1d3 AP
Task Value: 43
When the crisis stage is reached in either attribute, the character loses all muscle control. If both attributes are below 0, a WL AST is required to keep breathing.

Paranoia - Subdermal
S - (-) - WT - 1d6 AP - 4 - 1d6 AP
Task Value: 19
Causes extreme paranoia.

Sleep - Subdermal
S - N - HLH - 1d3 AP - 3 - 2D6 CT
Task Value: 17
Soporific poison.

Sleep - Subdermal
S - N - HLH - 1d3 AP - 5 - 2D6 CT
Task Value: 29
A stronger Soporific poison.

Weakness - Subdermal
S - (-) - STR - 1d3 AP - 3 - 1d3 AP
Task Value: 12
Causes weakness, sapping the character's Strength.

OTHER RECIPIES
Alkahest - Other
- ACID - NONE - 1d3 AP - 10 - 1d3 AP
Task Value: 720
The hypothetical universal solvent.

Embalming Fluid - Other
- (-) - NONE - 3D10 Minutes - 3 - 3D10 Minutes
Task Value: 270
Allows an Alchemist to enbalm a body, preventing the decay.

Philosopher's stone - Other
- (-) - NONE - Instant - 5 - Instant
Task Value: 2500
Substance believed by Alchemists to transmute other metals into gold. This reagent is used by Alchemists to transmute materials. If a task failure occurs at any point in the creation, the batch is ruined.

Protect Cloth - Other
- (-) - NONE - 1D6 Minutes - 3 - 1D6 Minutes
Task Value: 378
Protects from mold, decay

Protect Metal - Other
- (-) - NONE - Instant - 3 - 2D6 CT
Task Value: 810
Protects from rust and tarnish. The character can roll the effect die of the poison to reduce the damage from rust by that amount.

Rust - Other
- (-) - NONE - 1D6 Minutes - 3 - 4D10 Minutes
Task Value: 504

Dissolves ferrous items, causing the effect die in damage to SURV value. Guns and other items lose 1 DUR each time the effect die exceeds twice the current DUR.

Universal panacea - - Other
G - (-) - HLH - 1d3 AP - 3 - 1d3 AP
Task Value: 14
Substance believed by alchemists to cure all illness. This acts as a saving throw to throw off a disease at the crisis stage of the poison, with a BCS equal to the effect number.

RITUAL MAGIC

Ritual Magic is a skill that allows a Ritualist to cast certain spells based on ritual instead of with Will. The ritual becomes a task, with the target value being 10x the will required for the spell, and the task period based on the following table:

Level of Spell	Task Period
Red	1 Minute
Orange	15 Minutes
Yellow	1 Hour
Green	4 hours
Blue	8 hours
Indigo	1 day
Violet	1 week

Spells able to be used as rituals are noted in the spell list.

MAGIC SPELLS

RED SPELL CASTING

1. AURA READING   WIT+WILL+MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 1
RITUAL: Yes
Allows the caster to read the aura of any single creature in sight. The caster is told emotions, any locations of pain, present, past, or near future injuries, any disabilities, and white or black magic capabilities or influence. The creature's aura is unreadable if it makes a Will CST.

2. CHANT   WILL + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Maintained
TARGET: CASTER   WILL COST: 1
RITUAL: Yes
This spell allows a bonus of +1 on all allied die rolls and a penalty of -2 on all enemy die rolls. Note that enemy will know exactly who is chanting. Will cost is 1 will per combat turn, and the chant must be maintained for the entire duration of the spell.

3. CHARM   WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Concentration
TARGET: Any   WILL COST: 1
RITUAL: Yes
Allows caster to charm one creature. The creature must make a Will AST to resist the charm or fall under the caster's influence. Note that the caster must maintain concentration for the spell to work. Will cost is 1 will/c.t. . This spell does not grant any magical communication abilities. The target is allowed a save vs. Will CST each combat turn to throw off the effects of the spell.

4. CLAIRVOYANCE   WIT+WYILL+MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Concentration
TARGET: ANY   WILL COST: 1
RITUAL: Yes
Allows the caster to view from his current position any known place or area outside the normal range of his senses. Only one location can be viewed per casting.

5. CREATE LIGHT/DARK-   WIT+WILL+MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Maintenance
TARGET: Any   WILL COST: 1
This spell increases the light level by 2 for a 2m radius, raising poor light to good light, and increases it by 1 for a further 3m. The dark version is 3/2m, 2/1m, 1/1m. Cost is 1 will per turn.

LIGHT LEVELS
7+	Only Magical Light
6	Full Sunlight
5	Good light
4	Low Light
3	Dim Light
2	Poor Light
1	Near Darkness
0	Total Darkness

6. DETECT INFLUENCE   WIT+WILL+MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Item   WILL COST: 1
RITUAL: Yes
When cast on an item, this allows the caster to know the identity of the current or previous owner and the identity of the maker and/or enchanter. When cast on a person, this tells of any charm or control placed on them and the identity of the caster/controller. Note that this alerts the caster/controller to this spell-casting.

7. DETECT ILLUSION-   WIT+WILL+MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Maintenance
TARGET: ANY   WILL COST: 1
RITUAL: Yes
Allows the caster to see through all illusions, optical illusion, two-way mirrors, etc. Cost 1 Will/turn.

8. DETECT MAGIC-   WIT+WILL+MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: ANY   WILL COST: 1
RITUAL: Yes
Allows detection of any magical sources in the area, but does not give any specific information on types of magic. Duration is 2 turns + 1 turn per extra Will

9. FORCE SHIELD   WILL+WILL+MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Until Penetrated
TARGET: ANY   WILL COST: 1
Creates an ablative barrier of energy around the caster. Having a Barrier Value of 5 per Will expended, lasting until penetrated. Note that the caster can add additional Will during a penetration to increase the barrier value of the shield bestowing an instant free action to increase the strength of the shield, or even allowing the caster to use this option before his BAP, as long as the caster is still conscious.

10. HEALING   WILL + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 1
Heals 2 DRT per point of Will expended of lethal damage, and 4 DRT per Will expended of subdual damage. This spell will not heal critical damage.

11. IDENTIFY   WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Item   WILL COST: 1
RITUAL: Yes
Allows the caster to identify the make, enchanter, history, age, and properties of an object. Range is touch, and costs 3 Will. The Game Master should make the BCS roll for the caster. Per a normal miss with this spell, it seemingly still succeeds, but gives false information.

12. LEVITATE   WILL + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: 1 ct/WP
TARGET: CASTER   WILL COST: 1
Allows the caster to levitate himself. Climb/descent rate is 4 meters per c.t. Duration is 1 c.t. per Will.

13. LOCATE OBJECT   WIT+WILL+MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Item   WILL COST: 1
RITUAL: Yes
Allows the caster to determine the approximate range(+/-10%) and direction of the object in question. The caster must be able to specifically identify the object.

14. LUCK   WILL + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: 1 T + ½ ct/WP
TARGET: ANY   WILL COST: 1
RITUAL: Yes
Allows +1(-1) to be applied on all die rolls to a single target. This spell is restricted in that extra Will can only be used to boost one roll. Duration is 1 turn +1/2 c.t. per additional Will.

15. MAGIC BLAST   WIT+WILL+MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 1
Causes 1d6 points of fire, cold, electrical, or magical damage as specified upon casting per Will point expended. This spell ignores armor, directly affecting the target, as it produces the energy from the target's own atoms. The target can save vs. Will CST for 1/2 damage.

16. MINOR EVOCATION   WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Task
TARGET: Any   WILL COST: 1
RITUAL: Yes
Summons a minor spirit to do the caster's bidding. If the caster can successfully bind it (the spirit must save vs. Will AST to resist binding), the spirit can be used to permanently enchant a tarot deck, crystal ball, etc. Cost is 1 Will per spirit evoked. Duration is for one task only.

17. OPEN / LOCK   WILL+WILL+MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Item   WILL COST: 1
This spell will open any (normally) locked door, latch, etc. or lock any unlocked one. Note that this spell will not work on magical (or electric) locks.

18. PRESERVE-   WILL + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Permanent
TARGET: Item   WILL COST: 1
RITUAL: Yes
Allows the caster to magically preserve .1 enc. of organic materials per Will point expended.

19. SENTIENT SCAN   WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 1
Allows the caster to determine the number, range, general type and direction of any living creatures within standard spell range. Types are insect, animal, reptile, undead, humanoid, etc. Duration is 2 c.t. The spell can also be cast as a radar, giving warning when any living creature gets within spell range. the Will cost for this version of the spell is 3 per hour. This version does not identify the detected target.

20. SPEAK LANGUAGE   WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: 1 hour
TARGET: Caster   WILL COST: 1
Allows the caster to speak (and understand) the native tongue of the creature touched, assuming it has a language, bestowing the target's fluency, dialect, and accent. Duration is one hour.

21. SPEAK W/ ANIMALS   WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: 1 Turn
TARGET: Caster   WILL COST: 1
Allows the caster to converse with any animals within spell range. Duration is 1 turn.

22. SPELLBIND   WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 1 AP   DURATION: Maintained
TARGET: Any   WILL COST: 1
Allows the caster to bind the mobility and/or vocalization abilities of the target. Will cost is 1/t for one ability, and 2/t. for both. The target may resist the effects of the spell by making a Speed CST at 1/2 value. This spell can be cast in only 1 action phase, having been invented to take abilities from a rival spell caster.

23. SUGGESTION   WIT+WILL+MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: suggestion
TARGET: Any   WILL COST: 1
Allows the caster to implant a suggestion (approx. 7 words) into the mind of the target. This will not cause the target to harm itself, unless it was already prone to doing that. The target may save vs. Will AST to resist the suggestion.

24. ZEN SIGHT   WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: 12 Turns
TARGET: Any   WILL COST: 1
Allows 360 degree vision un-obscured by normal or magical impairments such as light/dark, blindness, smoke, fog, blindfolding, etc. Duration is 12 turns.

ORANGE SPELL CASTING

1. ALTER GRAVITY (MINOR)   WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: 1 c.t. + 1 c.t. per extra Will.
TARGET: Any   WILL COST: 2
Allows an increase or reduction in the mass of the object of up to 4 encumbrance + 1 encumbrance per 2 additional Will.
Duration is 1 c.t. + 1 c.t. per extra Will.

2. ALTER SIZE   WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: 1 turn
TARGET: Caster   WILL COST: 2
Allows an increase/reduction in the size of the caster. The caster can be shrunk to a minimum of 1% of current size, or a maximum of 2 times current size. Duration is 1 turn.

3. ASSUME CONTROL   WILL + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 2
RITUAL: Yes
Allows the caster to obtain control of one creature under control (charm, undead, etc.). Note that the controlling power instantly knows his creature has been taken over by another caster. The two casters begin rolling Will AST's until only one fails. The unfailing caster maintains (gains) control of the creature.

4. BALANCE   WILL + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 2
Mimics the mutant ability "Balancer". See AFTERMATH! Book 3, page 63 for details. Duration 1 turn.

5. BLEND   WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 2
Mimics the mutant ability "Blend". See AFTERMATH! Book 3, page 63 for details. Duration 1 turn.

6. BREAK   WILL + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 2
RITUAL: Yes
Causes one object to break. The object gets a save vs. DUR or under, rolled on a d10. This spell effects up to 3 enc. + .5 enc per Will point expended.

7. DECEIVE   WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Caster   WILL COST: 2
RITUAL: Yes
Allows the caster to change his outward physical appearance (face, hair, age, etc.). It does not change size, sex, or race. Duration 1 hour.

8. DETECT PRESENCE   WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Caster   WILL COST: 2
RITUAL: Yes
Allows the caster to detect the presence of any creatures within the spell range whether invisible, intangible, ethereal, etc. Gives the number, range, general type and direction of the creatures within range. Types are insect, animal, reptile, undead, humanoid, etc. Duration 10 turns.

9. DIRECTION   WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Caster   WILL COST: 2
RITUAL: Yes
Determines compass direction faced, and approximates location with respect to the caster's home (which must be declared before play).

10. E.S.P.   WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: 1 turn
TARGET: Any   WILL COST: 2
RITUAL: Yes
Allows the caster to read the surface thoughts of one creature within the spell's range. The creature is allowed a save only if it has the abilities of ESP, telepathy, etc. This does not impart special language ability to the caster. Duration 1 turn.

11. FIND PASSAGE   WIT+WILL+MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Caster   WILL COST: 2
RITUAL: Yes
Allows the caster to find a safe way through shrubs, rubble, a minefield, or similar terrain. Note that the range is still standard (30m), so multiple castings of the spell may be required to traverse the obstacle. The spell does not impart any special navigational abilities. Duration until the spell area (30 meter radius circle) has been left.

12. FIND WATER   WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Caster   WILL COST: 2
RITUAL: Yes
Allows the caster to find a stream, well, pond, etc. of drinkable water, Casting time is one hour, and the effect number is equal to the number of gallons of pure drinkable water that can be found. Beyond that, double the effect number of gallons of (possibly) contaminated water can be found.

13. FORGET/REMEMBER   WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 2
RITUAL: Yes
Unless a Will CST is made by the target, this spell causes the target to forget one specific time frame, occurrence, person, etc., as stated by the caster. The target must be able to speak the language the caster is speaking. Maximum time affected is 5% of the creature's current age. Duration is permanent until dispelled. The target will also forget the casting of this spell.

14. HAWK VISION   WIT+WILL+MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Caster   WILL COST: 2
Allows the caster to see clearly, and to minute detail, up to 1 mile. The caster can also see normally at 10 times normal range of vision acting as a 10x scope. Duration 10 turns.

15. INTRUDER ALERT   WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Caster   WILL COST: 2
Warns the caster if anyone approaches or touches a protected item or area, by transmitting a telepathic signal to the caster. Duration of the spell is the caster's Wit in days.

16. INVISIBILITY   WIT+WILL+MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 2
This spell turns the caster or target creature transparent to visible spectrum light until concentration is broken (damage, fighting, spell casting). Note that this spell also confers total immunity to visible

spectrum lasers, some motion sensors, and standard video cameras. Night vision devices that use infrared imaging will be able to see the caster.

17. JUMP   WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 2
Quadruples the caster or target creature's normal jumping abilities. This spell cast repeatedly on a creature is cumulative. (4*4*4 etc.)

18. LEVITATE GROUP   WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Duration 1 c.t. + 1c.t. per WL
TARGET: Caster   WILL COST: 2
Allows the caster to levitate himself and/or others. Climb/descent rate is 4 meters per c.t.. This spell requires 1 Will to levitate 1 ENC or 1 Will per Personal Encumbrance. Duration 1 c.t. + 1c.t. per additional Will.

19. LOCATE PERSON   WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 2
RITUAL: Yes
Allows the caster to determine the location (surroundings, direction, distance) of a person known to the caster. The target must be known well enough to distinguish them as individual (King Richard is okay for a subject of The King, but "Olaf the Wise" isn't, unless he has a great reputation).

20. LOCATE PLANT/ANIMAL   WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 2
RITUAL: Yes
Allows the caster to locate one type of plant/animal in the area (100m radius circle around the casting point) if it exists there. Casting time is one hour. This spell will find the nearest specimen to the casting point.

21. MIND OVER BODY   WILL + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: 1 CT/Instant
TARGET: Caster   WILL COST: 2
This spell has two options:
1. Ignore Restrictions- allows free movement even though tangled or bound (slip out of bonds). Duration 1 C.T.
2. Self Heal- heals 3 DRT per Will point with a minimum of 2 Will expended. Duration Instant.

22. MIND SHIELD   WIT+WILL+MAGIC AFFINITY 3

CASTING TIME 3 AP   DURATION: one hour
TARGET: Caster   WILL COST: 2
RITUAL: Yes
Protects the caster from all mental attacks, control, ESP, telepathy, etc. Duration is one hour.

23. MINOR FIRE   WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 2
Creates a magical fire in any desired shape (wall, spear, fireball, etc.) which does 1d6 damage per point of Will expended. Targets can make a Speed AST for 1/2 damage. This will create a 1 square meter wall, or a 1 meter blast radius fireball for every Will point expended on damage increase (i.e. for 10 Will total, the caster can create a 10 meter radius fireball that does 10d6(-1d6 per meter away from blast point) damage, or a 2 meter by 5 meter wall that does 10d6 damage upon contact).

24. MINOR COLD   WIT+WILL+MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 2
Creates magical cold in any desired shape (wall, spear, sphere, etc.) which does 1d6 damage per point of Will expended. Targets can make a Speed AST for 1/2 damage. This will create a 1 square meter wall, or a 1 meter blast radius ice storm for every Will point expended on damage increase i.e. for 10 Will (total) the caster can create a 10 meter radius ice storm that does 10d6(-1d6 per meter away from the blast point) damage or a 2 meter by 5 meter wall that does 10d6 damage upon contact.

25. READ   WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Caster   WILL COST: 2
RITUAL: Yes
Allows the caster to read any inscriptions or writings he can read within one hour per casting of the spell, imparting total understanding, whether magical, technical, dead language, code, etc.

26. RESIST CONTROL   WILL + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Caster   WILL COST: 2
RITUAL: Yes
Protects the caster, or one target touched, from control, charm, or suggestion. Duration is one day.

27. RUNNING   WILL + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Caster   WILL COST: 2
Allows the caster to move at double normal run, and maintain that speed for up to one day. Duration is 1 hour + 1 hour per 2 extra Will expended, with a maximum of 24 hours.

28. SELF SUSTENANCE   WILL + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: 24 hours
TARGET: Caster   WILL COST: 2
Allows the caster to go without sleep, food, or water for up to 24 hours. Note that for all 3 groups (sleep, food, water), 3 castings of the spell must occur.

29. SLEEP/AWAKEN   WILL + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 2
RITUAL: Yes

This causes magical sleep in the target touched. Duration is one hour. The target may resist the effects of the spell by making a Health AST.

30. SPIRIT BODY   WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Caster   WILL COST: 2
RITUAL: Yes
Allows the caster to leave his body astrally and travel around on the material plane at great speeds, through walls, etc., seeing all that transpires around him, but able to affect nothing. Duration is 10 turns + 1 turn per additional Will expended. This spell does not allow travel to other planes of existence, unlike Astral Projection.

31. SPIRIT PROTECTION   WILL + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 2
RITUAL: Yes
Casting time 1 hour per 2*2m area. Protects an area (permanently) from any spirit entry. Will cost is 1 per square meter protected.

32. SPOOK   WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 2
RITUAL: Yes
Summons a ghost that will eternally repeat something about its death or lifestyle unless released. If released, it is useful for rigged séances, as it can answer one question for a relative or friend, and will stay for one turn. The ghost has all the statistics of a real ghost, but has no offensive capabilities.

33. TELEKINESIS   WIT+WILL+MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 2
Allows the caster to move up to 10 kg per 2 Will expended. Duration 1 turn.

34. TONGUES   WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Caster   WILL COST: 2
Allows the caster to speak (fluently) any language heard. Note that the dialect will be the same as the speaker's that the caster heard. Duration 1 turn.

35. VOICES   WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 2
Allows the caster to project his voice to any target within sight. Duration 1 turn.

36. WARP WOOD   WILL+WILL+MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 2
Causes 1 encumbrance of wood to warp per Will point expended.

37. WATER BREATHING   WILL + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Caster   WILL COST: 2
Allows the caster to breathe water. The caster must specify saltwater or freshwater or can spend 4 Will to breathe both.

38. ZIP   WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Caster   WILL COST: 2
Allows the caster to "zip" around in combat. The caster can instantly move to any location within 5 meters. Note that the caster must be

able to get to the target location by normal movement. When the caster rolls exactly what is needed to cast the spell, he will deviate. The caster will re-appear 2d3 meters from his desired location, in a random direction determined by a d6.

YELLOW SPELL CASTING

1. AFFECT OTHERS   WILL+WILL+ MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 3
RITUAL: Yes
Causes all creatures within 1/2 normal spell range to save vs. Will AST or adopt a friendly attitude towards the caster.

2. ANIMAL CONTROL   WILL + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 3
This spell allows the caster to a assume control of any single animal within spell range. Any animal rated with a Will is allowed an AST roll to resist the control. Any number of animals can be under the caster's control at one time. Duration of the control is permanent until dispelled.

3. ARMOR   WILL + WILL + MAGIC AFFINITY 3
CASTING TIME 3AP+1AP/5 Will   DURATION: Instant
TARGET: Item   WILL COST: see chart
Allows the caster to temporarily convert an item into armor. This spell bestows 1 AP per will point expended, up to 5, 1 AP per 2 will up to 10, 1 AP per 3 will up to 15, 1 AP per 4 will up to 20, and so forth. For ease of calculation, refer to the chart below.

AP	Will	AP	Will
1	1	16	34
2	2	17	38
3	3	18	42
4	4	19	46
5	5	20	50
6	7	21	55
7	9	22	60
8	11	23	65
9	13	24	70
10	15	25	75
11	18	26	81
12	21	27	87
13	24	28	93
14	27	29	99
15	30	30	105

3. ASTRAL PROJECTION   WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP DURATION: 10 turns + 1 turn per additional Will
TARGET: Caster   WILL COST: 3
Allows the caster to leave his body astrally and travel around on the material plane at great speeds, through walls, etc.. The caster will see all that transpires around him, but be able to affect nothing. Duration is 10 turns + 1 turn per additional Will. This spell allows travel to other planes of existence.

4. CONJURE PLANT/ANIMAL   WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 1 hour   DURATION: Instant
TARGET: Any   WILL COST: 3
Creates 1 kg per will expended of the required animal or plant part or even an entire (intact but dead) creature. Casting time is 1 hour.

5. CONTROL   WILL + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 3

Allows the caster to assume control of one creature. Duration is permanent on undead, 24 hours otherwise. Note that lesser undead do not get a saving throw. This spell bestows limited magical communication abilities, bypassing any language barriers.

6. COUNTER SPELL   WIT + WILL + MAGIC AFFINITY 3
CASTING TIME instant   DURATION: Instant
TARGET: Any   WILL COST: 3
Casting time is reflexive, conferring instant immunity to magical energy. Six Will points of magical energy are countered by this spell. This spell can be cast rapidly enough to counter a minor/major fire attack, etc. It can even be cast if the caster has no actions that phase, giving the caster an extra instantaneous action. This spell will negate any protective sphere.

7. DEFTNESS   WILL + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 3
Adds 5 points of Deftness per 2 points of Will expended. Duration 10 turns. Can only raise to racial maximum, beyond that Will cost is 2 Will per additional attribute point.

8. DISPEL ILLUSION   WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 3
RITUAL: Yes
Dispels one component of the illusion (see illusion) per 3 Will points expended.

9. DISPEL CURSE   WILL + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 3
RITUAL: Yes
Dispels any "curses" that are on the target.

10. DETECT POISON   WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 3
RITUAL: Yes
Detects and identifies the formula for any poison in food, blood, liquid, etc.

11. EMOTION   WILL + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 3
Causes one of the following emotions in one target creature:
1. Love
2. Hate
3. Fear
4. Courage

12. FORCEWORD   WILL + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 3
Binds the target in bands of force. If the target resists, the bands constrict, causing 1d10 damage (automatic, no armor). The target may save vs. STR CST to resist the spell, but if the save is failed the target takes the damage. The save can be tried once per action (struggling against the bands).

13. INNER POWER   WILL + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: 1 turn
TARGET: Caster   WILL COST: 3
Increases the caster's own strength to racial maximum. Duration is 1 turn.

14. MAGICAL TRACKING   WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 3
RITUAL: Yes
Causes the footprints/tracks of the tracked creature to appear to the caster. As long as the creature stays on the material plane, it can be tracked.

15. MAJOR FIRE   WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 3
Creates a magical fire in any desired shape (wall, spear, fireball, etc.), which causes 2d10 damage for every 3 Will expended. Targets can make a Speed AST for 1/2 damage. This will create a 2 square meter wall, or a 2 meter blast radius fireball for every 3 Will points expended on damage increase (i.e. for 12 Will total the caster can create a 8 meter radius fireball that does 8d10(-1d10 per meter away from the blast point) damage).

16. MAJOR FREEZE   WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 3
Creates magical cold in any desired shape (wall, spear, ice storm, etc.) which does 2d10 damage for every 3 Will expended. Targets can make a Speed AST for 1/2 damage. This will create a 2 square meter wall, or a 2 meter blast radius ice storm for every 2 Will points expended on damage increase.

17. MASS HYPNOSIS   WILL + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 3
RITUAL: Yes
Otherwise known as the "politician's dream", allows the caster to convince a crowd (that understands the language) that the things said in a speech were true.

18. MINOR ILLUSION   WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 3
Allows the caster to create an illusion of one sensory component (visual, audio, etc.) up to approximately man size.

19. NEUTRALIZE POISON   WILL + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 3
RITUAL: Yes
Disables any poison before it has affected a person (cleans a weapon, purifies food).

20. PLANT CONTROL   WILL + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: 1 turn
TARGET: Any   WILL COST: 3
RITUAL: Yes
Allows the caster to control any animated plants or to animate normal ones to do his bidding (vines to entangle opponents, etc.). Duration is 1 turn.

21. PRECOGNITION   WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 3
Simulates the mutant ability precognition. See AFTERMATH!
Book 3, page 68, Prescience.

22. PREMONITION   WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 3

When cast, the target (or caster) will have a dream of the future the next time he goes to sleep.

23. PROTECTIVE SPHERE   WILL + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Caster   WILL COST: 3
Creates a magical sphere around the caster that absorbs 1/2 the damage from an attack. Duration 1 turn.

24. REMOVE FEAR   WILL + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 3
Removes all fear (magical or otherwise) from the target or targets. Cost is 3 Will per target.

25. RESIST FIRE/COLD   WILL + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: 1 hour
TARGET: Caster   WILL COST: 3
Allows the caster to become immune to the effects of normal fire and cold, and to take only 1/2 damage from magical fire/cold. Duration is 1 hour.

26. SHAPE CHANGE, ANIMAL   WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: 1 hour
TARGET: Caster   WILL COST: 3
Allows the caster to change into any normal animal form, acquiring all physical attributes thereof, but retaining all normal mental abilities. Duration is 1 hour.

27. SILENCE   WILL + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: 1 turn
TARGET: Any   WILL COST: 3
Creates a 10m radius sphere of absolute magical silence. Duration 1 turn.

28. SORCERER'S SIGHT   WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 3
RITUAL: Yes
Allows 360 degrees vision seeing all invisible (intangible, etc.) creatures and allowing detection of magic, illusion. Duration 10 turns.

29. SPEAK WITH PLANTS   WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 3
Allows the caster to speak with any plants, inquiring one question per Will expended.

30. SPEED   WILL + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: 10 turns
TARGET: Any   WILL COST: 3
Adds 5 points of Speed per 2 points of Will expended. Duration 10 turns. Can only raise Speed to racial maximum, beyond that Will cost is 2 Will per additional attribute point.

31. STRENGTH   WILL + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 3
Adds 5 points of Strength per 2 points of Will expended. Duration 10 turns. Can only raise Strength to racial maximum, beyond that Will cost is 2 Will per additional attribute point.

32. SUMMON ANIMALS   WILL + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 3

RITUAL: Yes
Summons animals (random type, number) to fight for the caster. They will arrive at the end of the next combat round.

33. TRUTHSAY   WILL + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 3
Forces the target to answer completely truthfully to the first question asked.

34. TURN   WILL + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: 2 turns + 1 c.t. per WL
TARGET: Any   WILL COST: 3
Allows caster to turn any or all undead within range. Save vs. Will CST, except skeletons and zombies automatically turned. Will cost is 2 per creature. Target can expend twice its power level per c.t. to resist spell. Duration 2 turns + 1 c.t. per additional Will.

35. WILL FIGHT   WILL+WILL+MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Special
TARGET: Any   WILL COST: 3
Simulates the undead Will-draining ability. When successfully cast, the caster expends 3 Will, and the caster and target begin making Will AST's. The effect numbers are compared, and the one with the higher effect number receives the difference in Will points from the one with the lower number. When one participant is reduced to 0 Will, the fight still continues, but no more Will is exchanged, only a negative "pseudo Will" is computed. When the caster wishes to break contact, one more exchange takes place, and then the caster must make a second BCS roll. If this fails, the target makes a Will AST and the effect number is the number of Will points regained (positive). If it is a critical miss, all Will is returned to the target. At any time during the exchanges, if a Will AST is a critical miss, contact is broken immediately. On a critical hit, add Wit group to effect number. Both Will AST's are rolled simultaneously. If the caster is reduced to below 0 Will, the contact is broken. During the exchange, the two participants are oblivious to the rest of the world. If they take any concentration braking damage, contact is broken. Duration is until the connection is broken, but every exchange roll takes 1/10 action phase. If any observer can see auras, or detect magic, he will see the Will power flowing between the two participants. If, after termination of contact, one creature has less than 0 Will, it dies (loses the will to live). If the creature has greater than normal maximum Will, the rest of the Will must be used within 1 c.t. or be lost. See "undead" for notes on what happens to creature dying from Will Fight. A save vs. Will CST may be made to resist the spell initially (target's choice).

GREEN SPELL CASTING

1. ALTER AURA   WILL+WILL+MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Caster   WILL COST: 4
Allows the caster to change his aura, essentially functioning as an aura disguise. It can also be cast on an object. Note that this is not an illusion (Detect/Dispel Illusion spells don't work), as the aura is actually changed.

2. ANIMATE OBJECT   WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 4
Allows the caster to animate one object (up to 30 kg + 5kg per extra Will) for 1 turn (+1 turn per additional Will). This imparts movement, attacks, etc., based on the structure of the object (chairs can walk, balls roll, etc.). This can be extremely useful when cast upon statues.

3. ATTACK MIRROR   WILL + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: 1 turn
TARGET: Any   WILL COST: 4
Reflects all physical missile attacks back toward the attacker. Determine the hit as if the target was missed, but the attacker must be in LOS. This has no effect on spells of any type. This aura cannot be detected by magical means, and it cannot be combined with Spell Mirror. Duration 1 turn. Note that a critical hit will penetrate, but possibly deviate. Roll attacker's BCS again at an average BCS.

4. BODY CONTROL   WILL + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Caster   WILL COST: 4
Allows caster complete control of his body, bestowing life support, walk on water, the ability to go without food or sleep for 1 day, etc.

5. CURE DISEASE   WILL+WILL+MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 4
RITUAL: Yes
Allows automatic success on all Health saving throws to resist the effects of, and to throw off any disease in the target's body at the time of the casting.

6. CURE POISON   WILL+WILL+MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 4
RITUAL: Yes
Removes any poison from the target's body. Will also purify up to 25 days of man-sized portions of food, however badly spoiled or poisoned.

7. DANGER SENSE   WIT+WILL+MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Caster   WILL COST: 4
When cast, this spell will warn the caster of any immediate danger. For example, two thugs are hiding around a corner waiting to abuse the caster. The caster would then know there was danger, but not what the specific danger was. Duration is 1 hour.

8. DOWSING   WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 4
RITUAL: Yes
Allows the caster to dowse for metal, water, etc. Duration is 1 hour.

9. EARTH MAGIC   WIT+WILL+MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 4
This spell will create an earthquake within spell range, or will cause the earth to swallow any single target failing a Speed CST. This causes 1D6 points of constriction damage per c.t. until the target is freed.

10. FLIGHT   WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Caster   WILL COST: 4
Bestows flight capabilities on the caster, increasing his BMA to 5 while flying. The caster can carry up to his normal weight allowance while flying. Duration is 1 hour. Airspeed in MPH is equal to (BMA X BAP)/2.6838

11. IDENTIFY PLANT/ANIMAL   WIT + WILL +MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 4
Identifies any single plant or animal within spell range upon inspection. This will give a general name, (tiger, not Siberian tiger) properties, and any possible hazards. Note that this spell will not differentiate between different species of elves, basilisk, etc.

12. IDENTIFY SPELL   WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 4
This spell will identify any spell not protected, determining class (White, Grey, Black), color (Red through Violet), intensity (number of Will used), and the name of the spell. On a regular miss with this spell, in addition to any other effects, this spell will automatically trigger any traps.

13. LIGHTNING   WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 4
Zaps any single target within line of sight with an electrical
attack, with a number of charges equal to the Will expended.
The target can dodge with a Speed CST and take 1/2 damage.

14. LOCUST PLAGUE   WILL + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 4
RITUAL: Yes
With this spell, the caster summons a plague of locusts into the area the where the spell is cast. Casting time is one hour of preparation, and one turn actual casting. The locusts will arrive in 3d20 hours and will stay until there is no more food, they are all dead, or they are driven off.

15. MAGIC RESISTANCE   WILL + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 4
This spell imparts a 2% magic resistance per Will point
expended to a maximum of 50%. If a spell or magic attack is
inflicted upon the resistant creature, a d100 is rolled. If the
roll is less than the magic resistance, then the spell has no
effect. Even if the magic resistance is penetrated, the resilient
creature is still allowed a save on those spells he would
normally save on. If the save is successful the creature would
then take no damage instead of half damage. This spell will
last for 1 hour.

16. MAJOR ILLUSION   WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 4
This is a greater form of the illusion spell, allowing 2

components for 5 Will expended, plus an additional

component per 3 extra Will expended with a maximum of 5 components. To save (disbelieve) against this illusion, the target must make a Wit CST. Disbelieving an Illusion does not dispel it, but simply keeps it from affecting the target.

17. PROTECTION FROM INSECTS WILL + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 4
This spell protects any sized area from all insects. Casting time is the time it takes the caster to walk the border, plus an additional 10 turns. Will cost is 10 per hour of casting time, with a minimum of 4 Will expended. The border around the area to be protected must be completely traversed by the caster. Once completed, all insects within the border will leave. The duration is one day, but any person or creature within the border donating one Will adds one hour.

18. RAINSTORM WILL+WILL+MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 4
RITUAL: Yes
 This calls in a rainstorm in the area (limited radius of 1 square mile). This is normal rain and will disperse after 1 hour, or when the caster wills it.

19. SONIC BLAST WIT+WILL+MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 4
Blasts all creatures within spell range with a sonic attack, doing 1d10 damage per point of Will expended, with a save vs. Health CST for half damage.

20. SPEAK WITH SPIRIT WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 4
 Allows the caster to speak with the spirit of any known deceased person or creature, for 10 turns.

21. WIND CONTROL WILL + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 4
RITUAL: Yes
Allows the caster to control the wind, changing it by 1 category for 1 hour in the caster's general area (one square mile).

CATEGORY	SPEED	DESCRIPTION
1	0 - 5 MPH	non/light breeze
2	5 - 9 MPH	high wind
3	10 - 19 MPH	strong wind
4	20 - 39 MPH	wind storm
5	40 - 79 MPH	gale force
6	80 & UP	hurricane force

BLUE SPELL CASTING
1. ANTI-MAGIC SPELL WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 5
Protects vs. spell detection. The object or person protected by this spell is unable to be detected by any magical means. Duration is 1 hour.

2. CRESCENT SWORD WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 5

Creates a sword of up to 2 meters of magical force that can be wielded by the caster in battle. It has a WDM of 3 + 1 per 2 additional Will expended, and has a percentile chance to sever, equal to the actual damage done. This will cut through anything except another crescent sword or a force field (which at any strength will stop it). This means that a parry of a crescent sword with a normal weapon will result in the breaking of the weapon. Duration of the sword is 1 c.t. This can also be a selective spell (cut only armor/weapons but leave skin intact). The specific parameters of the spell must be declared when casting.

3. DAMAGE MIRROR WILL + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 5
Any damage done to the caster before armor is also done to the attacker. Duration is 1 turn.

4. ELEMENTAL ILLUSION WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 5
This is a greater form of the illusion spell, allowing 3 components for 5 Will expended, plus an additional component per 2 extra Will expended. To save (disbelieve) against this illusion, the target must make a Wit CST at -1 per component above 3. Disbelieving an Illusion does not dispel it automatically, it simply keeps the illusion from affecting the target. Example: a full Dragon would take 29 Will - 3 components of size, 2 components of sound (great roar) 2 components of heat (breath), 1 component of fear (chills, etc.), 1 component of smell, and 2 components of touch (blows from claws).

5. ICE STORM WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 5
Does 6d10 cold damage (sleet, hail, etc.) to all targets within 5 meters of the target hex. Creatures within the area of effect may save vs. DFT CST for 1/2 damage.

6. IMPROVED INNER POWER WILL + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Caster   WILL COST: 5
Raises all of the caster's attribute scores to racial maximum for 3 CT.

7. MAGIC ARROW WIT+WILL+MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 5
When cast on an arrow, the arrow will automatically hit any target within range. Normal range and strength group
modifiers apply. Duration is one day, and only five arrows can be carried by one person at a time. Requires high quality
arrows for casting.

8. MAJOR GRAVITY CHANGE WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 5
Neutralizes or reverses all gravity within 5 meters of the target hex for 1 CT.

9. MASS INVISIBILITY WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 5
Causes five targets (+1 target per extra Will) to turn invisible. These targets will appear if they break concentration. This spell also provides immunity to lasers.

10. MIND READING WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP DURATION: Instant
TARGET: Any WILL COST: 5
Allows the caster to read the target's mind in depth, not just surface thoughts.

11. MINOR ENCHANTMENT WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP DURATION: Instant
TARGET: Item WILL COST: 5
Allows the caster to temporarily enchant an item. Duration is the effect number in turns. Bestows +1 BCS or +1 WDM to the item. This spell can be cast repeatedly on an item to get a higher bonus.

12. PLANT SUMMONING WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP DURATION: Instant
TARGET: Any WILL COST: 5
Summons one plant of any type known to the caster, causing it to spring into being within spell range, and grow immediately to full size.

13. RADIATE PANIC WILL + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP DURATION: Instant
TARGET: Any WILL COST: 5
Causes panic in all non-allied creatures or beings within spell range. Creatures must save vs. Will CST or flee.

14. ROCK TO MUD WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP DURATION: Instant
TARGET: Any WILL COST: 5
 Turns 27 cubic meters (3m*3m*3m) of rock to mud, which can be traversed, washed away, etc. This is liquid mud not 'quickmud' and will flow to fill the lowest place, etc.

15. SHAPE CHANGE, LYCANTHROPE WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP DURATION: 1 hour
TARGET: Caster WILL COST: 5
RITUAL: Yes
Allows the caster to change shape into an animal or an animal-man (Bearman, Hawkman, etc.) altering his physical statistics to conform to his new shape. This will last for 1 hour.

16. SPELL TRAP WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP DURATION: Instant
TARGET: Item WILL COST: 5
Allows another spell to be stored in an item or area, to be released upon a stated condition ("when someone other than me touches it"). The stored spell must be cast after Spell Trap has been cast, and it will last until released. Layered Spell Traps are possible, detonating one after the other (if the Spell Traps are worded to do so), and a Spell Trap can only hold one spell. The limit of spell trapped items equals the Will group of the person carrying them. Casting time is 12 hours.

17. SPIDER PLAGUE WILL + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP DURATION: Instant
TARGET: Any WILL COST: 5
RITUAL: Yes
Causes thousands of spiders to converge on a specified point or person. These spiders will do 1 DRT of damage per 10 spiders, and will remain one day after the first spider is killed, or until all the spiders are killed. Note that a few of these spiders may be poisonous.

18. TELEPORTATION WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP DURATION: Instant
TARGET: Caster WILL COST: 5
Allows the caster to teleport to any known location (or to a prepared object). If the spell fails, a second BCS roll is required to avoid teleporting into solid mass, thus killing the caster. This spell may be cast on another person to be teleported to any place the caster knows at a modifier of -1 to BCS.

19. TELEPORT OBJECT WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP DURATION: Instant
TARGET: Item WILL COST: 5
Per Teleport, but allows the caster to teleport an object to any known location. Alternately, the caster may teleport a prepared object into his hand upon a special casting of the spell (-1 to BCS).

20. TRANSFER CONSCIOUSNESS WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP DURATION: Instant
TARGET: Any WILL COST: 5
RITUAL: Yes
Allows the caster to transfer his consciousness into a target, who is allowed a Will CST to save. If successful, the caster's body falls into a trance, and the caster assumes control of the target. If the target's spirit is destroyed, the caster may permanently reside in the new body, otherwise the caster must expend 1 Will per turn to occupy the body. The caster, while in the body, maintains all skills and mental attributes, but assumes the target's physical attributes.

21. WIZARD'S DOOR WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP DURATION: Instant
TARGET: Item WILL COST: 5
RITUAL: Yes
Creates a doorway between any two points on the same plane, allowing instant transportation. Note that the wizard or the communicating wizard must construct a frame on each side. This spell does not allow travel to another plane.

22. WIZARD'S POCKET WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP DURATION: Instant
TARGET: Item WILL COST: 5
RITUAL: Yes
Creates an extra dimensional space attached to a physical object, usually the opening of a pocket. 1 cubic foot of material can be stored in this space, per square inch of opening. Note that to be stored, an object must fit through the opening. Cost is 5 Will per square inch of opening.

INDIGO SPELLS

1. ADAPTATION WILL+WILL+MAGIC AFFINITY 3
CASTING TIME 3 AP DURATION: Instant
TARGET: Any WILL COST: 6
Allows the caster or target to adapt to the environment, bestowing "life support" in space, underwater, in gases, etc. Duration is 2 hours.

2. CAUSE BLINDNESS WILL + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP DURATION: Instant
TARGET: Any WILL COST: 6
RITUAL: Yes
Blinds any single individual within spell range, who is allowed a HLH CST to resist. Duration permanent until cured.

3. CAUSE INSANITY WILL + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP DURATION: Instant
TARGET: Any WILL COST: 6
RITUAL: Yes

Causes insanity in any single target within spell range, who is allowed a will CST to resist. This insanity must be one of the following:

1. Sociopath - forget good/evil, right/wrong, etc.
2. Homicidal maniac - loves killing, and must kill 1d6 time per 1d6 weeks or attack the nearest creature, a humanoid creature or specific type specified by the caster.
3. Catatonia - target stops eating, sleeping, etc. becoming a vegetable, but still aware of its surroundings.
4. Paranoia - causes irrational fear of persecution, giving the target fears about friends, family, and of course, enemies.

4. CELESTIAL VISION WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP DURATION: Instant
TARGET: Caster WILL COST: 6
Allows the caster to see any known location, regardless of plane of existence. This spell also confers the ability to cast sight directed spells on targets in the area of viewing.

5. CONJURE MONSTER WILL + WILL + MAGIC AFFINITY 3
CASTING TIME task DURATION: Instant
TARGET: Any WILL COST: 6
RITUAL: Yes
Creates a monster, dragon etc. Note that it takes 1 enc of clay (flesh, mud, etc.) and 10 task points per enc. of creature. Note that if the caster has a part of the creature to be conjured (claw, eyeball, etc.) with at least 1 % of the enc. of the creature, the time required is halved. If 10% of the mass of the creature is real parts, the time is multiplied by 1/4, 20% =1/6, 30% =1/8, 40%=1/16, 50%=1/32, 60%=1 /40.

6. DISINTEGRATE WIT+WILL+MAGIC AFFINITY 3
CASTING TIME 3 AP DURATION: Instant
TARGET: Any WILL COST: 6
Upon casting, the target touched (creature, object) must save vs. 1/2 HLH CST (or DUR) on d20 or turn to dust. This spell will effect up to 3 enc. plus an additional enc. per 3 extra Will.

7. ELEMENTAL FIRE WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP DURATION: Instant
TARGET: Any WILL COST: 6
Creates magical fire in any desired shape, which does 1d10 damage for every Will point used (minimum of 6 Will points expended). Targets can make a save vs. DFT CST for 1/2 damage.

8. ELEMENTAL FREEZE WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP DURATION: Instant
TARGET: Any WILL COST: 6
Creates magical cold in any desired shape (wall, spear, ice storm, etc.) which does 1d10 damage for every Will point used (minimum of 6 Will points expended). Targets can make a save vs. DFT CST for 1/2 damage.

9. ENERGY CAGE WILL + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP DURATION: Instant
TARGET: Any WILL COST: 6
Creates an impenetrable and inescapable cage of magical energy measuring 2 cubic meters in size (approximately man sized), plus 1 cubic meter per 3 additional Will expended. The cage will last for 12 hours.

10. FLYING CHARIOT WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP DURATION: Instant
TARGET: Any WILL COST: 6
RITUAL: Yes

Creates a magical flying chariot that can carry 2 people and up to 40 enc. of stuff (people, gear, etc.). It will last for 1 hour, and can travel up to 100 miles per hour + 10 mph per additional Will point expended. Maximum atmospheric speed is 700 mph. This chariot does not offer life support.

11. HEALING II WILL + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP DURATION: Instant
TARGET: Any WILL COST: 6
Cures 4 points of lethal damage, 10 points of subdual damage, or 1 point of critical damage per Will point expended. This will heal severs, cure trauma, or remove any critical effects in the target touched.

13. LASER FINGER DFT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP DURATION: Instant
TARGET: Any WILL COST: varies
Causes a laser beam to spring from the caster's finger. Save vs. DFT CST for 1/2 damage. Will cost 1 per charge plus 3 per columniation beyond 1. See AFTERMATH! Book 3, pages 41-42 for details on laser weaponry.

14. MINOR CREATION WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP DURATION: Instant
TARGET: Any WILL COST: 6
Allows the caster to create up to 3 encumbrance of raw materials out of thin air. See chart below for Will expenditure per encumbrance.

MATERIAL	WILL/ENC
Wood,Oxygen,Paper	1
Iron,Bronze,Brass	2
Steel,Aluminum,Tin	3
Leather,Cotton,Wool	4
Plastics,Lead	5
Kevlar, Ceramics	6
Gold, Silver, Copper	7
Platinum, Rhodium	8
Uranium	9
Plutonium	10

15. OBJECT SUMMONING WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP DURATION: Instant
TARGET: Item WILL COST: 6
This spell will teleport a prepared object to you. The caster must prepare the object for one hour prior to casting, memorizing its aura and physical shape.

16. PASSAGE WILL + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP DURATION: Instant
TARGET: Caster WILL COST: 6
RITUAL: Yes
Allows the caster to pass through a dangerous area unharmed. Before casting the spell the destination must be stated. The caster then has one hour to normally travel to the destination.

17. RETROCOGNITION WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP DURATION: Instant
TARGET: Any WILL COST: 6
RITUAL: Yes
Allows the caster to know everything that ever happened to a target creature touched within six months of a target date. Example: What happened to Jimmy six years ago (plus or minus six months)? This can be resisted by the subject with a Will CST.

18. PLANAR TRAVEL WIT + WILL + MAGIC AFFINITY 3

CASTING TIME 3 AP DURATION: Instant
TARGET: Caster WILL COST: 6
RITUAL: Yes

Allows travel to other planes of existence. The caster and one additional person per 5 additional Will can be transported this way. The additional persons do not have to stay with the caster, but it is wise to do so, as the spell must be recast to re- enter the original plane. Any known plane can be traveled to, but the caster must have previously traveled to the plane, or have researched it thoroughly. There is a percentage chance of success equal to the task points accomplished in research, with a task period of one week. If a destination is not known, or if deviation occurs, the caster will travel to a random plane. Since there are an infinite number of possible planes, it is up to the GM to determine the destination upon deviation.

19. SECOND SELF WIT+WILL+MAGIC AFFINITY 3
CASTING TIME 3 AP DURATION: Instant
TARGET: Caster WILL COST: 6

Creates an illusion of the caster, through which the caster can see, as long as the caster remains in full control of the Second Self. The Second Self may travel one mile away from the caster for every point of Magic Affinity the caster has.

20. SPELL BOX WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP DURATION: Instant
TARGET: Item WILL COST: 6
RITUAL: Yes

Creates a magical storage box that can safely contain .2 enc per Will point expended. The contents of the box will be stored in suspended animation, and no damage will be done to the contents by storage (or to the outside world). Note that the box must be constructed physically using fine materials. Casting time is 1 turn per enc of box (min 1 turn).

21. SPELL MIRROR WILL + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP DURATION: Instant
TARGET: Any WILL COST: 6

Reflects all spells cast at the caster back at the attacker. However, 10% of the effects of the spell will get through, or there is a 10% chance of the spell affecting the caster. Duration is 1 turn.

22. SUSPENDED ANIMATION WILL + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP DURATION: Instant
TARGET: Any WILL COST: 6
RITUAL: Yes

Puts the target creature into suspended animation, lasting until the caster stops the spell, or until a preset time determined by the caster. Note that a time must be declared at the time of casting, with a maximum of one century of suspended animation per Will point used to cast the spell. The target creature must be completely still during the casting, whether restrained or willing.

23. TELEPORT TRACKING WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP DURATION: Instant
TARGET: Any WILL COST: 6

Allows the caster to magically track any teleporting creature, or even track ships through hyperspace. This spell also provides a non-error teleport following in the target's path. However, if the target creature's teleport fails, the caster will track and follow them into the failed location. In other words, if the caster is tracking someone who has teleported into a wall, the caster will also teleport into the wall.

24. TRANSCEND PAIN WILL + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP DURATION: Instant
TARGET: Caster WILL COST: 6

Allows the caster to ignore all pain for 1 full turn. Duration is 6 combat turns if cast on another creature.

25. WARRIOR'S GIFT WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP DURATION: Instant
TARGET: Caster WILL COST: 6

Boosts the caster's STR, DFT, SPD, and combative to racial maximum. It also bestows a weapon skill in any weapon held at the time of casting, at an initial level computed from current statistics. Duration is 2 combat turns + 1 combat turn per 2 extra Will expended.

VIOLET SPELL CASTING

1. CALL CREATURE WILL + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP DURATION: Instant
TARGET: Any WILL COST: 7
RITUAL: Yes

Summons one creature of any known type, which will magically appear within 1 turn to serve the caster for 1 turn.

2. CONFINEMENT WILL + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP DURATION: Instant
TARGET: Any WILL COST: 7

Magically confines a creature, trapping it beyond its control to escape. This works as a teleport block, spell block, etc. Only an outsider, casting the reverse of the spell, can break the confinement. Save vs. Will CST to avoid confinement.

3. CONJURE SIMULACRUM WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP DURATION: Instant
TARGET: Any WILL COST: 7
RITUAL: Yes

Creates a duplicate of the caster, similar in all ways except that it has no independence or will of its own. It serves the caster without question. If the caster dies with a simulacrum, the caster will become the simulacrum, and resume life as if he did not die. Any caster can have only one simulacrum at a time. Casting time is one day, and the simulacrum will be ready for use after one month. The simulacrum has the same DRT and attributes as the caster. If the Simulacrum is killed, the caster experiences a magical pain equivalent to 2D10 points of subdual damage.

4. CONTROL WEATHER WILL + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP DURATION: Instant
TARGET: Any WILL COST: 7
RITUAL: Yes

Allows the caster to completely control the weather within one mile for 30 turns.

5. DIMENSIONAL TRACKING WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP DURATION: Instant
TARGET: Any WILL COST: 7
RITUAL: Yes

Allows the caster to track a creature, even across various dimensions. This spell also confers transportation abilities, but not navigation, as the tracked creature is assumed to be navigating.

6. DISPEL MAGIC WILL + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP DURATION: Instant
TARGET: Any WILL COST: 7
RITUAL: Yes

Allows the caster to dispel any spell or magical effect of Red, Orange, Yellow, Green, Blue, or Indigo levels of power. There is a

percentile chance (equal to the color value of the spell) that the spell is bonded to an item or area, and is not dispelled in spite of success during casting. However, further castings of the spell are permitted.

7. DUAL CONSCIOUSNESS   WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Caster   WILL COST: 7
RITUAL: Yes
Allows the caster to become both himself and his simulacrum simultaneously. The caster is then capable of controlling both, with this effect lasting for one hour. He may also dualize his mind, allowing one half to sleep while the other half operates, which will last for eight hours and give the caster the effects of
a full night's sleep.

8. ELEMENTAL LIGHTNING   WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 7
Causes 1 charge of electrical damage per Will point expended (minimum 7 Will expended). The target may make a save vs. DFT CST for 1/2 damage.

9. GRAND ENCHANTMENT   WIT + WILL + MAGIC AFFINITY 3
CASTING TIME: Task   DURATION: Instant
TARGET: Item   WILL COST: Special
Creates a permanent magic item. See Enchanting Magic Items for details.

10. MAJOR CREATION   WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 7
Allows the caster to create raw materials and finished non- magical items out of thin air. See chart below for Will expenditure per encumbrance. Finished items require double the Will expenditure, and high quality items add 1 additional Will point of expenditure per encumbrance. Combination items or mechanical goods must have each piece individually created. A full item can be created as a task, based on the complexity of the item.

MATERIAL	WILL/ENC
Wood,Oxygen,Paper	1
Iron,Bronze,Brass	2
Steel,Aluminum,Tin	3
Leather,Cotton,Wool	4
Plastics,Lead	5
Kevlar, Ceramics	6
Gold, Silver, Copper	7
Platinum, Rhodium	8
Uranium	9
Plutonium	10

11. MASS CHARM   WILL + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 7
RITUAL: Yes
Allows the caster to charm any or all of the creatures within spell range. Will cost is 1 per creature charmed, and each is allowed an individual save vs. Will AST to resist the charm.

12. MIRROR SPHERE   WILL + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 7
Combines the effects of Spell Mirror, Attack Mirror, Protective Sphere, and Damage Mirror. This spell has a radius of 2 meters + 1 meter per 4 additional Will expended. Duration is 1 turn.

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13. MOVIE GUN   WIT + WILL + MAGIC AFFINTY 3
CASTING TIME AP=BDG of round   DURATION: Instant
TARGET: Item   WILL COST: BDG of round x number of shots possible per action.
Converts a firearm/magazine/ammo combination into a "movie gun". The weapon will not run out of ammunition, and while the spell is active, the ammunition type may not change. The ammunition type is the same as the ammunition in the magazine when the spell is cast. Duration is 1 round per Wit group of the caster. All bullets fired by this weapon are non- magical.

14. NEGATIVE ILLUSION   WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 7
Creates an illusion that the object/item/creature target no longer exists. Save vs. Wit CST is allowed to believe the object/item/creature is there, only if the person is informed it is present. No senses may detect it.

15. PETRIFICATION   WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 7
Turns any single target into stone by radiating magic from the caster's eyes. This magic vibrates at a frequency that causes the aura of the target's spirit to transmute into stone, or it causes stone to shatter. A Health and Will CST must be made every action to avoid the effects of the spell. The target may be changed during the duration of the spell, only if the previous target made successful saves, until one single target is finally affected. Duration is 1 turn.

16. POLYMORPH   WIT+WILL+MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Caster   WILL COST: 7
Allows the caster to change into any known creature, bestowing all physical and natural abilities of the creature.

17. PROPHECY   WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Caster   WILL COST: 7
RITUAL: Yes
Allows the caster to speak a single prophetic thought. As with all prophecies, this thought will be both accurate and vague.

18. SORCERER'S GATE   WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Item   WILL COST: 7
RITUAL: Yes
Creates a doorway between any two points, allowing instant transportation, even between planes. Note that the wizard or the communicating wizard must construct a frame on each side.

19. SPELL IMMUNITY   WIT + WILL + MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 7
Confers total immunity against one single specific spell. Duration is 1 hour on a living target, permanent on an inanimate target.

20. TRUE NAME   WILL+WILL+MAGIC AFFINITY 3
CASTING TIME 3 AP   DURATION: Instant
TARGET: Any   WILL COST: 7
RITUAL: Yes
Allows the caster to determine the true name of any single creature.

MAGIC ITEMS

Here are some sample magic items, manufactured according to the rules, with task points (tsp) and the required spell for enchantment listed. All require Grand Enchantment. These items are simply examples, and players and Gamemasters should feel free to create their own magic items.

WILL CRYSTAL-tsp 2 times Will in battery single shot. Required spell WILL GIFT (or WILL FIGHT tsp - 3 times Will in battery).
The Will Crystal allows the caster to recharge his Will by draining the battery. This is a single use item.

WILL BATTERY-tsp 2 times Will in battery times number of uses.
Required spell WILL GIFT (or WILL FIGHT tsp -3 times Will times number of uses).
The will battery is a rechargeable multi-use version of the Will Crystal.

MAGIC HANDCUFFS-tsp 24
Required spell - SPELL BIND verbal & audible.
Magic Handcuffs will bind both the movement and speech of the subject. The effects last until the Handcuffs are removed.

ZEN GLASSES-tsp 12
Required spell - ZEN SIGHT
These chrome spectacles give the wearer all the benefits of Zen Sight.

WIZARD'S GLASSES-tsp 166
Required spells - ZEN SIGHT, AURA READING, HAWK VISION
These spectacles bestow upon the wearer all the benefits of the spells listed above.

MAGIC LANTERN-tsp 12
Required spell - CREATE LIGHT/DARK
This is simply a permanent light source.

SKELETON KEY-tsp 12
Required spell - OPEN/LOCK
This key can open any non-magical lock.

JUMP BOOTS-tsp 24
Required spell - JUMP
These boots bestow the benefits of the Jump spell upon the wearer.

ANTI-CONTROL NECKLACE-tsp 24
Required spell - RESIST CONTROL
This jeweled item will make the wearer immune to all forms of control.

LANGUAGE RING-tsp 24
Required spell - TONGUES
This ring will allow the wearer to speak any language.

MIND SHIELD HAT-tsp 24
 Required spell - MIND SHIELD
This headgear protects the wearer from all magical forms of scrying, just like the Mind Shield spell.

BOOTS OF SPEED-tsp 144
Required spell - SPEED
These boots give the wearer a boost of 20 to speed.

GLOVES OF STRENGTH-tsp 144
Required spell - STRENGTH

FLYING BELT-tsp 192
Required spell - FLIGHT

MAGIC SWORD-tsp 2100 WDM +4
Required spell - MINOR ENCHANTMENT

CRESCENT SWORD-tsp 2100
Required spell - CRESCENT SWORD WDM 11

TELEPORT AMULET-tsp 25 1 use
Required spell - TELEPORT

PERMANENT TELEPORT AMULET-tsp 300
Required spell - TELEPORT

HOLY HAND GRENADE-tsp 31 14d10 damage
Required spell - MAJOR FIRE

Chapter 4: New Skills

ACROBATICS 3   STR + DFT + Esthetic 3
This skill governs the abilities of tumbling, climbing, etc. It improves leaps by a multiplier of 1 + (first 100 pts of skill/100) and allows falls of up to (first 100 pts of skill score/20) meters without damage. On higher falls, reduce the effective height by the same number. This skill includes flipping over an opponent's head, assuming the leaps are high enough.

ADVANCED INTERROGATION 2   WILL + WIT + Charismatic 1
(Interrogation, Advanced Medical.)
This skill can be used to sustain an interrogation, providing maximum persuasion.

ADVANCED STEALTH 2   DFT + WILL + Natural SP
(STEALTH, DFT 35+)
This is the rice-walk technique, allowing full movement at normal stealth. If moving slowly, a Wit CST is required to notice the disturbance. If an Advanced Stealth BCS fails, normal Stealth can still be attempted.

AERIAL BEAST RIDING 2   DFT + WIT + Natural 1
AQUATIC BEAST RIDING 2   DFT + WIT + Natural 1
These skills cover the riding of exotic beasts- griffins, rocs, dragons, etc. Note that not just anyone can sit atop a dragon without falling, and usually a saddle is required in most cases.

ANIMAL TRAINING 2   WIT + WILL + Natural 1
This skill covers the taming, training, and tracking of animals. Taming is task with a value equal to the DRT of the animal times its mass. Training, or the teaching of one trick, is a task equal to the DRT and must be done on a tamed animal.

ARMORSKIN 2   SPD + STR + Combative 1
Gives an added armor value vs. subdual damage per location of the user's strength group. Lethal damage equal to the AV Bonus negates the bonus at that location until the damage is healed. This skill represents the training of muscles to absorb blows. Lethal damage is not stopped by armorskin.

DISGUISE/ACTING 2   WIT + DFT + Charismatic 1
Allows the character to make and use a disguise. A Wit AST is required to notice that anything is amiss unless the actor's BCS roll is a 1, when a CST is required to notice. A minus is made to the Wit ST equal to the effect number/5, nearest.

DODGE & PARRY 1   DFT + SPD + Combative 1
With this skill, an area of specialization in a hand to hand combat skill must be chosen as the trained area of study. This skill bestows an additional skill score/20, down to the user's WDA, when a defensive action is taken with the chosen skill. On a critical defend success, the defender may make a free strike against the attacker, without the attacker having the benefit of his WDA. If unarmed combat is chosen, this skill can be used to parry weapons without damage to the user.

DODGE MISSILES 3   DFT + SPD + Combative 1
(Dodge and Parry)
This skill can used to dodge muscle powered weapons. If combined with heightened perception, one can dodge bullets at an average BCS with a -5 modifier for each bullet dodged. The dodging BCS is rolled before the attacker's BCS. If the dodger makes BCS and the attacker misses, the attacker rolls again at half previous BCS to hit (dodging into the missile).

FAST DRAW 2   SPD + DFT + Combative 3
On a successful BCS, as per AFTERMATH! Book 2, pages 30-31. Also, on a successful BCS per action, allows one extra shot per action. Holsters give modifiers based on type.

Flap -1
Standard 0
Western fast draw +1
Modern fast draw +2

LANCE 3   DFT + STR + Combative 3
Lance use is a special case of charging (see AFTERMATH! Book 1, page 24). A lance hit will cancel the forward motion category for purposes of damage. A Lance's WDM is equal to 0.5 + (BMA/2 x Stopping Forward Motion Category). The mass group of the mount is also added to the rider's strength group to determine damage, with a maximum added to the strength group of the rider's aim in lance skill. Or it may be added to the strength group in general (whichever is lower), with a minimum of one. For example, a dragon rider, with a strength group of 3 and 3 points of aim in lance skill will strike as follows at full charge: WDM= 0.5 + (5/2X3) = 8, with a final strength group of 9. The target of the lance strike is also subject to a bash, while the rider is not if they are using stirrups. If the rider is not using stirrups, the max WDM of the lance is 2.5, and the rider is subject to a bash. Once the strike has occurred, the rider must take the same time to reassume the charge as if starting anew, though the mount may still collide (bash) with opponents. This means that it will take the rider 3 actions to ready the lance for

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another strike, and if they strike early, it will be as if they were at the lower stopping forward motion category.

MINING 2   DFT + WIT + Mechanical 1
This skill covers tunneling through ground, reinforcing tunnels, required air ventilation, etc.

NAVIGATION 2   WIT + WIT + Natural 1
This is the skill of navigation. The form must be specified: Seagoing, Airborne, Stellar. The prerequisites are as follows:
SEAGOING : SEAMANSHIP
AIRBORNE : AERIAL RECON INTERPRETATION
STELLAR : HIGH TECH USE, MATHEMATICS, PHYSICS, COMPUTER SCIENCE

NET 2   DFT+STR+CMB 3
User is trained in the use of the net, which may be swung or thrown. Maximum range of a net throw is 5 meters. Net BCS roll effect number equals the number of locations covered on the target. Roll location, and distribute as evenly as possible on both sides of target location. Consult ENTANGLEMENT CHART (AFTERMATH! Book 2, page 9) once for each portion (leg, head, arm, torso) covered. Effect number equals Strength effect die x net factor + number of locations on the area covered - 1.

NET	FACTOR	ENC	SURV	STR	WT
STD	.5	1.8	6	3	3
HOOKED	.6 (WDM 1.1)	2.0	7	3	4

RUNNING 2   SPD + HLH + Natural 1
This skill covers having the stamina akin to the Zulu's ability to run three days to a battle and still be ready to fight. With this skill, a character can run at normal full speed for a number of hours equal to their Health attribute, sprint at (skill score + 100)% of normal full speed for a number of hours equal to their HLH CST, or jog at 1/2 normal full speed for 3 times their Health attribute in hours. Normal full speed is (Speed/2.6838) M.P.H.

PICK POCKETS 2   DFT + SPD + Charismatic 1
This skill represents the thieves' talent of lightening a target's purse, and routines for getting away with it once they do. The following is a list of modifiers for picking pockets. Use all that apply.

Situational Modifiers for Picking Pockets -
Pouch 0
Pocket -2
Metal Chain to item from belt -2
In target's hand -8
In large crowd +1
Alone with target -3
Acquaintance of Target +1
Item on exterior +1
Item on interior (of clothing) -2

SPELL THEORY (specify) 5   WIT + WIT + Magic Affinity 1
This skill is a prerequisite for spell casting in a certain level. A color level must be specified (Red, Orange, Yellow, Green, Blue, Indigo, Violet) and the spell theory for all colors listed before it are also prerequisites. When purchased as an initial skill, a free spell of the same color may be selected. It also allows casting "on the fly" of any certain spell the caster does not know. If theory BCS for the color of the spell is made, the caster can cast the spell, using Magic Affinity as a skill score to generate the BCS. If the BCS is failed, it is an automatic critical miss.

Chapter Five: Exotic Weapons

EXOTIC WEAPONS CHART

NAME	ENC	SKILL	UT	STR	H	SEC	SURV	F	L	WDM
Raven's Beak	1	SW/PL	3	3	1.5	S	8	S	L	1.8 L
Cat O' 9 Tails	.6	FW	3	3	1	N	5	S/C	L	2B
Scythe	1.5	PL	4	3	2	N	10	S	XL	2L
Cinqueneda	.5	SW	3	2	1	S	9	S/T	S	1.5 L
Katar	.6	SW/BR	4	2	1	S	9	T	S	1.6 L
Hui-Tho	.7	FW	4	2	2	N	9	S	XL	2 L
Naginata	1.3	PL	4	2	2	S	8	S/T	XL	2.8 L
Lance	1.5	PL	3	3	1.5	N	9	T	XL	2 L
Pike	1.6	PL	3	2	2	S	10	T	XL	2.1 L
Kris	.6	SW/KN	3	2	1	S	9	S/T	S	1.7 L
Gauntlet Sword	1.5	LS	3	2	1	S	9	S/T	A	2.5 l
Atl-Atl	.5	TH	3	2	SP	N	8	S/T	S	+3

ATL-ATL - The Atl-Atl is a spear-throwing device, used to obtain greater velocity and range. Use of an ATL-ATL doubles normal throwing ranges for the spear. The ATL-ATL may also be used in close combat as a club with a WDM of 1.1C.
CALTROPS - Do damage equal to the mass of the victim stepping on one, times the WDM of the caltrops. #/ENC HT WDM
SMALL CALTROPS 20 2" 1.2L
LARGE CALTROPS 10 3" 1.8L

OVERSIZED AND UNDERSIZED WEAPONS

To compute the statistics for an oversized (or undersized) weapon: for every .1 increase (or decrease) in ENC. The WDM is increased (or decreased) by .1, and both the STR (Strength rating) and SURV (survival value) are increased (or decreased) by .2. Round STR fractions to the nearest whole number, and round SURV fractions down. If the original weapon is designed for one-handed use, subtract 1 from the initial strength group, and consider it two handed. All oversized weapons are considered two handed for the purposes of the strength group required for use.

Chapter Six: Monsters

UNDEAD RULES

Undead are sustained by Will (either their own or Will placed into them by a caster). An undead creature must expend its power level in Will to sustain itself for 1 Will Period. This is expended at the beginning of the Will Period. The being must have at least 1 Will after this expenditure or they will cease all physical functions. This means, for example, that a Skeleton requires 3 Will to sustain it for 1 year, 2 Will for the Will Period, and the extra Will to maintain physical activities. Undead are grouped into categories by appearance and
abilities.
1. MINOR UNDEAD - Still have a real physical body. No Special Abilities.
2. LESSER UNDEAD - As minor undead, but have Will Drain or Will Fight as a natural ability.
3. GREATER UNDEAD, NON CORPOREAL - No physical body, Will Drain or Will Fight as above.
4. GREATER UNDEAD, CORPOREAL - Magically created physical body, and the ability to expend Will to create same. Will Drain, Will Fight abilities as above.

The undead ability of Will Drain allows the undead to expend Will to gain a chance at draining Will from a touched target. If the undead's BCS succeeds, the touch occurs, and the target is allowed a Will CST to resist the effects. If the BCS succeeds and the save fails, the undead gains 1d6 Will from the target per Will point risked by the undead. If the BCS fails or if the save succeeds, the undead must expend the Will risked. The undead ability of Will Fight functions almost exactly as the spell, except the undead uses its BCS instead of a Will AST to compute its effect number. If any minor undead creature is reduced to 0 or less Will, the spirit leaves the body, and it is destroyed. All other undead who are reduced to 0 or less Will become Type 3 undead (greater, non-corporeal undead of their type). If any non- undead creature has it's Will reduced to 0 or less as result of Will Drain, it becomes a lesser undead of the same type as the draining creature.

All non-corporeal undead can fly with an aerial BMA of 5 (or Undead's BMA, whichever is greater)

Monster List
PSI
PSI is listed as creature characteristic. It is used to activate special creature abilities, representing the quantity of special glands, etc. PSI is healed at twice the creature's PSI group per day.

ASP

BAP 9(20)	CDA 3
MNA 3	SF 11
WILL 10-15	PCA 3(6)
PSI 0	BMA 1/2
MASS .6	AV 2 Dam die 1d10 + poison
DRT 2d6+6	WDA 2

The Asp, or Egyptian cobra, grows to approx. six feet long, with a full hood. The Asp has a bonus speed strike like the Rattlesnake.

Bite: BCS 18
WDM 1.5L+ poison (S-L-DFT, SPD-1D3 hours-per unit Injected -30 minutes-Nausea, pain)

BANSHEE

BAP 12(18)	CDA 4(-)
MNA 2(3)	SF 12(-)
WILL 10d20	PCA 6(6)
PSI 0	BMA 1(5)
MASS 3(0)	AV 1 Dam die 1d6 cold + sp
DRT 6d10	POWER LVL 3
WDA 0	WILL TIME 1 t. (3 yrs)

The Banshee appears as a wailing woman, and its wail is an audible manifestation of the Will Fight. A Banshee can create a corporeal body for 150 Will. Stats are for corporeal or non- corporeal bodies (GM discretion, depending on whether the Banshee is corporeal or non-corporeal at the time). A Banshee is immune to normal weaponry while non-corporeal. Will fight BCS 10+.

Touch: BCS 10
WDM 1.1 + Will Fight

BASILISK

BAP 8	CDA 1
MNA 2	SF 45
Will 25-50	PCA 4
PSI 5-30(5d6)	BMA 1.25
MASS 80	AV 10 Dam die 2d6
DRT (1d20+50)x2.6	WDA 0

The Basilisk is a large, reptilian beast resembling a monitor lizard. It has a spiny ridge that begins atop its head (which resembles a crown), continues down its back and ends in a clump of spikes at the tip of its tail. It has four rows of razor sharp teeth (BCS: 12 WDM: 2.6L).

There are three kinds of Basilisk which are generally indistinguishable by outward appearance:

1. Classic Basilisk - the eyes radiate magic of such a frequency that vibrations are sent to the aura of spirit of the target, causing it to transmute into stone, or causing stone to shatter. A Health and Will CST must be made every action by any creatures in the Basilisk's field of vision to avoid turning to stone.

2. Pliny's Basilisk - the blood of this creature is deadly poison, and it secretes a similar version of this poison through its skin. Similar to the Classic Basilisk, Pliny's Basilisk will affect all living creatures, except weasels, within 5 meters due to the evaporation of poison from it's skin.

Blood poison : S, D, dilution (alcohol) -<- DFT, SPD - 0 (2ct)-3-1/2(1) ct
Skin poison : A, S, dilution (alcohol) -<- DFT, SPD - 1 ct (2ct)-2-1 ct.

3. Cockatrice - the Cockatrice breathes fire at a strength of 1d6 per PSI point used.

BAT

BAP 12	CDA 1[6]	
MNA 5	WILL 1d10	
PCA 2	BMA 1[7]	
MASS .25	AV 0	Dam die 1d3
DRT 1	WDA 0	
Bite BCS 15	WDM 1.1	

The common Bat can be found all over the world, and is associated with many myths. The Bat has poor vision, but uses sonar to navigate and capture its prey. The Bat can detect solid forms and motion within 10m. Illusions and Holograms have no effect on the Bat.

CATOBLEPAS

BAP 8	CDA 2	
MNA 1	SF 45	
WILL 20+1d20	PCA 8	
PSI 25	BMA 2	
MASS 100	AV 6	Dam die 2d6
DRT (2d10+40)x3.2	WDA 0	

The Catoblepas is a scaly, buffalo-like animal, capable of growing to the size of a rhinoceros. The Catoblepas has a killing gaze with a range of up to 35 meters. The target must make a HLH CST, or experience system shock. The Catoblepas must expend 1 PSI to use the killing gaze on a single target.

Bite: BCS 8
Kick: BCS 10
Horn: BCS 12
Gaze: BCS 16
WDM 1.8L WDM 1.8C WDM 2.2B

CENTAUR

BAP 12	CDA 2
WIT -10	MNA 3
SF 13	WILL -10
PCA 4	PSI 0
STR +5	BMA as horse
MASS 35	DFT 0
AV (10-20):3	Dam die 2d6
SPD +10	DRT (2d10+20)x2
HLH +10	WDA 3

The Centaur appears as a man whose hips spring forth from the shoulders of a horse. The Centaur's blood acts as an acid when applied to human flesh, with a strength equaling the Centaur's Health Group.

Kick: BCS 10
Weapon: BCS 10+2D6
WDM 1.5C WDM as weapon

CHIMERA

BAP 20	CDA 4
MNA 4	SF 20
WILL 6d6+4	PCA 5
PSI 10-30 (10d3)	BMA 2
MASS 25	AV 4[3-7:5] Dam die 1d10+1
DRT (3d6+15)x2.5	WDA 3

The Chimera has the head and forelegs of a lion, the midsection and hind legs of a goat, and a serpent for a tail. The lion's head breathes fire with the following statistics: range of 30 meters with a BCS of 15, 2d10 damage per PSI used, healing 1 PSI per day.

Bite : BCS 17, WDM : 1.6L ;
Claw : BCS 16, WDM 2.

Tail statistics are :

BAP 16,	MNA 3,	PCA 5,
AV3,	WDA 2,	CDA 26
DRT (2B6+5)*1.26	SF 146	Damage 1D10+ poison.

November 23, 2093

All these strange creatures amaze me. It seems that the doorways of fantasy and imagination have opened and our imaginations have sprung forth. I suspect, based on the special powers I see possible now, that some visionaries either saw into the other worlds where these creatures existed, or that they were able to predict the upcoming arrival of these creatures. Another possibility, of course, is that some wizard created them based on the descriptions of our fantasy stories. Either way, they are more than real. One thing I was not prepared for is Dragons – they are BIG! I encountered my first one the other day, and I was surprised at how much damage it took to take it down. It was in the cave on the side of the cliff, and I rappelled down the cliff face, and crouched in the opening of the cavern. The space was so large, you could park an airliner in it. The dragon showed his head, and coiled for the attack when I opened fire – Heavy rifle fire only annoyed it, the 40mm grenades got it's attention, and when it opened it's mouth, I popped it in the soft palate with a HEDP custom job that Brock made me. The shrapnel apparently severed it's spinal cord, and even then, it still tried to fight back with magic. The damage did slow it down enough for me to plant a satchel charge and get out of there. Next time I take one down, I'll take a Dragon missile. Something that can take out a tank should be able to get it.

DRAGON

BAP 15	CDA 1
WIT 35+ MNA 5	SF 100
WILL 30-75	PCA 3
PSI 10d10	STR 75
BMA 2[5]	MASS 250+
DFT 35	AV 40
SPD 30	DRT (1d100x6)+150
HLH 40-75	WDA 5

A Dragon is a BIG creature. A full-grown Dragon is easily larger than an elephant. A Dragon's DRT is equal to its mass times 2.5. A

Dragon never stops growing, gaining 1 mass per year if it is well fed. To maintain its weight, a Dragon must eat equal to its mass in food every week. For every 10% over this figure on a yearly average, the Dragon will gain 1 mass. This means that young Dragons grow quickly, and old Dragons die of starvation. A Dragon does not die of old age, they can theoretically live forever. All Dragons can use spells after their first ten years of life, and will know one spell for every 25 mass.

Bite: BCS 12 WDM 1.8L
Breath: BCS 15
Claw: BCS 14 WDM 2.5B
Spell: BCS 5+3d6
Tail: BCS 14 WDM 2.0C
Weapon: BCS 8 WDM as weapon
Wing Butt: BCS 10 WDM 1.5C

FOMORIAN

BAP 10	CDA 1	
MNA 2	SF 10	
WILL 1d10+20	PCA 4	
PSI 0	BMA 1	
MASS 5	DFT 10	
AV 0	Dam die 1d6	SPD 10
DRT (2d10+10)x3	WDA 2	

The Fomorian giant is a misshapen, mystical race, with each member possessing the use of magic, and 1d6+1 mutations.

Bite: BCS 10; WDM 1.3L
Claw: BCS 12; WDM 1.8B
Spell: BCS 10+2d6
Weapon: BCS 12; WDM as weapon

GARGOYLE

BAP 12	CDA 1(3)
MNA 4	SF 25
WILL 2d10+5	PCA 3
BMA 1(5)	MASS 5
AV 4	Dam die 2d10
DRT (2d10+15)x2	WDA 2

Gargoyles can fly, with an aerial BMA of 5. Just slightly larger than man sized, a gargoyle is actually a minor demon, and as such, can be affected by spells affecting evil creatures.

Bite : BCS 16, WDM 1.5L
Claw : BCS 17, WDM 1.8L

GHOST

BAP 15(10)	CDA 0(2)
MNA 5(4)	SF (12)
WILL 17d20-17	PCA 3(2)
STR (25)	BMA 4(1)
MASS (4)	AV 0 (as armor) Dam die 1d3 cold (2d6)
DRT (4d6+10)x1.4	POWER LVL 4
WDA 0 (1d6)	WILL TIME 1 yr. (1 turn)

A Ghost is a non-corporeal undead entity that can form a corporeal body for 150 Will. Corporeal body statistics are in parenthesis. When a ghost no longer has the Will to maintain a corporeal body, it reverts to non-corporeal form and regains 50   Will from the dissipation of the body. A Ghost has Will Fight and Will Drain BCS

of 12+. A special state of "dormancy" can be obtained by a Ghost, which costs 3 Will, and lasts until a stated condition, allowing no Will expenditure during that time. A Ghost is immune to non-magical weapons while non corporeal.

Bite: BCS 10
Claw: BCS 12
Weapon: BCS 14
WDM 1.1L WDM 1.4L+Will Drain WDM as weapon

GHOUL

BAP 10	CDA 2
WIT 15	MNA 4
WILL (12d6-12)	PCA 2
STR 35	BMA 1
MASS 4	DFT 25
AV 2	Dam die 2d10
SPD 20	DRT 6d6+10
POWER LVL 5	HLH -
WDA 1	WILL TIME 10 days

A Ghoul is a rotting, lesser undead corpse, immune to normal weaponry. Natural Will Drain ability, BCS 14. The Ghoul can also drain the Will from a recently deceased corpse, by eating the brain and heart. This consumption gives the Ghoul Will equal to the deceased's normal full Will, minus its Will Group.

Bite: BCS 12 Claw: BCS 14
WDM 1.2L+Will Drain WDM 1.5L+ Will Drain

GIANT

BAP 10	CDA 0	
WIT 10-20	MNA 4	
SF 100	WILL 10-20	
PCA 2	PSI 0	
STR 65+	BMA 2	MASS 100
DFT 25	AV 2	
SPD 20	DRT 95+	
HLH 50	WDA 2	

All giants are mutants, standing at least 3.5 meters tall, though Giants have been reported as large as 5.5 meters. Giants have the following percentages of mutation:
100% chance of one mutation
 30% chance of second mutation
10% chance of third mutation
1% chance of four or more mutations

Bite: BCS 8 Claw: BCS 12 Weapon: BCS 12
WDM 1.2L WDM 2.5C WDM as weapon

GORGON

BAP 5	CDA 1	
WIT 25	MNA 2	
SF 10	WILL 25	
PCA 2	STR 11	
BMA 1	MASS 4.2	
DFT 11	AV 0	Dam die 1d6
SPD 11	DRT 40	
HLH 11	WDA 0	

The Gorgon is monstrous female humanoid with huge teeth, large claws, and snakes for hair. Anyone who looks directly at a Gorgon

must make a Health CST every action to avoid petrifaction. 5% of all Gorgons possess spell-casting abilities.

Bite	Claw	Hair
BCS 14	BCS 16	21-30 snakes
WDM 2	WDM 1.8	BAP 18
MNA 2		

Bite
PCA 9 BCS 10
CDA 2 WDM 1.5<
SF 10 DD 1d6 + poison
DRT 2D6

GREATER VAMPIRE

WIT +15 (60)	WILL (17d20-6) average Will
STR +20 (20)	DFT +5(+5)
SPD +10(+10)	POWER LEVEL 5
HLH +5(+5)	WILL TIME 2 mos., 1 year

The Vampire is an undead humanoid who feeds off the living spirit of creatures. The Vampire's statistics are given as a modifier and a new maximum, which should be applied to the former race of the Vampire. If Will is greater than 200, the Vampire can expend 200 Will to create a corporeal body. A Vampire usually has spell casting abilities, but casts at a -8 to BCS when in non corporeal form. The Vampire is immune to healing spells. A Vampire's skin is unprotected against ultraviolet rays, and it must expend 1 Will per combat turn of exposure to direct sunlight or 1 Will per 3 combat turns of exposure to indirect sunlight to avoid burning. If the Will is not expended, every exposed location of skin takes 1d6 of lethal damage per combat turn of exposure (2 combat turns indirect sun). This total is assessed against the DRT of the Vampire. For example, if all 30 locations were exposed to sun, 30d6 damage would be done. A Vampire has Flight (aerial BMA 5), Will Fight, Will Drain natural abilities (BCS 16), as well as the ability to Heal Self at 2 Will per DRT of lethal damage, or 5 Will per DRT of critical damage.

Claw: BCS 14
Bite: BCS 16

Weapon: BCS 12+2D6
WDM 1.3L WDM 1.4L+Will Drain WDM as weapon

GREMLIN

BAP 20	CDA 3
WIT 15	MNA 4
SF --	WILL 15
PCA 5	PSI 3d6+6
STR 35	BMA 1/2
MASS 2	DFT 35
AV 0	SPD 40
DRT (3d10+10)*1.6	WDA 1

A Gremlin is a minor Demon, and as such can increase its size with the PSI expended equaling the multiplier of size (3 PSI = 3 times size). Find a group for the new mass and add 10 x (mass Group -1) to the number Gremlin's strength, and reduce the Gremlin's BAP by (Mass Group-1). Gremlins can use weapons, and can turn invisible for 2 PSI, turning visible when concentration is broken.

Weapon: BCS 14; WDM as weapon

GRYPHON

BAP 12	CDA 2[6]
MNA 2	SF 30
PCA 6	BMA 2[11]
MASS 100	
AV eagle : 2 lion : 4	Dam die 1d10+2
DRT (2d10+40)*2.8	WDA 2

A Gryphon has the head and wings of an eagle, the body of a lion and a feathered back. The Gryphon is capable of flight, with an aerial BMA of 11. The claws of the Gryphon are favored as drinking cups. They build their nests out of woven gold, which they gather from the hills. When a Gryphon breeds with a humanoid male, the resulting egg hatches into an Agate (q.v.). Gryphons are immune to Will Fight and Will Drain
spells or abilities.

Claw : BCS 14, WDM 3.2B
Bite : BCS 17, WDM 2.0L

HARPY

BAP 12	CDA 3
MNA 3	SF 16
WILL 20-25	PCA 4
PSI 0	BMA 1[5]
MASS 3	AV 3 wings, body Dam die 1d10+1
DRT (4d10+5)x1.4	WDA 2

A harpy is a large, foul bird with the head and arms of a woman. This creature is horribly grotesque and delights in foul and malicious acts. The Harpy flies with an aerial BMA of 5.

Claw: BCS 12 Weapon: BCS 14
WDM 1.6L WDM as weapon

HIPPOCAMPUS

BAP 18	CDA 2
MNA 3	SF 18
WILL 30	PCA 6
PSI 0	BMA 4(6,8)
MASS 20	AV 2 Dam die 1d10
DRT (4d10+10)x1.3	WDA 2

This creature is half horse and half dolphin. It is said to draw the chariot of Neptune. A Hippocampus can only survive out of water for one hour. The BMA is waterborne, with trot, canter, and gallop BMA numbers.

Bite: BCS 12; WDM 1.5L

IMP

BAP 20	CDA 3[6]
WIT 25	MNA 5
SF special, see below	WILL 30
PCA 4	PSI 6d6-6
STR 5	BMA 1/2(6)
MASS 1	DFT 35
AV 0	SPD 40
DRT (2D10+10)*1.8	WDA 1

An Imp is a minor Demon, and has the following Daemonic abilities: Spellcasting, Red (25% chance of Orange, 10% of Yellow), natural spell-like abilities of: Invisibility (uses 2 PSI) - turns the Imp invisible until concentration is broken (damage, fighting, spellcasting). This ability also confers total immunity to lasers. Assume Animal Form (uses 6 PSI) - Allows the imp to assume the shape of any simple animal or creature: cat, dog, fly, snake (non-poisonous), etc. It loses use of PSI until changed back. This ability is normally used by familiars when accompanying their masters. When hit in combat, an Imp must make a Will AST at a penalty of 1/2 the actual damage done, or run away and hide. An Imp can fly with a BMA of 6 (wings in natural form).

INCUBUS/SUCCUBUS

BAP 15	CDA 2
WIT 1-40	MNA 5
SF 21	WILL 30-45
PCA 3	PSI 0
STR 25	BMA 2 [5]
MASS 4	DFT 35
AV 1 (3 on wings)	Dam die 2d6
SPD 30	DRT (3d10+10)x1.5
WDA 2	

An Incubus or Succubus is an incredibly attractive humanoid demon with leathery wings, having a flight BMA of 5. The Incubus is a male, and the Succubus is female. These creatures have natural Will Drain abilities as undead, with a BCS of 15, but cannot exceed 45 Will, as in Will Fight (q.v.) 50% of these creatures have spellcasting abilities, and 15% have one or
more mutations (all non visible).

Bite: BCS 15 Weapon: BCS 14
WDM 1.4L+Will Drain WDM as weapon

KARKADANN

BAP 16	CDA 2
MNA 2	SF 18
PCA 8	PSI 2d10
BMA 2.5	MASS 4
AV 3	Dam die 1d6+2
DRT (2d10+10)x2	WDA 3

The Karkadann is a lion-like creature, resembling a mountain lion with a single horn in the middle of its head. The Karkadann's horn is magical, and is the bane of all Demons, as it sends all evil creatures failing a Will CST to the lower levels of Hell for the expenditure of 1 PSI.

Bite: BCS 14 Claw: BCS 12 Horn: BCS 17
WDM 1.5L WDM 1.8L WDM 2.3L + special

LESSER VAMPIRE

WIT 5(60)	WILL 6d20-5 no maximum
STR 20(20)	DFT 5(5)
SPD 5(5)	POWER LEVEL 5
HLH 10(10)	WILL TIME 6 mos.

The Vampire is immune to healing spells. A Vampire's skin is unprotected against ultraviolet rays, and it must expend 1 Will per combat turn of exposure to direct sunlight or 1 Will per 3 combat turns of exposure to indirect sunlight to avoid burning. If the Will is not expended, every exposed location of skin takes 1d6 of lethal damage per combat turn of exposure (2 combat turns indirect sun). This total is assessed against the DRT of the vampire. For example, if all 30 locations were exposed to sun, 30d6 damage would be done. A Vampire has Will Fight, Will Drain (BCS 14) natural abilities, as well as the ability to heal self at 2 Will per DRT of lethal damage, 5 Will per DRT of critical damage.

Bite: BCS 14 Claw: BCS 12 Weapon: BCS 16
WDM 1.6L+Will Drain WDM 1.2L WDM as weapon

MANTICORE

BAP 12	CDA 3
MNA 2	SF 18
Will 3d6 + 20	PCA 6
BMA 1 1/2	MASS 18
AV 3	Dam die 1d6+2
DRT (2d6+15)x2.5	WDA 2

The Manticore is a monstrous creature with a lion's body, a manlike head, poisoned barbs on its tail, and triple rows of razor sharp teeth.

BITE	CLAW	TAIL
BCS 17	BCS 15	BCS 16
WDM 2.5L	WDM 1.8L	WDM 1.6L

MI'RAJ

BAP 15	CDA 2	
MNA 3	SF 10	
WILL 1d20 + 25	PCA 5	
PSI 0	BMA 1.5	
MASS 1	AV 1	Dam die 1d6
DRT (2d6x1.5)+5	WDA 3	

The Mi'raj appears as a large yellow rabbit with a single horn. It is rumored to be a cousin of the Unicorn, and is very magical. Its horn can be used as a dagger, hitting for double damage against Undead. Undead fear this creature greatly, for if the horn of a live Mi'raj touches an Undead creature, its spirit is forever dissipated. The Mi'raj is a soulless creature, and as such has no aura. The Mi'raj is killed when its horn is removed.

Horn: BCS 14 Bite: BCS 16
WDM 2.5L WDM 1.9L

PEGASUS

BAP 15	CDA 2[6]	
MNA 3	SF 20	
WILL 30	PCA 5	
STR 35	BMA as horse [11]	
MASS 25	DFT 15	
AV 3	Dam die 2d6	SPD 30
DRT (3d10+10)x3	HLH 24	
WDA 3		

The Pegasus is a magical winged horse. The Pegasus can fly with a BMA of 11, but suffers a -1 penalty to BMA while flying for each 5 ENC it carries.

Bite: BCS 9 Kick: BCS 12
WDM 1.5L WDM 1.6C

PERYTON

BAP 14	CDA 2[5]	
MNA 2	SF 25	
PCA 7	BMA 2(5)	
MASS 14	AV 2	Dam die 1d6
DRT (2d10+5)x1.8	WDA 2	

The Peryton appears as a magical stag with wings that casts a man's shadow. It can fly with a BMA of 5 while airborne. Because it is affected by spells affecting only evil creatures, it is rumored that the Peryton is actually a minor exiled demon.

Horns: BCS 10 Kick: BCS 12 Bite: BCS 9
WDM 1.6B WDM 1.6L WDM 1.4L

PHOENIX

BAP 16	CDA 3
MNA 8	SF 12
WILL 40-60	PCA 2
PSI 0	BMA 2[7]
MASS 6	AV 2 Dam die 2d5
DRT (2d10+6)x1.4	WDA 1

The Phoenix is as large as an eagle, with brilliant gold and scarlet plumage and a melodious cry. Only one Phoenix exists at a time. The lifespan of this creature is 1461 years. At the end of its life, the Phoenix immolates itself in searing flames (fire rating of 10) and a new Phoenix emerges retaining all knowledge and memories of its previous incarnations. The feathers of this bird are said to bring eternal life, or possibly painful death.

Bite: BCS 14 Claw: BCS 16
WDM 1.3L WDM 1.5L

RAVEN

BAP 10	CDA 1[3]
MNA 3	SF 0
WILL 5	PCA 3
BMA 1[6]	MASS .5
AV 1	DAM DIE 1d3
DRT 5	WDA 0

The Raven is a black carrion-eating bird that is said to arrive when one of the viewer's family is about to die.

Bite: BCS 12
WDM 1.2L

RUKH

BAP 10	CDA 1
MNA 3	SF 50
WILL 25-30	PCA 3
BMA 1[8]	MASS 100
AV 2	DAM DIE 1d6+1
DRT (2d20+20)x2	WDA 0

The Rukh is a giant bird with a wingspan of 100 meters. The Rukh can carry up to 50 ENC for 12 hours, 75 ENC for 8 hours, and 100 ENC for 4 hours.

Bite: BCS 12 Claw: BCS 16
WDM 1.5L WDM 2.5L

SATYR

BAP 10	CDA 2
MNA 3	SF 12
WILL 15-35	PCA 3
PSI 0	BMA 1.5
MASS 4	
AV (10-20)	Dam die 1d6
HLH GRP 3	DRT 3d10 + 10

A Satyr is a man with the hind legs of a goat. Treacherous ground has no effect on a Satyr's movement, except for hard treacherous surfaces (ice, glass, etc.) which have double effect. A Satyr's horns can be used as an offensive weapon to butt an opponent.

Horns: BCS 12 Kick: BCS 14
WDM 1.7c WDM 2.1B

SEA SERPENT

BAP 12	CDA 1
MNA 2	SF 100
WILL 35-40	PCA 6
PSI 0	BMA 2
MASS 100	AV 3 Dam die 3d10+2
DRT (3d10+15)x1.8	WDA 6

The Sea Serpent has a serpentine body with a flattened head, appendages on the head and neck, and is dark colored with a light belly. It spouts columns of water into the air, which can be seen from up to six miles away. They are also capable of constriction as a giant constrictor snake.

Bite: BCS 15 Coil: BCS 18
WDM 1.5L WDM 2.0, constriction

SKELETON

BAP 8	CDA 6(airspace)
WIT 7	MNA 3
SF unlimited	WILL 1+ usually 10
PCA 2	PSI 0
STR 15-25	BMA 1
MASS 2	DFT 15
AV as worn	Dam die as strength
SPD 15	DRT 21-40 (20+1d20) (1d10or2d6)
HLH 5	POWER LVL 2
WILL TIME 1 year	

A Skeleton is immune to: ESP and other mind based spells except Control. Lightning, gases, disease, pain, and poison. A Skeleton can use its full CDA against all attacks except area of effect (blast) attacks.

The Break spell causes 1 DRT damage to a skeleton.

Bite: BCS 6 Claw: BCS 8 Weapon: BCS 3D6+2
WDM 1.2L WDM 1.4L WDM as weapon

SPHINX

BAP 13	CDA 2[7]
WIT 40	MNA 3 SF 50
WILL 40	PCA 4
PSI 0	BMA 2[11]
MASS 120	
AV wing 2 body 4 face 0	Dam die 1d10+3
DRT (2d10+45)x3	WDA 3

The Sphinx is a winged lion with the face of a woman. The Sphinx can fly with a BMA of 11.

Claw: BCS 15
WDM 3.5B.
Spell casting: up to 3d3+2 spells.
Roll d6: 1-3 Red
4-5 Orange
6 Yellow

UNICORN

BAP 18	CDA 3
MNA 3	SF 25
Will 40-80	PCA 6
PSI 5D20	BMA 1(2,4,8)
MASS 32	
AV 4	Dam. Die 2D10
DRT 3D20 + 30	WDA 3

The Unicorn is a large, magical, white horse with one golden horn in the middle of its forehead. It is immune to Charm, Control, or other mind detection or influencing spells, as if it has a Mind Shield (q.v.). The Unicorn is difficult to track, as it leaves no spoor or hoof prints. The Unicorn's horn is endowed with great magical healing abilities, and will heal all damage on a target for a number of PSI expended by the Unicorn (3 DRT critical, or 5 DRT lethal or 20 DRT subdual per PSI expended). If any humanoid is fully healed by a Unicorn three times, a glowing gold star will appear on his forehead. The Unicorn's horn, if detached, will boost the efficiency of Healing spells by 2 DRT points per Will expended, but acts as a focus (spell must be prepared for one action prior to casting.) The horn, if powdered and imbibed will cure all poison and disease in a humanoid creature.

Horn: BCS 14 Bite: BCS 10 Kick: BCS 12
WDM 2.5L WDM 1.6L WDM 1.7C

WIGHT (LESSER WRAITH)

BAP 10	CDA 1
WIT 15	MNA 3
SF 18	WILL 10d10
PCA 3	PSI 0
STR 25	BMA 1
MASS 3	DFT 15
AV 1	Dam. die 2d10 cold
SPD 20	DRT (4d10+5)x1.2
POWER LVL. 5	HLH WDA 1
WILL TIME 2 mos.	

A Wight is a rotting, human corpse that has the powers of Will Drain BCS 12+, Will Fight BCS 8+, control of Skeletons or Zombies as per Black spell control. A Wight is immune to normal (non-magical) weaponry, though it can use weapons itself.

Weapon: BCS 12 Bite: BCS 8 Claw: BCS 10
WDM as weapon WDM 1.2L WDM 1.4L+Will Drain

WYVERN

BAP 15	CDA 2
MNA 3	SF 35
WILL 25-30	PCA 5
PSI 0	BMA 1 [5]
MASS 60	
AV 3	Dam. Die 3d6
DRT (3d6+15)x2.2	WDA 2

A Wyvern is a small dragon-like creature with wings, two legs, and a barbed poison tail. The Wyvern is not a real Dragon, though most tales of slain Dragons were actually Wyverns.

Bite: BCS 12 Claw: BCS 13 Tail: BCS 15
WDM 1.6L WDM 1.7L WDM 2.3L

WRAITH

BAP 20(12)	CDA 0(2)
MNA 5	SF 0(15)
WILL 15d20-15	PCA 4(2)
PSI 0	STR (25)
BMA 5(1)	MASS 0(4)
AV 0	Dam die 1d10 cold (2d6)
DRT (4d10+10)x1.2	POWER LEVEL 7
WDA 0(1)	WILL TIME 2 weeks, 1 yr.

A Wraith is a Wight that has lost the use of its real physical body. It can create a corporeal body for 200 Will. The Wraith's corporeal statistics are listed in parentheses. It can use weapons when in corporeal form. A Wraith has the natural abilities of Will Fight and Will Drain BCS 14+, control of skeletons/zombies as per Black spell control, summon undead spell-like ability, and immunity to non-magical weaponry.

Claw: BCS 12 Bite: BCS 9 Weapon: BCS 12
WDM 1.4L+Will Drain WDM 1.3L WDM as weapon

ZOMBIE

BAP 5	CDA 0
WIT 5	MNA 2
SF unlimited	WILL 1+ usually 10
PCA 2	PSI 0
STR 15	BMA .75
MASS 4	DFT 10
AV 1 Dam. Die 1d10	SPD 10
DRT 22-40 (20+2d10)	POWER LVL. 1
HLH 5	WDA 2
WILL TIME 3 mos.	

A Zombie is a magically animated humanoid corpse. It is immune to: ESP and other mind based spells except Control. Gases, disease, pain, and poison. A Zombie has a 10% chance to carry a communicable disease. A Zombie cannot use any weapons in combat, though they might be carried if they've forgotten to put them down.

Fist: BCS 12

Chapter Seven: Gamemaster's Reference Section

The World

AFTERMATH! MAGIC! Is set one hundred years after a magical apocalypse. The unskilled mass abuse of magic created enough of a catastrophe to unbalance the world's civilization. Now, society has isolated itself into small city- states of mutual benefit. Technology and magic both exist, but certain hard-to-maintain items of technology have become very rare (aircraft, automobiles, etc.) Other items are still relatively common, such as firearms, ammunition. A good rule of thumb for the Gamemaster to know what is a common item, is to look at an everyday, real-world item, and try to figure out whether it would still be functioning in a hundred years without major repairs. This means most electronic items will be rare or very expensive.

CURRENCY AND TRADE

Local city-states usually have their own currencies, and because trade still functions, exchange stations exist at most of the major trade centers. The currencies are usually based on the denominations of the currency that existed in that area before the fall.

MAJOR POLITICAL FORCES

TALLULAH APPALACHIAN PROTECTORATE (TAP)

After the fall, the military schools and bases in North Georgia banded together to form the Tallulah Appalachian Protectorate. A military society of independent cities and groups, they have modeled themselves after a mix of the Articles of Confederation and the Greek City States. Each group has/enforces its own laws, but they all follow a common code of law, and provide tribute to the TAP in exchange for military protection and support.

GHOST WALKERS

The Ghost Walkers took over the casinos in the Blue Ridge Mountains after the collapse. They continue to operate the casinos, and have extended themselves into drugs, slavery, pretty much anything else that makes a profit. They are militantly protective of their territory, and have recently begun a series of border disputes with the TAP. The Ghost Walker elite use both magic and technology, while magic is prohibited for the common people.

ATLANTA WIZARDS CONCLAVE

A wizard (or group) has taken over the Atlanta area within the borders of I-285, the perimeter highway. Undead and constructs can be seen patrolling the inner loop, apparently using the concrete divider as a fortress wall. Very little trade goes in and out of Atlanta. The local trade center is just outside the perimeter highway on the north side of town, in what used to be one of the many malls located there.

BLUE RIDGE DWARVEN COLLECTIVE

The Dwarves are a technology-only society, and reside under the Blue Ridge Mountains. They have trade treaties with both the TAP and the Ghost Walkers, but generally just stick to themselves. No non-Dwarves are allowed into the inner cities.

PERSONALITY NPC'S

David Nobles
David is a team leader for TAP. He was born in Charleston, SC in 1968, and served with the US Army before the collapse. At the beginning of the collapse, he was involved in a magical 'incident' and temporally dislocated to the future; the 'now' of Aftermath! Magic! He signed on with TAP and has been working with them ever since.

WIT 25   Cha 4
WILL 25   Cmb 18
STR 25   Com 3
DFT 35   Est 1
SPD 35   Mch 3
HLH 35   Nat 8
PSI 18   Sci -3
MA 3

Mutations:
Telepath (special) - emulates the Sentient Scan spell. Danger Avoidance - can use a PSI CST to avoid any critical hit before it would happen.
Skills:
Firearms, modern 200/20/20; Autoweapon 100/20; Longsword 150/20/10; Martial Arts 120/20/4; Tech Use 40/8; High Tech Use 40/8; Survival 40/8; Auto Driver 40/8; Heavy Equipment Driver 40/8; Map reading 40/8; Fast Draw 100/20; Thrown Weapon 100/20; Literacy 100/20
Equipment: M-4 assault Rifle, Glock 17, assault vest, katana.

Tia
Tia is the Earth Elf healer on David Nobles' strike team. Unfamiliar with firearms and technology, she prefers to rely on magic to support the team.

WIT 45   Cha 8
WILL 35   Cmb -4
STR 15   Com 2
DFT 25   Est 4
SPD 25   Mch -4
HLH 25   Nat 3
MA 18   Sci -4

Skills/Spells:
Literacy 100/20; Red Magic Theory 80/16; Orange Magic Theory 80/16; Yellow Magic Theory 80/16; Force Shield 80/16; Healing 80/16; Detect Presence 80/16; Find Water 50/10; Counter Spell 50/10; Magical Tracking 80/16

Scott Riverstone
Scott Riverstone is a Sniper/Scout for the Ghost Walkers. He likes to leave a poker chip calling card when he makes a kill. Usually wearing a Ghillie Suit in the bush, Scott uses the Ghost Walker teleportation chips to relocate himself after sniping.

WIT 28   Cha 6
WILL 30   Cmb 12

STR 25   Com 1
DFT 35   Est 5
SPD 25   Mch 8
HLH 25   Nat 10
MA 1   Sci 3

Skills:
Firearms, modern 150/20/10; Autoweapon 100/20; Tech Use 60/12; High Tech Use 60/12; Survival 80/16; Auto Driver 40/8; Stealth 80/16; Advanced Stealth 80/16
Equipment: M-14 Rifle - Match Grade with 8-32x variable scope, bipod. Glock 19. Ghillie suit. up to 6 Teleport Homing poker chips - when broken, teleports to Ghost Walker home base.

Dimensional Physics

To explain the interactions of the different dimensions, we must first discuss some Physics Theory. Not too long ago, some Physicists came up with the idea that there were a number of different universes intertwined together like a bundle of strings. This was to explain how some forces (black holes, and others) didn't follow the equations properly. Then they couldn't answer why some other things were happening, so they added a few more dimensions (variables) to the equation and came up with M Theory. In theoretical physics, M-theory is a new limit of string theory in which 11 dimensions of spacetime may be identified. Because the dimensionality exceeds the dimensionality of five superstring theories in 10 dimensions, it was originally believed that the 11-dimensional theory is more fundamental and unifies all string theories (and supersedes them). However, in a more modern understanding, it is another, sixth possible description of physics of the full theory that is still called "string theory." Though a full description of the theory is not yet known, the low-entropy dynamics are known to be supergravity interacting with 2- and 5-dimensional membranes. The M theory scientists have been struggling with an issue with their example – there is still a force at play that they cannot explain. I will explain it here, in simplified form. The thing that they have wrong is one of the basic assumptions – that there are an infinite number of universes. With an infinite number, there is no explanation for the pressure (interaction) between adjacent universes. With the theory we will express here, we need to define some suppositions.

1. The M theory people are mostly right.
2. There are a finite number of universes.
3. There is an infinite number of possible universes.
4. The laws of conservation of mass and energy hold across the dimensions.
5. Objects and energy can travel between universes.

With that in mind, there is a new force at play – Temporal Inertia. This best can be explained with the Grandfather Paradox. If a time traveler goes back in time, and kills his own grandfather before his father was conceived, then his father (and subsequently himself) were never born and therefore could not have gone back in time to kill the grandfather. This paradox only exists with a single timeline. With multiple timelines, when the traveler goes back in time, and creates a "measurable change" – killing his own grandfather – then there are two timelines – one with the traveler being born and one without. In essence, an entire universe was just created. As long as the two universes converge at some point in time, then the energy is ultimately conserved. The force that pushes these two universes together is Temporal Inertia.
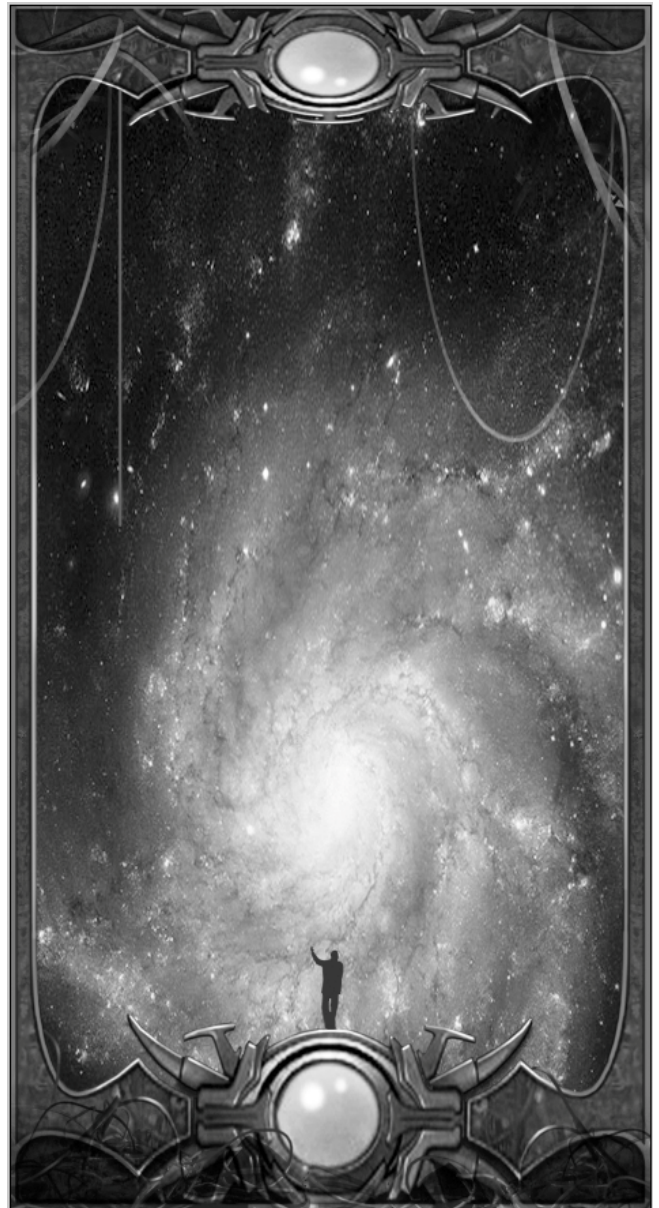
That was with two universes and one traveler. The theory expands to hold any number (as long as it is finite) of universes. To create a great change in a timeline, one must make a space for it by destroying another timeline, or forcing it to merge with another, similar timeline. This is done by making changes to make the two timelines similar. I'm sure you can see the adventuring possibilities here.

How does this manifest itself in an individuals view? There are times when two universes brush against each other, either due to Temporal Inertia, or by the application of Technology or Magic. If the two universes are extremely similar, there will be little or no visual difference in the gap – perhaps just a static tension or breeze. If the universes are very different, then a visual membrane or gate will appear – looking like a wafer thin portal – usually one-sided.

Sometimes these gateways are static, and remain in place for years or centuries. Sometimes temporary crossings occur in an area over a period of time, such as the Bermuda Triangle. Other times they may appear for a short time – even mere moments.

The Bermuda Triangle manifestation is an observable result of the delta between two universes trying to merge. In one universe, Atlantis did exist in the Triangle area. In another, it was destroyed. This difference was large enough in effect as to be a "Major" difference, and now the two universes are brushing against each other in that zone. This causes the temporary portals to open and close, sometimes capturing airplanes and ships, and depositing them later back on one of the worlds. These gateways can be clustered in batches, as on December 5, 1945, when TBM Avenger Flight 19 was lost, followed closely by a Martin Mariner PBM flying boat lost in the search operation. There were 7 different incidents in 1945 alone.

Why?

Since Atlantis did not survive in the "core" earth we are used to, the survival of Atlantis caused major changes in the timeline and therefore our history. One of the major differences between the two universes is the actions of the Atlanteans during World War II. The Atlanteans sided with Germany, and presented a third front for the United States. When the Atlanteans had a form of Magic to supplement their technology, it allowed them to create jet fighters before Britain and Germany, and they had the first working jet fighter squadron in service in 1943.

Special Rules

Superskilled characters

(Optional Rule) To represent some of the trained actions of elite soldiers, and some of the amazing feats represented in the modern action films and shows, or in IPSC Pistol competition, superskilled characters should be allowed. This is represented by format 3 skills. The GM can decide which skills will be allowed to be Superskilled, or Format 4. This should be told to players before the game begins. A Format 4 skill acts as a Format 3 skill, in that the skill score goes to 200, however all 200 points are used to calculate the BCS. This will result in BCS scores greater than 20. This unmodified BCS score is then used to apply modifiers to. A roll of 20 is still a Critical Miss. If using this rule, then all situational and accuracy modifiers must be applied by the Gamemaster.

Example – a character has a firearms skill score of 150. This results in a Format 4 BCS of 30. They could easily hit a running target (-6) newly acquired (-2) in dim light (-3) at short range (+1) with a .357 magnum (recoil 2, adjusted by 2 for skill) for a final BCS of 20.

"Trick Shots"

A Character may choose to be an expert of a single "trick shot" – this is allowed by giving them a plus to their BCS for the trick shot, and a double minus to their BCS when not in the trick shot situation. The bonus is based on the situational modifier that is being ignored. This is allowed during character generation by having them specialize in their firearms skill in the trick shot. Any combination of situational modifiers may be chosen for the trick shot, but any situation that does not exactly match suffers in double the minus.

For example, a character who can "always make a head shot" (basically a +4) will have a -8 to their normal firearms BCS.

WEATHER DAMAGE

Wind damage to buildings

High winds can cause structural damage to buildings. This damage is assessed once per hour to the structure rating of the building. Winds cause damage based on a group from wind speed. High winds also reduce the accuracy of projectile weapons, including firearms, crossbows, bows and thrown weapons.

Wind Speed	Damage Group	Missile BCS
20-38 MPH	N/A	-1
39-58 MPH	N/A	-2
59-73 MPH	0	-3
74-95 MPH	1	-4
96-110 MPH	2	-5
111-130 MPH	3	-6
131-155 MPH	4	-7
156-180 MPH	5	-8
181-200 MPH	6	-9

Wind borne projectiles

High winds can also cause debris to become a projectile. This is similar to the fragmentation effect of grenades. Wind borne debris attacks should be resolved once per Combat Round, in action phase 0. The BCS and damage group of debris is listed below. The WDM is based on the type of projectile, but can be randomized as 0.5 + (1d10/10).

Debris Wind Speed	Damage Group	Debris BCS
74-95 MPH	0	4
96-110 MPH	1	5
111-130 MPH	2	6
131-155 MPH	3	8
156-200 MPH	4	9
201+ MPH	5	10

Effects of cold

Cold weather is severely damaging to unprotected people. In addition, it can increase the chances of mechanical malfunction as grease and oils solidify and become more like a glue holding parts together. If a firearm, for example, is not lubricated with low temperature oils, then it is subject to an increased chance of critical miss. Cold damage is subdual and assessed once per 15 minutes. Insulating clothes and gear will protect by the insulation factor, and move up in the chart by one category per insulation factor. Damage is calculated based on the wind chill value, while equipment failure is based on actual temperature.

Temperature Degrees F	Damage Group	Critical Miss
0 to −19	0	20
-20 to −40	1	19-20
-41 to -69	2	18-20
-70 to −80	3	16-20
-81 to −89	4	14-20
-91 to −97	5	12-20
-98 to −110	6	10-20

Severe Heat

Severe Heat can also cause damage to personnel and equipment. Heat damage is subdual, and assessed once per half hour. Burn damage can also occur when unprotected skin touches hot gear. Confined spaces (inside a closed car, for example) will be one class hotter, while in the shade will be one class cooler.

Temperature Degrees F	Damage Group	Burn Group
95 to 104	0	0
105 to 113	1	0
114 to 118	2	0
119 to 122	2	1
123 to 126	3	1
127 to 130	3	2

Chapter Eight: Appendices

The following pages are reference guides for ease of play. Feel free to photocopy these pages as much as needed for personal use.

APPENDIX 1: SPELL LIST

RED SPELL CASTING
1. AURA READING (1 WT + WL + MA 3)
2. CHANT (1 WL + WL + MA 3)
3. CHARM (1 WT + WL + MA 3)
4. CLAIRVOYANCE (1 WT + WL + MA 3)
5. CREATE LIGHT/DARK (1 WT + WL + MA 3)
6. DETECT INFLUENCE (1 WT + WL + MA 3)
7. DETECT ILLUSION (1 WT + WL + MA 3)
8. DETECT MAGIC (1 WT + WL + MA 3)
9. FORCE SHIELD (1 WL + WL + MA 3)
10. HEALING (1 WL + WL + MA 3)
11. IDENTIFY (1 WT + WL + MA 3)
12. LEVITATE (1 WL + WL + MA 3)
13. LOCATE OBJECT (1 WT + WL + MA 3)
14. LUCK (1 WL + WL + MA 3)
15. MAGIC BLAST (1 WT + WL + MA 3)
16. MINOR EVOCATION (1 WT + WL + MA 3)
17. OPEN / LOCK (1 WL + WL + MA 3)
18. PRESERVE (1 WL + WL + MA 3)
19. SENTIENT SCAN (1 WT + WL + MA 3)
20. SPEAK LANGUAGE (1 WT + WL + MA 3)
21. SPEAK W/ ANIMALS (1 WT + WL + MA 3)
22. SPELLBIND (1 WT + WL + MA 3)
23. SUGGESTION (1 WT + WL + MA 3)
24. ZEN SIGHT (1 WT + WL + MA 3)

ORANGE SPELL CASTING
1. ALTER GRAVITY (MINOR) (2 WT + WL + MA 3)
2. ALTER SIZE (2 WT + WL + MA 3)
3. ASSUME CONTROL (2 WL + WL + MA 3)
4. BALANCE (2 WL + WL + MA 3)
5. BLEND (2 WT + WL + MA 3)
6. BREAK (2 WL + WL + MA 3)
7. DECEIVE (2 WT + WL + MA 3)
8. DETECT PRESENCE (2 WT + WL + MA 3)
9. DIRECTION (2 WT + WL + MA 3)
10. E.S.P. (2 WT + WL + MA 3)
11. FIND PASSAGE (2 WT + WL + MA 3)
12. FIND WATER (2 WT + WL + MA 3)
13. FORGET/REMEMBER (2 WT + WL + MA 3)
14. HAWK VISION (2 WT + WL + MA 3)
15. INTRUDER ALERT (2 WT + WL + MA 3)
16. INVISIBILITY (2 WT + WL + MA 3)
17. JUMP (2 WT + WL + MA 3)
18. LEVITATE (2 WT + WL + MA 3)
19. LOCATE PERSON (2 WT + WL + MA 3)
20. LOCATE PLANT/ANIMAL (2 WT + WL + MA 3)
21. MIND OVER BODY (2 WL + WL + MA 3)
22. MIND SHIELD (2 WT + WL + MA 3)
23. MINOR FIRE (2 WT + WL + MA 3)
24. MINOR COLD (2 WT + WL + MA 3)
25. READ (2 WT + WL + MA 3)
26. RESIST CONTROL (2 WL + WL + MA 3)
27. RUNNING (2 WL + WL + MA 3)
28. SELF SUSTENANCE (2 WL + WL + MA 3)
29. SLEEP/AWAKEN (2 WL + WL + MA 3)
30. SPIRIT BODY (2 WT + WL + MA 3)
31. SPIRIT PROTECTION (2 WL + WL + MA 3)
32. SPOOK (2 WT + WL + MA 3)
33. TELEKINESIS (2 WT + WL + MA 3)
34. TONGUES (2 WT + WL + MA 3)
35. VOICES (2 WT + WL + MA 3)
36. WARPWOOD (2 WL + WL + MA 3)
37. WATER BREATHING (2 WL + WL + MA 3)
38. ZIP (2 WT + WL + MA 3)

YELLOW SPELL CASTING
1. AFFECT OTHERS (3 WL + WL + MA 3)
2. ANIMAL CONTROL (3 WL + WL + MA 3)
3. ASTRAL PROJECTION (3 WT + WL + MA 3)
4. CONJURE PLANT/ANIMAL (3 WT + WL + MA 3)
5. CONTROL (3 WL + WL + MA 3)
6. COUNTER SPELL (3 WT + WL + MA 3)
7. DEFTNESS (3 WL + WL + MA 3)
8. DISPEL ILLUSION (3 WT + WL + MA 3)
9. DISPEL CURSE (3 WL + WL + MA 3)
10. DETECT POISON (3 WT + WL + MA 3)
11. EMOTION (3 WL + WL + MA 3)
12. FORCEWORD (3 WL + WL + MA 3)
13. INNER POWER (3 WL + WL + MA 3)
14. MAGICAL TRACKING (3 WT + WL + MA 3)
15. MAJOR FIRE (3 WT + WL + MA 3)
16. MAJOR FREEZE (3 WT + WL + MA 3)
17. MASS HYPNOSIS (3 WL + WL + MA 3)
18. MINOR ILLUSION (3 WT + WL + MA 3)
19. NEUTRALIZE POISON (3 WL + WL + MA 3)
20. PLANT CONTROL (3 WL + WL + MA 3)
21. PRECOGNITION (3 WT + WL + MA 3)
22. PREMONITION (3 WT + WL + MA 3)
23. PROTECTIVE SPHERE (3 WL + WL + MA 3)
24. REMOVE FEAR (3 WL + WL + MA 3)
25. RESIST FIRE/COLD (3 WL + WL + MA 3)
26. SHAPE CHANGE ANIMAL (3 WT + WL + MA 3)
27. SILENCE (3 WL + WL + MA 3)
28. SORCERER'S SIGHT (3 WT + WL + MA 3)
29. SPEAK WITH PLANTS (3 WT + WL + MA 3)
30. SPEED (3 WL + WL + MA 3)
31. STRENGTH (3 WL + WL + MA 3)
32. SUMMON ANIMALS (3 WL + WL + MA 3)
33. TRUTHSAY (3 WL + WL + MA 3)
34. TURN (3 WL + WL + MA 3)
35. WILL FIGHT (3 WL + WL + MA 3)

GREEN LEVEL SPELLS
1. ALTER AURA (4 WL + WL + MA 3)
2. ANIMATE OBJECT (4 WT + WL + MA 3)
3. ATTACK MIRROR (4 WL + WL + MA 3)
4. BODY CONTROL (4 WL + WL + MA 3)
5. CURE DISEASE (4 WL + WL + MA 3)
6. CURE POISON (4 WL + WL + MA 3)
7. DANGER SENSE (4 WT + WL + MA 3)
8. DOWSING (4 WT + WL + MA 3)
9. EARTH MAGIC (4 WT + WL + MA 3)
10. FLIGHT (4 WT + WL + MA 3)
11. IDENTIFY PLANT/ANIMAL (4 WT + WL + MA 3)
12. IDENTIFY SPELL (4 WT + WL + MA 3)
13. LIGHTNING (4 WT + WL + MA 3)
14. LOCUST PLANT (4 WL + WL + MA 3)
15. MAGIC RESISTANCE (4 WL + WL + MA 3)
16. MALOR ILLUSION (4 WT + WL + MA 3)
17. PROTECTION FROM INSECTS (4 WL + WL + MA 3)
18. RAINSTORM (4 WL + WL + MA 3)
19. SONIC BLAST (4 WT + WL + MA 3)

20.SPEAK WITH SPIRIT (4 WT + WL + MA 3)
21.WIND CONTROL (4 WL + WL + MA 3)

BLUE LEVEL SPELLS
1. ANTI-MAGIC SPELL (5 WT + WL + MA 3)
2. CRESCENT SWORD (5 WT + WL + MA 3)
3. DAMAGE MIRROR (5 WL + WL + MA 3)
4. ELEMENTAL ILLUSION (5 WT + WL + MA 3)
5. ICE STORM (5 WT + WL + MA 3)
6. IMPROVED INNER POWER (5 WL + WL + MA 3)
7. MAGIC ARROW (5 WT + WL + MA 3)
8. MAJOR GRAVITY CHANGE (5 WT + WL + MA 3)
9. MASS INVISIBILITY (5 WT + WL + MA 3)
10. MIND READING (5 WT + WL + MA 3)
11. MINOR ENCHANTMENT (5 WT + WL + MA 3)
12. PLANT SUMMONING (5 WT + WL + MA 3)
13. RADIATE PANIC (5 WL + WL + MA 3)
14. ROCK TO MUD (5 WT + WL + MA 3)
15. SHAPE CHANGE, LYCANTHROPE (5 WT+WL+ MA3)
16. SPELL TRAP (5 WT + WL + MA 3)
17. SPIDER PLAGUE (5 WL + WL + MA 3)
18. TELEPORTATION (5 WT + WL + MA 3)
19. TELEPORT OBJECT (5 WT + WL + MA 3)
20. TRANSFER CONSCIOUSNESS (5 WT + WL + MA 3)
21. WIZARD'S DOOR (5 WT + WL + MA 3)
22. WIZARD'S POCKET (5 WT + WL + MA 3)

INDIGO SPELLS
1. ADAPTATION (6 WL + WL + MA 3)
2. CAUSE INSANITY (6 WT + WL + MA 3)
3. CAUSE BLINDNESS (6 WL + WL + MA 3)
4. CELESTIAL VISION (6 WT + WL + MA 3)
5. CONJURE MONSTER (6 WL + WL + MA 3)
6. DELUSION (6 WL + WL + MA 3)
7. DISINTEGRATE (6 WT + WL + MA 3)
8. ELEMENTAL FIRE (6 WT + WL + MA 3)
9. ELEMENTAL FREEZE (6 WT + WL + MA 3)
10. ENERGY CAGE (6 WL + WL + MA 3)
11. FLYING CHARIOT (6 WT + WL + MA 3)
12. HEALING II (6 WL + WL + MA 3)
13. LASER FINGER (6 DFT + WL + MA 3)
14. MINOR CREATION (6 WT + WL + MA 3)
15. OBJECT SUMMONING (6 WT + WL + MA 3)
16. PASSAGE (6 WL + WL + MA 3)
17. RETROCOGNITION (6 WT + WL + MA 3)
17. PLANAR TRAVEL (6 WT + WL + MA 3)
18. SECOND SELF (6 WT + WL + MA 3)
19. SPELL BOX (6 WT + WL + MA 3)
20. SPELL MIRROR (6 WL + WL + MA 3)
21. SUSPENDED ANIMATION (6 WL + WL + MA 3)
22. TELEPORT TRACKING (6 WT + WL + MA 3)
23. TRANSCEND PAIN (6 WL + WL + MA 3)
24. WARRIOR'S GIFT (6 WT + WL + MA 3)

VIOLET SPELL CASTING
1. CALL CREATURE (7 WL + WL + MA 3)
2. CONFINEMENT (7 WL + WL + MA 3)
3. CONJURE SIMULACRUM (7 WT + WL + MA 3)
4. CONTROL WEATHER (7 WL + WL + MA 3)
5. DIMENSIONAL TRACKING (7 WT + WL + MA 3)
6. DISPEL MAGIC (7 WL + WL + MA 3)
7. DUAL CONSCIOUSNESS (7 WT + WL + MA 3)
8. ELEMENTAL LIGHTNING (7 WT + WL + MA 3)
9. GRAND ENCHANTMENT (7 WT + WL + MA 3)
10. MAJOR CREATION (7 WT + WL + MA 3)
11. MASS CHARM (7 WL + WL + MA 3)
12. MIRROR SPHERE (7 WL + WL + MA 3)
13. NEGATIVE ILLUSION (7 WT + WL + MA 3)
14. PETRIFICATION (7 WT + WL + MA 3)
15. POLYMORPH (7 WT + WL + MA 3)
16. PROPHECY (7 WT + WL + MA 3)
17. SORCERER'S GATE (7 WT + WL + MA 3)
18. SPELL IMMUNITY (7 WT + WL + MA 3)
19. TRUE NAME (7 WL + WL + MA 3)

APPENDIX 2: NEW SKILLS
Skill cost initial score format:
ACROBATICS (3 STR+DFT+EST 3)
ADVANCED INTERROGATION (2 WIT+WILL+CHA 1)
          (INTERROGATION, ADVANCED MEDICAL)
ADVANCED STEALTH (2 DFT+WILL+NAT SP)
          (STEALTH, DFT 35+)
AERIAL BEAST RIDING (2 DFT+WIT+NAT 1) AQUATIC BEAST RIDING (2 DFT+WIT+NAT 1) ANIMAL TRAINING (2 WIT+WILL+NAT 1)
ARMORSKIN (2 SPD+STR+CMB 1)
DISGUISE/ACTING (2 WIT+DFT+CHA 1)
DODGE & PARRY (1 DFT+SPD+CMB 1)
DODGE MISSILES (3 DFT+SPD+CMB 1)
(Dodge and Parry)
FAST DRAW (2 SPD+DFT+CMB 3)
MINING (2 DFT+WIT+MECH 1)
NAVIGATION (2 WIT+WIT+NAT 1)
SEAGOING : SEAMANSHIP
AIRBORNE : AERIAL RECON INTERPRETATION STELLAR : HIGH TECH USE
MATHEMATICS
PHYSICS
COMPUTER SCI.
NET (2 DFT+STR+CMB 3)
RUNNING (2 SPD+HLH+NAT 1)
PICK POCKETS (2 DFT+SPD+CHA 1)
SPELL THEORY (specify) (5 WIT+WIT+MA 1)

APPENDIX 3 CHARTS AND REFERENCE
SITUATION MODIFIER TABLE
SITUATION BCS
"STANCE" (REQUIRES 1 ACTION TO ASSUME) +1 BCS ATTACKER IS OVER 50% WOUNDED OR OVER 50% DOWN ON WILL -3
ATTACKER IS OVER 75% WOUNDED OR OVER 75% DOWN ON WILL -6
DAMAGED BY PHYSICAL MEANS IN THAT C.T. -
(TOTAL POTENTIAL DAMAGE)
IN DARKNESS OR PARTIALLY BLIND -9
IN DIM LIGHT -3
IN POOR LIGHT -5
MAGICALLY DAMAGED IN THAT COMBAT TURN -
(AMOUNT DAMAGED)
SURPRISED AVERAGE BCS -2
PARTIALLY RESTRICTED (One hand held or bound) -3
MODERATELY RESTRICTED (Both hands bound) -6 GAGGED AND BOUND -10
TOTALLY BLIND -12
PARALYZED -19
USING FOCUS (REQUIRES "STANCE") +2

AFTERMATH! SPELL MISS CHART

(BCS miss effect number plus 1D20)

[2-4]   Magic performs exactly as cast (double cost).
[5-10]   Magic does not function (normal cost).
[12-15]   Nothing happens.
[16-18]   Typo effect ('Charm' becomes 'arm' and the target grows an extra one).
[19]   Spell is trapped in a time warp (delay 1-100 ap, or 1-100 c.turns, or 1-100 days).
[20-23]   Reverse of spell occurs.
[24-27]   Spell hits random target within range (5% chance caster is hit).
[28-29]   Random one of the caster's spells fires (random target, random power).
[30-34]   Random spell fires (see random spell chart).
[35-36]   Systems overload (caster unconscious for a number of hours equal to the number of will he is down).
[37-38]   Caster glows for 1d30 combat turns (not enough to see by, but just enough to be a target).
[39-40+] See Critical miss chart.

COLOR CHART

1 Pale
2 Light
3 Royal
4 Dark
5 Mottled
6 Flecked

1 Black
2 Red
3 Orange
4 Yellow
5 Green
6 Blue
7 Indigo
8 Violet
9 White
0 Combination, roll twice

SITUATIONAL MODIFIERS

PICKING POCKETS:
Pouch 0
Pocket -2
Metal Chain to item from belt -2
In target's hand -8
In large crowd +1
Alone with target -3
Acquaintance of target +1
Item on exterior +1
Item on interior (of clothing) -2

SPELL CRITICAL MISS CHART

1-4   Explosion (blast = Will expended in spell) (caster is center of the blast)
5-12   Paralyzed (random target for 1d6 minutes) (5% chance caster is hit)
13-20   Bolt of lightning strikes random target (5% chance caster is hit) (d10 charges)
21-26   Caster is blinded for 2d6 days (5% chance of permanency)
27-30   Random being within range is polymorphed into a random creature. (see chart below) (5% chance caster is hit)
31-33   Caster's sex changes.(95% chance permanent, else 1 day)
34-36   Attention is drawn to the caster. Check for which demon notices. On a reaction
37-42   Caster's weight increased(6d10*10 lbs for 1d6 months)
43-46   Random target's skin turns color (see color chart) (5% chance caster is hit)
47-50   It starts raining (cats and dogs, buckets, frogs. Consult polymorph chart to see what falls from the sky. All creatures turn to water on impact)
51-54   Caster's height reduced to 1-50% of old height.(2d6 months)
55-58   Weightlessness occurs for a 25 meter radius of caster.
59-62   Heavy rainfall for 10meter radius of target. (random color)
63-64   Caster rendered invisible. (5% chance permanent)
65-68   Fire hits random target for strength 1d10
69-72   A Great wind rushes by.
73-75   51-100% of the caster's spells fire simultaneously (random target, random power, full will cost)
76-77   Spell's effects are permanent on target
78-79   Inter-dimensional rift opened
80-81   Caster and all within 25 meters of caster teleported to random place (plane, world, universe, time)
82-86   Everyone within spell range turns color (see color chart for each target. Lasts 1d100 + 2 days)
87-92 Everything within spell range turns the same color. (see color chart)
93-94   All clothing within spell range disappears (caster's only 25% chance)
95-98   Every creature within spell range is:
1 dazed
2 stunned
3 blinded
4 deafened
5 made insane
6 all of the above
(1% chance of permanency, else 1d6 hours)
99-100   5d3-5 random mutations occur within spell range (random target with caster having equal chance)

POLYMORPH CHART

D100 | NAME

D100	NAME	D100	NAME
1	Agate	51	Hippocampus
2	Alligator	52	Hobgoblin
3	Apeman,Chimpanzee	53	Imp
4	Apeman,Gorilla	54	Incubus/Succubus
5	Apeman,Orang-utan	55	Insectoid, Queen Ant
6	Insect-man, Scorpion	56	Insectoid, Wasp
7	Asp	57	Insectoid, Mantis
8	Banshee	58	Insectoid, Worker Ant
9	Basilisk	59	Karkadann
10	Bat	60	Kireean
11	Bear	61	Kobold
12	Canine	62	Leprechaun
13	Catoblepas	63	Lesser vampire
14	Centaur	64	Lion
15	Cheetah	65	Manticore
16	Chimera	66	Minotaur
17	Dragon	67	Mi'raj
18	Dwarf, Mountain	68	Muridian
19	Dwarf,Arctic	69	Ogre
20	Dwarf,City	70	Orc
21	Dwarf,Desert	71	Pegasus
22	Dwarf,Forest	72	Peryton
23	Elephant	73	Phoenix
24	Elf,Aerial	74	Puma or Leopard
25	Elf, Aquatic	75	Rat
26	Elf, City	76	Rat,giant
27	Elf, Earth	77	Rat,super
28	Elf, Mountain	78	Rattlesnake
29	Elf, Wood	79	Raven
30	Feral Cat	80	Razorback
31	Feral dog	81	Rhinoceri
32	Felidare, Cheetah	82	Rhinoceros
33	Felidare, Lion	83	Rukh
34	Felidare, Puma/Leopard	84	Satyr
35	Felidare, Tiger	85	Saurian
36	Fomorian	86	Sea Serpent
37	Gargoyle	87	Serpentite
38	Ghost	88	Shark
39	Ghoul	89	Skeleton
40	Giants	90	Snake, Constrictor
41	Gnoll	91	Sphinx
42	Gnome	92	Tiger
43	Goblin	93	Toridare
44	Gorgon	94	Unicorn
45	Greater Vampire	95	Ursoid
46	Gremlin	96	Wight (lesser wraith)
47	Gryphon	97	Wyvern
48	Halfling	98	Wolf
49	Harpy	99	Wraith
50	Hawkman	100	Zombie