

The background is a dark red, almost black, with a subtle texture. In the upper half, there are two faint, overlapping faces looking upwards, their features softened by the red tint. In the center, a dark, circular orb is partially obscured by a bright, glowing light source, creating a lens flare effect. The overall mood is mysterious and ominous.

DAEMORNIA

The Role-Playing Game

Written by Michael Lirko
Illustrated by Steve Stylianou

Daemornia Studios
Presents

DAEMORNIA

The Role-Playing Game

Written by Michael Lirko
Illustrated by Steve Stylianou
Additional Art by Michael Lirko
Cover by Michael Lirko
Layout and Design by Michael Lirko
Published by Daemornia Studios & Michael Lirko
All contents are protected by Copyright Law.

"I began my voyage into the world of role-playing more than 15 years ago. Beginning as we all do, in the shoes of a PC, I eventually sat on the seemingly powerful throne of the GM, from which I never left! It was with this experience that I began to want more from the world of the RPG. For many years I scribed away to bring my ideas to life. Remembering those times I looked for a printer for the next version of the beloved game and the endless run of character sheets. Daemornia was born from this passion and I hope you all find adventure within its pages."

- Michael Lirko, May 2005

Michael Lirko:

Thanks to my partner, Nicola, for believing in me. All those late-night games had a purpose! Steve, for bringing the world of Daemornia to life with his talented art, and to all the play-testers and contributors, both past and present; Adam Taylor, Andrew Walker, Barry Clementson, David Stephenson, Frank Fletcher, George Holtom, Graham Lilley, John-Paul Stephenson, Michael Walker, Paul Lirko and anyone else I have forgotten!

Steve Stylianou:

I would like to thank my girl, Stephanie, for constantly being such a positive force in my life and giving me the drive to do what I do everyday! Also to my Mom, family in Florida, family in New York, Stephanie's family, my brother Christian, my niece and nephew and not forgetting Ms. Murphy, my high school art teacher.

Copyright 2005 Michael Lirko
First Edition May 2005
Revised Edition September 2006

CONTENTS

Introduction	4	Magic	61
What is Daemornia	5	Magic Level & Magic Points	62
Characters	5	Spell Casting and Recovering MP	62
Real Time & Game Time	5	The Interference of Science	63
Scenarios and Adventures	5	Determining Spells	63
The Dice	6	Spell Information	64
What You Will Need	6	Spell Lists	64
The Attributes	7	Spell Descriptions	66
Creating a Character	8	Psionics	78
Draga	9	PSI Points and Power Levels	79
Felidites	10	Using Powers and Recovering PSI	79
Humans	11	Power Information	80
Hyterians	12	Determining Powers	80
Keebo	13	Power List	81
Night Stalkers	14	Power Descriptions	82
Reptilians	15	Psychology	
Human Mutation Descriptions	16	& Physical Tests	89
Education & Careers	20	Charisma	89
Skills & Intelligence Tests	20	Fear Test	89
Natural Skills	20	Frenzy	89
Chance Skills	21	Hatred	90
Specialist and Additional Skills	21	Panic Test	90
Choosing Your Career	21	Will Power Test	90
Advancing Levels	22	Intelligence Test	90
Path of the Banshee	24	Dexterity Test	91
Path of the Blade Master	25	Endurance and Toxins	91
Path of the Clan	26	Toughness & Trauma	91
Path of the Cleric	27	Testing Other Attributes	91
Path of the Fighter	28	Damage and Injuries	92
Path of the Gunslinger	29	Hit Points	92
Path of the Jenkai	30	Damage Points	92
Path of Khan	31	Type of Damage	93
Path of the Ocean	32	Zero Attributes	94
Path of the Psyker	33	Recovery and Medical Help	95
Path of the Slayer	34	Experience	96
Path of the Spell-Caster	35	Skill EXP	96
Path of the Thief	36	Good Performance EXP	96
Path of Vengeance	37	Character Level and Spending EXP	97
Path of the Wanderer	38	EXP Levels and Cost	97
Path of Wisdom	39	Game Master	98
Skills Descriptions	40	Attribute Related Situations	98
Combat	47	Prolonged Exertion	99
Combat Procedure	48	Encumbrance and Weight	99
Step 1 - Determine Initiative	48	Nightvision	100
Step 2 - Attack Opponent	49	Weather and Nature	100
Handed	50	Materials and Structures	102
Step 3 - Inflicting Damage	51		
Step 4 - Save against Trauma	52		
Step 5 - Continuing the Melee	52		
Missile Weapons	54		
Evading Missile Fire	55		
Combat Skills	56		

CONTENTS

Equipment 103

Close Combat Weapons	104
Armour, Shields and Helms	110
Repairing Armour and Shields	112
Missile Weapons	112
Explosives and Gases	116
Daemonic Weapons & Artefacts	117
Optics	118
Clothing	118
Medical	119
Field Equipment	119
Steeds	119
Vehicles	120
Miscellaneous Equipment	122

Bestiary 123

Araneae Goff	124
Draga	125
Dragons (Druge)	126
Felidites	128
Fel-Sharg	130
Giant Ants	131
Giant Rats	132
Giant Scorpion	133
Golem	134
Great Birds	135
Great Worm	136
Horse	137
Humans	138
Hyterians	139
Kangar	140
Keebo	141
Korg	142
Laestrygonians	143
Lancasin	144
Mantidae	145
Nesrian Prowler	146
Night Stalkers	147
Reptilians	149
Traitor Daemons (Dankari)	151
Ucavarians	153
Undead	154
Wild Bear	156
Wild Dog	156
Wolves	157

Darkness & Its Minions 158

The Underworld	158
The Signs of Daemornia	159
The Daemon Hierarchy	159
Erebos, The Lord of Darkness	160
Kaol, General of the Dark Armies	162
The Three Judges of Hades	163

Daemons of Erebos	165
Cerberus, Prime Daemon of Earth	166
Borlin	167
Deathgaunt	168
Minoan	169
Chaos Bringer	170
Warmonger	171
Berserkers	172
Daemonette	173
Dancer of Death	174
Fire Merc	175
Nominod	176
Kaeno	177
Rogrot	178
Brinor	179
Hell Hound	180
Dark Fanatics	181

The World Guide 183

Human Tech Town	183
Shantytowns	184
Reptilian Sanctuaries	184
The Forsaken	184
Travelling the World of Daemornia	185
Random Encounter Chart	186
United Earth Alliance	187
Cairo	188
Nathrad	188
Tor-Keep	189
Sydney	189
The Fallen City of New York	190
The Fortress-City of Drakas	191
The Daemornia Gates	192
The Known Worlds	193

Heroes of the World 194

D'Kara	194
Marcko Volans	196
Graan	198

The City Guide 200

Law Enforcement Officer (LEO)	201
Blade Hockey	202
Gladiator Arena	205
Healers	206
Taverns	207
Stop Thief!	209
Temple of Darkness	210
I'Alis (Temple of Khan)	210

Chronicles 211

The Rebellion War	212
The Daemornia of Earth	213
A New Age	214

INTRODUCTION

"It was on this very day that the Daemornia began. My grandfather told my father of this time and now I pass the history onto you. Let me tell you of our heritage, that of humankind. Of a time before the Offworlders and before the dreaded Daemon hordes, when man walked the earth alone and was not afraid of the darkness. It was a time of peace, without fear of slavery, poverty, hunger or disease.

Our technology turned dreams into reality. We had machines that could fly, and vehicles without horses able to journey across whole countries in hours. We were able to travel to other worlds with powerful rocket ships that could reach the stars. There was very little that could not be achieved. However, our continuous pursuit of the impossible almost brought about this world's end.

Some say that we created a portal to travel to the stars, others claim it to have been a gateway to another world much like our own, but I tell you that what man created was a doorway to Hell. Small and insignificant, it grew, far beyond the imagination of its creators. The whole world rejoiced in what it would hold for our future, but it was our future that was lost.

Carried on the winds, the Great Plague swept across the world. It killed and mutated without pattern, leaving none unharmed. From the largest city to the most remote village, people suffered and died. It twisted the animals, as pets and livestock turned against their masters in fits of madness and rage. We know now that all attempts at a cure were fruitless and every day we are reminded of that by our very nature. Yet, the portal still grew, out of control, absorbing everything in its path. We do not know what happened to the portal or where it lies, but we know that from its foul belly they came.

Many of you have been told stories of the monsters in our world, of the great beasts and vast hordes that roam the land, conquering, enslaving and murdering all in their path. Do not make light of these things, for they are true and horrifying to behold.

When the daemons first came to our world, we sued for peace, but it is a word unknown to them. Their master strived to have all, and this world, like many others would fall. Our magnificent armies, with their steel machines and powerful weapons proved useless, as the daemons swept across our land. We fought the daemon spawn with all the strength we had. In the great oceans, mighty ships battled the black serpents sent against us and in the skies above, flying machines struggled with the greatest of the winged daemons, but eventually we fell, until we had no choice.

The land beneath you is often green, but it was not always, for the world was once turned to ash. Some of you have seen the great cities in which our ancestors lived. Their magnificent homes are now destroyed and barren, empty to all but the most depraved of creatures. The streets are covered in decay and filth but they were not always. We created great monuments of beauty and towers of glistening glass that could touch the sky. We had libraries and schools, the like of which we may never see again. We listened to the music and poetry of cultures long gone and admired their art and skill, but now it is almost all lost. The daemons destroyed much in their wake, turning fields to black by flame and death, but it was our own kind that ruined the land. Our great weapons had left charred ruins, turned forests to ash and destroyed the cities.

The war raged on for countless years, before the arrival of the Offworlders, some of whom are here with us today. Our world was not the first to fall to the lord of darkness for he had many slaves and minions. We know that his control of his empire was not entire and many turned against him. I have seen many wondrous creatures in my travels, like our friends and allies, the Dankari, Reptilians and Night Stalkers and many, many more.

It was with such aid that our ancestors were able to turn the tide of darkness from our world. Many of you have read the stories of great heroes of that time, when the people of Earth fought back with rejuvenated strength. They pushed back at their new masters and fought for their very lives. My grandfather spoke of the greatest of the battles fought on our land. The last of our great armies, with their machines and weapons, fought side by side with their new allies. For more than a hundred days they fought against the daemon horde that came to conquer all. When the machines were gone, they fought with sword and axe. When those weapons were broken or blunt they fought with stone, and when there was no more stone they fought with fist.

Thousands died and still they fought, pushing ever onward. Eventually, after so many lives had been lost, they finally reclaimed our world, defeating the daemon kind and winning their freedom.

Today, our world is divided. The daemons, though now fewer in number, are still present and have many loyal followers even among our own kind. I have seen battles on vast plains with heroes standing alone against evil, kingdoms grow and crumble seemingly in the blink of an eye, innocents enslaved to serve the darkness, and people rejoicing in new freedom from tyranny. Our way of life is very much different to that of our ancestors, but we have survived and we will always be here.

I know some of you venture out into the known world and beyond, some seeking fortune, some fame and others to destroy the evil wherever it lies. My advice to all of you is to take heed of my story, learn from our history, never forgetting those that have laid their lives down in the name of peace and never, ever, be afraid of the dark."

What is Daemornia?

Daemornia is a role-playing game or RPG for short. It has the same ingredients as a good film; villains, heroes, traps, treasures and fantastic locations. It is like a 3-dimensional board game where you become one of the playing pieces, but in a RPG there is one major difference, all these ingredients are created from your imagination and the games' next event hinges entirely on how you play. It is designed to be fun for all players involved, regardless of their age or sex, without interfering with everyday life. The material used in Daemornia is fiction and bears little or no resemblance to the real world.

This fantasy world is controlled by the Game Master, or GM, and they have the most important role within the game. Unlike many other games, a RPG doesn't require an elaborate board. All scenery and situations are imagined and described by the GM to the best of their ability. They have complete control over the role-playing world.

Imagination is the key requirement in any RPG. Try to imagine that you are standing on a river edge. The cool breeze blows through your loose clothing and the smell of fish cooking in a nearby camp fills the air. To your right the river rushes over a waterfall, where many have perished over time. Suddenly, you see a boat heading towards the waterfall and in it a young child is fighting to regain control. Should you attempt to help? How? This is a typical example of something that may be described to you by a GM. If you can imagine this simple scene and make your own decisions then **YOU** can play Daemornia.

Characters

The players themselves do not see this fantasy world through their own eyes but rather through those of their character (called a Player Character or PC). Every player involved in a RPG has a character that serves as his or her imaginary playing piece. They can do almost anything the player desires. They can walk, run, climb, jump, shoot, kill or even be killed. In a RPG a player must be able to imagine that they are this character. Game Masters have their own private collection of Non-Player Characters known as NPCs.

Real Time and Game Time

Time is often a difficult notion to understand in a RPG. Real-time refers to the reality in which we live, where the day is made up of hours and minutes that pass second by second.

In a RPG this method of time cannot be used, but is replaced with a game-time system. For example, if you were to walk across a large town this may take several hours, but may only take several minutes of real-time in a RPG for your character to do the same. If it took any longer the players may become bored and lose their enthusiasm.

Scenarios and Adventures

A scenario is a specific place of action in a RPG that may lead onto other scenarios or even an adventure, which may span over several weeks of game playing. For example, a simple scenario involving a conversation with a drunken sailor in a tavern reveals the location of a hidden treasure hoard. The characters quickly set off on an adventure to find the booty. This appears to be very straightforward but unknown to the party there are others who are also searching for this supposed treasure and will do anything to get their hands on it. It is the GM's responsibility to prepare scenarios and adventures for players.

The Dice

To play Daemornia a number of dice are needed. Many of these will be familiar but some may be new to inexperienced players. The dice are expressed throughout the game in a form such as 2D6. This simply means, roll two six sided dice and add the results. If you do not have enough dice just roll one the necessary number of times and keep track of the overall total.

A “natural roll” is the number read right off the die without any “modifiers”.



D6: A D6, as the name suggests, has six sides with the uppermost face read as the result. Sometimes a D6 is used to determine a number less than its number of sides. For example, a D3 is simply a D6, where 1 and 2 = 1, 3 and 4 = 2, and 5 and 6 = 3.



D10: These pentagonal (‘ten-sided’) dice are available from any good hobby store. The resulting number is read off the uppermost face of the die.



D20: Also known as an icosahedron (twenty-sided), with each face an equilateral triangle. Opposite faces add to twenty-one, with the uppermost face read as the rolled result.



D100: These are used to generate a random number between one and 100. Players use two D10s, with one D10 representing the units and the other representing tens. If “0” is the result on both dice then the overall result is 100. A D100 is commonly used to determine the result of a percentage change. For example, if a character is given a 65% chance, the D100 roll must result in 1-65 in order to be successful

What You Will Need

- Enough pencils for each player, including pencil-sharpeners and erasers.
- Some scrap paper for notes.
- Enough dice for each player. We recommend at least five D6 and one D20 for each player, plus a few D10s and at least one D100 between the group
- Photocopies of the Character Sheet in the back of the book. If you don’t have access to a photocopier the sheets are downloadable from the main Daemornia website (www.daemornia.com)
- Plenty of music, crisps/chips and pop/soda!

The Attributes

There are 13 main attributes that define a character. They create the character's physical features and mental capacities. All attributes are determined by rolling 2D6 and applying any modifier given for the character's race. Each player is only allowed one re-roll for their character and they must accept the result of the second roll even if it is lower.

- IQ** **Intelligence:** The character's intelligence quotient shows the mental aptitude and cleverness of a character, their learning ability, and reasoning.
- WP** **Will Power:** This shows the degree of mental and emotional stress that a character can withstand.
- CR** **Charisma:** This shows the character's personality and fellowship. Characters with a high CR are trusted by others and can make friends easily.
- ST** **Strength:** This is the physical might and power of a character. Typical starting characters will have a ST value of between eight and twelve.
- TS** **Toughness:** This attribute represents the degree of pain the character can withstand and their resistance to physical injury.
- DX** **Dexterity:** This shows the nimbleness of a character, including their hand-eye coordination, reaction speed and general agility.
- EN** **Endurance:** This value represents the character's physical stamina, fitness and health.
- SP** **Speed:** This attribute determines the speed at which the character can run, sprint, and so on. Speed is explained in the GM section.
- FS** **Flight Speed:** If the character is winged or can fly by other means this attribute determines their maximum flying speed. Speed is explained in the GM section.
- Att** **Attack:** This value represents the character's fighting ability. This is explained in further detail in the Combat section.
- Def** **Defend:** This value represents the characters ability to defend their self in close combat. This is explained in further detail in the Combat section.
- Aim** **Aim:** This determines how adept a character is with a missile weapon such as a gun, bow or spear. Creatures with poor vision will have a low Aim value and those who cannot use these types of weapons will have no Aim value at all.
- HP** **Hit Points:** This represents the amount of physical damage a character can withstand. Whenever a character suffers an injury the damage inflicted reduces their HP total. To determine the initial number of HP a character has, multiply the 2D6+3 roll by five. More detail on Hit Points can be found in the Damage and Injuries section of the book.

CREATING A CHARACTER

Choosing Your Race



There are seven races, including humans, which are available as player characters. Each are briefly described on the following pages and are defined by their distinctive characteristics and attributes. As you progress through the creation of your character, a sample guide will be given for you to follow.

Daemornia Guide - Choosing Race and Rolling Attributes -

Firstly we must choose a character race, and for this we will begin with a human character.

Humans are considered 'average', having no general strengths or weakness. They create a good easy character to first begin playing Daemornia, yet can be greatly enhanced by their mutations.

After rolling or choosing all the basic features and attributes our character stands like this:

*Gender: Female, Age: 25, Height: 1.83m, Eyes: Blue,
Hair: Black, Handed: Right*

IQ	WP	CR	ST	TS	DX	EN	SP	Att	Def	Aim	HP
10	11	8	11	12	13	9	6	11	10	11	55

From this we can see that our character is of average intelligence and mentally strong, but maybe not the best conversationalist! She is strong, very tough and incredibly agile for a human. Despite her obvious advantages she is not physically fit and suffers from an ongoing leg injury, possibly as a result of an accident in her youth.

Every player may have a single re-roll on their attributes. In our character's case we have chosen to take this against her SP with a low value of 6. On the second roll we roll a 10. A lot better.

And now onto the mutations...

DRAGA

CREATING A CHARACTER

Draga

The Draga were one of the first races to fall to the daemon horde when their world was betrayed by the Ucavarians with who they co-existed. They are now almost nomadic, living in small groups alongside other races and on other worlds.

Draga are human in appearance, but are much larger and more powerful. Their light grey, scaly skin is extremely tough and resistant, providing excellent protection against physical damage. Born with wings, Draga learn to fly at any early age, and once fully grown their wingspan can measure more than eight metres



Common Language: Draggatti

Gender: Male or Female

Age: 2D100+100 years

Life span: up to 700 years

Height: 4D10+250 centimetres

Eye Colour: Red

Hair: none

Diet: Omnivore

Handed: Left or Right

Nightvision: 200 metres

Rate of Recovery: normal

Encumbrance: normal

Intelligence	(IQ): 2D6+3
Will Power	(WP): 2D6+4
Charisma	(CR): 2D6+3
Physical Strength	(ST): 2D6+6
Toughness	(TS): 2D6+5
Dexterity	(DX): 2D6+1
Endurance	(EN): 2D6+4
Speed	(SP): 2D6+3
Flight Speed	(FS): 2D6+9
Attack	(Att): 2D6+3
Defend	(Def): 2D6+1
Aim	(Aim): 2D6+3
Hit Points	(HP): 2D6+3 (×5)

Scales: Draga have thick scaly skin that provides a naturally high TS. Due to its nature the skin is impervious to fire damage, such as that caused by some magic spells.

Fearless: Draga are not easily intimidated or frightened. They are unaffected by Fear and Panic as explained in the Psychology & Physical Tests section.

Hatred: For hundreds of years a bitter animosity has existed between the Draga and Ucavarians. This has in turn developed into complete hatred of one-another. Draga are affected by the rules of Hatred towards Ucavarians.

FELIDITES

These bipeds display similar prowess and physique to the predatory felines of Earth. They are covered in thick fur of various coloration and stand as tall as a man, but they are much stronger and their natural speed is almost unmatched. Their powerful appearance and deafening roar can strike fear into even the bravest of souls.

A Felidite is ruled by their varying adrenaline levels and this can determine their very nature. Even though Felidites lack the stamina of other races they enjoy physical activities, especially brawling, where the flow of adrenaline can send them wild.

Common Language: Grash
Gender: Male or Female
Age: 2D10+15 years
Life span: up to 100 years
Height: 4D10+150 centimetres
Eye Colour: Red
Hair: Black, White or Golden Yellow
Diet: Carnivore
Handed: Left or Right
Nightvision: 400 metres
Rate of Recovery: normal
Encumbrance: normal

Intelligence	(IQ): 2D6+3
Will Power	(WP): 2D6+4
Charisma	(CR): 2D6+3
Physical Strength	(ST): 2D6+5
Toughness	(TS): 2D6+3
Dexterity	(DX): 2D6+5
Endurance	(EN): 2D6+1
Speed	(SP): 2D6+11
Flight Speed	(FS): N/A
Attack	(Att): 2D6+4
Defend	(Def): 2D6+3
Aim	(Aim): 2D6+3
Hit Points	(HP): 2D6+3 (×5)



Fangs: In a biting attack a Felidite can inflict 2D6 points of damage with their sharp fangs.

Frenzy: Felidites are subject to the rules of Frenzy as explained in the Psychology & Physical Tests section.

Fur Coat: Felidites are fully covered in thick black, white or golden yellow fur. This provides light protection against sub-zero conditions, reducing attribute damage by three points per hour. Attribute damage is described in the Damage and Injuries section.

Natural Skills: Shadow and Stealth.

Piercing Roar: Felidites can emit a deafening roar that can strike fear into nearby living creatures. Every creature within 10 metres of a piercing roar must perform an immediate Fear Test, unless they are immune. Emitting a roar does not require any dice rolls and does not use a combat action to perform. The Felidite may perform the Piercing Roar once per melee, but once a creature has made a successful test they can no longer be affected for a further six melee rounds. Felidites are unaffected by a Piercing Roar.

HUMANS

CREATING A CHARACTER

Humans

Humans are one of the oldest races in the world today and are by far the most skilled and experienced, having endured countless years of war and toil. They have a great history that has taught them many valuable lessons and indeed many other races are taught in human schools.

Mankind suffered greatly during the Daemornia and at the hands of the plague. It is possible to see humans with scaled skin, claws, supernatural strength, wings and many more unnatural characteristics and mutations.

Though the numbers of humans on the Earth are far less than during the time of their ancestors they are still the most dominant and widespread race in the world.

Common Language: Earthen

Gender: Male or Female

Age: 2D10+15 years

Life span: up to 105 years

Height: 4D10+160 centimetres

Eye Colour: any

Hair: any

Diet: Omnivore

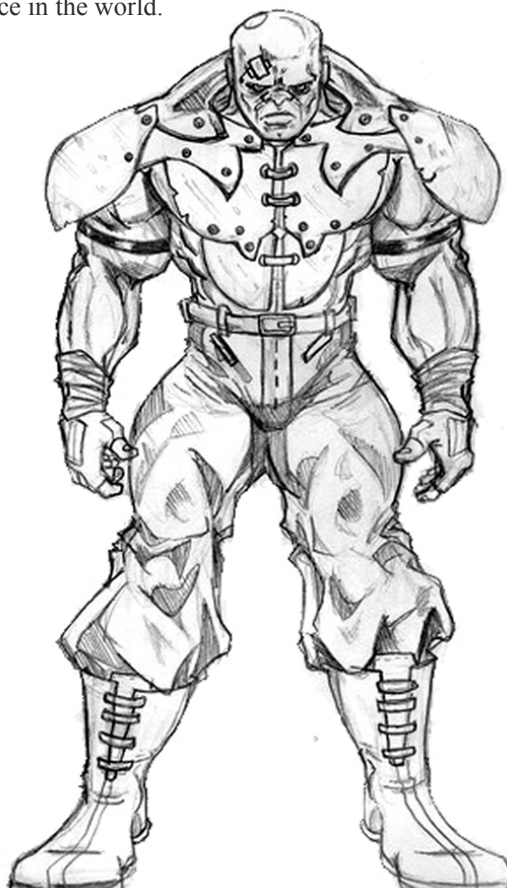
Handed: Left or Right

Nightvision: none

Rate of Recovery: normal

Encumbrance: normal

Intelligence	(IQ): 2D6+3
Will Power	(WP): 2D6+3
Charisma	(CR): 2D6+3
Physical Strength	(ST): 2D6+3
Toughness	(TS): 2D6+3
Dexterity	(DX): 2D6+3
Endurance	(EN): 2D6+3
Speed	(SP): 2D6+3
Flight Speed	(FS): N/A
Attack	(Att): 2D6+3
Defend	(Def): 2D6+3
Aim	(Aim): 2D6+3
Hit Points	(HP): 2D6+3 (×5)



MUTATIONS

Roll a D100 three times to discover the character's mutations. The descriptions of each are given at the end of this section. The character may not have the same mutation more than once.

01-02	Altered Skin Pigment	31-33	Frenzy	61-64	Sabre Teeth
03-04	Animal Strength	34	Giant	65-70	Scale Armour
05-06	Beast Within	35-37	Hatred	71-75	Slow Metabolic Rate
07	Bone Prongs	38-39	Heightened Hearing	76	Sonar
08-10	Chameleon Skin	40-41	Heightened Sense of Smell	77	Spiny Body
11-14	Chitin Armour	42	Impervious to Fire	78-79	Super Agile
15-18	Claws	43-47	Increased Recovery Rate	80-81	Super Human Strength
19-21	Daemoniac Flesh	48-49	Infra-red Vision	82-85	Tail
22	Diminutive	50-51	Lightning Speed	86	Thick Skin
23	Electric Charge	52	Mane of Hair	87-91	Trauma Resilient
24-25	Enhanced Mental Strength	53-54	Multiple Arms	92-99	Wings
26-28	Enhanced Physical Strength	55-59	Nightvision	100	You may choose freely from this list
29-30	Enhanced Speed	60	Phobia		

HYTERIANS

Renowned for their truly unmatched mastery over Psionics, Hyterians can prove to be formidable foes. They are very similar in appearance to the flying bats of Earth and many of their natural characteristics show equal likeness. Although powerful and intelligent, their twilight world was conquered by the daemon horde and their race enslaved hundreds of years ago.

Common Language: Hytan
Gender: Male or Female
Age: 2D10+15 years
Life span: up to 90 years
Height: 4D10+140 centimetres
Eye Colour: Red or Black
Hair: Black or Grey
Diet: Herbivore, mainly fruit
Handed: Left or Right
Nightvision: none
Rate of Recovery: normal
Encumbrance: normal

Intelligence	(IQ): 2D6+5
Will Power	(WP): 2D6+6
Charisma	(CR): 2D6+3
Physical Strength	(ST): 2D6+1
Toughness	(TS): 2D6+3
Dexterity	(DX): 2D6+3
Endurance	(EN): 2D6+5
Speed	(SP): 2D6+3
Flight Speed	(FS): 2D6+5
Attack	(Att): 2D6+3
Defend	(Def): 2D6+3
Aim	(Aim): 2D6-1
Hit Points	(HP): 2D6+3 (×5)



Natural Skills: Read & Write Hytan

Poor Sighted: Hyterians have poor vision that impedes them in many ways. Hyterians can see clearly up to 200 metres, but beyond that their vision is blurred and obscured. Attempting to fire a missile weapon beyond this maximum range will reduce the Hyterians accuracy. A Hyterian receives a penalty of -1 to Aim for each additional five metres beyond 200 metres. During twilight a Hyterian does not suffer from this poor vision.

Psionics: All Hyterians learn to control the flow of psychic energy at a very early age and eventually harness its power. All Hyterians are psychic as described in the Psionics section

Sonar: Hyterians have developed an echo-location system, or sonar, that can help them to 'see' when normal vision is useless. High-pitched sound waves are emitted directly in front of the Hyterian for 200 metres. Whenever a sound wave encounters a solid object, it bounces back, producing an echo which is then interpreted by the Hyterian. This enables Hyterians to accurately judge the distance and size of all facing scenery. Creatures attempting to hide from a Hyterian suffer a penalty of -3 before the Intelligence Test is undertaken. Sonar can also be used to target objects for missile weapons without incurring a penalty.

KEEBO

A Keebos' small size can be deceiving, but their truly offensive jaws and four arms can make short work of the foolish. Their appearance is that of a giant humanoid beetle, with a polished black chitin shell and large, pincer like jaws. The protective shell can measure up to 3cm thick in some areas and is the source of a Keebos' natural toughness. Concealed beneath this thick shell is a pair of highly developed wings that can be uncovered and used at any time. Although the transparent wings are thin, they are exceptionally powerful and are capable of achieving speeds in excess of 90 kph.

Common Language: Kebbin
Gender: Male or Female
Age: 2D6+10 years
Life span: up to 80 years
Height: 4D10+100 centimetres
Eye Colour: entirely black
Hair: none
Diet: Carnivore
Handed: Multiple
Nightvision: 120 metres
Rate of Recovery: normal
Encumbrance: normal

Intelligence	(IQ): 2D6+3
Will Power	(WP): 2D6+3
Charisma	(CR): 2D6+3
Physical Strength	(ST): 2D6+1
Toughness	(TS): 2D6+7
Dexterity	(DX): 2D6+3
Endurance	(EN): 2D6+3
Speed	(SP): 2D6+1
Flight Speed	(FS): 2D6+13
Attack	(Att): 2D6+3
Defend	(Def): 2D6+3
Aim	(Aim): 2D6+3
Hit Points	(HP): 2D6+3 (×5)



Jaws: Keebo have large, prominent jaws that can be used in either a biting attack or swoop attack, inflicting 3D6 points of damage.

Multiple Arms: Keebo have two sets of arms, giving them a distinct advantage over others. Multiple Arms are explained in the Combat section.

Keebo CREATING A CHARACTER

NIGHT STALKERS

Night Stalkers are renowned for their ferocious fighting capabilities and make very dangerous, if a little dim-witted, opponents. They are carnivorous and their lust for fresh meat has earned them the name, 'Blood Hunters'.

They have powerful elongated arms, large pointed ears and a green mane of hair. Night Stalkers were once slaves to the daemons, but animosity and hatred for their masters eventually led them to an alliance with the Dankari in the Rebellion War. They now lie in forests and woodland, often foraging out of their domain to hunt for food.

Common Language: Slaveisk
Gender: Male or Female
Age: 4D10+40 years
Life span: up to 210 years
Height: 4D10+160 centimetres
Eye Colour: any
Hair: any
Diet: Carnivore
Handed: Ambidextrous
Nightvision: 320 metres
Rate of Recovery: ×2
Encumbrance: normal

Intelligence	(IQ): 2D6
Will Power	(WP): 2D6+5
Charisma	(CR): 2D6+2
Physical Strength	(ST): 2D6+4
Toughness	(TS): 2D6+4
Dexterity	(DX): 2D6+4
Endurance	(EN): 2D6+7
Speed	(SP): 2D6+5
Flight Speed	(FS): N/A
Attack	(Att): 2D6+5
Defend	(Def): 2D6+2
Aim	(Aim): 2D6+1
Hit Points	(HP): 2D6+3 (×5)



Claws: Night Stalkers have large claws that can be used in close combat, inflicting 1D6 points of damage. These claws are also well adapted for climbing and add +2 to the Climb skill.

Heightened Hearing: A Night Stalker's hearing is so acute that they can hear the faintest sound, usually undetected by the average man. Any creature attempting to prowl upon a Night Stalker suffers a penalty of -3 before their test is undertaken.

Natural Skills: Concealment, Hide, Recognise Odour, Spelunking, Stealth, Track Scent, Trapper and Wilderness Survival.

Trauma Resilient: Stalkers are Trauma Resilient as explained in the Psychology & Physical Tests section.

REPTILIANS

Reptilians CREATING A CHARACTER

These sleek and slender creatures are related to lizards and other reptiles. They have long limbs, a slim body and their head is elongated with a wide mouth. The prowess of the Reptilians is legendary but one of their most distinctive features is their ability to discharge a powerful gas from behind the long frills covering their neck and shoulders. This gas is capable of rendering an opponent unconscious in seconds.

Reptilians are opposed to Erebos and were one of the major races involved in the Rebellion War. They believe in their own god, known as Khan, who is the father and creator of the Reptilians. They are a peaceful race but are known to be over zealous of their religion.

Common Language: Heskian

Gender: Male or Female

Age: 2D10+30 years

Life span: up to 150 years

Height: 4D10+190 centimetres

Eye Colour: Red

Hair: none

Diet: Herbivore

Handed: Left or Right

Nightvision: 160 metres

Rate of Recovery: normal

Encumbrance: normal

Intelligence	(IQ): 2D6+3
Will Power	(WP): 2D6+3
Charisma	(CR): 2D6+3
Physical Strength	(ST): 2D6+2
Toughness	(TS): 2D6+3
Dexterity	(DX): 2D6+7
Endurance	(EN): 2D6+3
Speed	(SP): 2D6+7
Flight Speed	(FS): N/A
Attack	(Att): 2D6+4
Defend	(Def): 2D6+4
Aim	(Aim): 2D6+5
Hit Points	(HP): 2D6+3 (×5)

Chameleon Skin: Reptilians have the ability to alter the colour of their skin pigment to match the surrounding area. This process requires a melee round of concentration and provides a bonus of +2 to Hide, although this natural ability does not help to conceal items that are worn or carried by the hidden Reptilian.

Gas Excretion: At any time a Reptilian can spread their frills wide open and discharge a powerful green gas from the many tiny air sockets on their neck. This gas is sprayed upon a facing creature who must perform an immediate Save against Toxins. If the test is failed, the creature is knocked unconscious for 1D3 melee rounds.

The gas disperses almost instantly and causes no further effects. In combat situations spraying the gas will use the Reptilian's action for that melee, although they can still defend as normal. Once the gas has been used, it will take an hour before the supply is replenished and the Reptilian can use the gas again. The air sockets also filter any inhaled air before it enters the lungs. This provides complete protection against all forms of gases.



CREATING A CHARACTER

Human Mutation Descriptions

ALTERED SKIN PIGMENT

The character has developed an unusual natural pigment that has altered the colour and shade of their skin. Roll a D6 to discover the new colour of the character's skin: 1=pale blue, 2=pale yellow, 3=bright yellow, 4=light grey, 5=dark green, 6=black. This may aid the character by providing a +1 Hide bonus in a suitable environment, e.g. green skin in forests or black skin at night, however, it does not help to conceal items worn or carried.

ANIMAL STRENGTH

The character has the ability to call upon raw physical strength. They can opt to use Animal Strength at any time, effectively doubling their ST attribute. This ability lasts for one melee each time it is used. Using Animal Strength is tiring and will quickly exhaust the character. Each time the character calls upon Animal Strength they will temporarily lose 1D3 points of their EN.

Reducing their EN attribute to zero can be fatal to a character so it is always wise to rest whenever possible. See the Damage and Injuries section.

BEAST WITHIN

The character is cross-mutated with a wild animal, causing a phenomenon known as lycanthropy.

The mutation can be activated at any time but in combat situations it requires a full melee round to transform. The character cannot perform any other action but may still defend as normal. During the transformation the character will grunt and snarl, body hair will grow at an astonishing rate and claws will appear.

The character gains +5 to their ST, TS, DX, EN and Att attributes but suffers a penalty of -5 to Def, Aim and WP.

The beast is wild and once released the character becomes subject to Frenzy as described in the Psychology & Physical Tests section. While frenzied they are unable to distinguish friend from foe and immediately attack a random opponent each melee. In this frenzied state the character is unaffected by Trauma, Fear and Panic. If the character controls their frenzy these affects do not take place.

Each melee the character can attempt to control their actions. This requires a Will Power Test at the beginning of the melee round. If the test is successful the character has overcome the beast and has full control for the melee, but a Frenzy test is still required. If the test is unsuccessful the beast attacks as noted earlier.

To return to their normal state the character must successfully perform a Will Power Test at the beginning of a melee round.

BONE PRONGS

The character has grown a large prong of bone upon each arm. These can be used in close combat like any other weapon and inflict 2D6 points of damage. The character cannot have both Bone Prongs and Claws. They must accept the first rolled and re-roll the other.

CHAMELEON SKIN

This useful mutation enables the character to alter the colour and shade of their skin pigment to match that of their surroundings. This ability requires a full melee of concentration. Chameleon Skin provides a +2 bonus when used with the Hide skill but it does not help to conceal items worn or carried.

CHITIN ARMOUR

The character is covered in layers of polished black chitin armour. This provides a bonus of +3 TS and increases the character's Hit Points (HP) by +15. Please note, however, a character may not have Daemonic Flesh or Scale Armour in addition to Chitin Armour. They must accept the first rolled and re-roll any other.

CLAWS

The character has grown sharp retractable claws upon their hands. These can be used in close combat and inflict 1D6 points of damage. The claws are also well adapted for climbing and add +2 to the Climb skill.

A character cannot have Claws and Bone Prongs. They must accept the first rolled and re-roll the other

DAEMONIC FLESH

Daemonic Flesh is black in colour, hard as steel and has a blistered appearance. It completely covers the character's entire body, providing a Toughness (TS) bonus of +2 and increasing the character's Hit Points (HP) by +20. A character cannot have Chitin Armour or Scale Armour in addition to Daemonic Flesh. They must accept the first rolled and re-roll any other.

DIMINUTIVE

An inherited mutation has stunted the Character's growth at any early age. Decrease the character's height by 50cm and reduce their ST by 2, SP by 2 and HP by 10, although the character does gain +3 DX and +2 Def. The character cannot have both Diminutive and Giant. They must accept the first rolled and re-roll the other.

ELECTRIC CHARGE

This mutation enables the character to create and discharge electricity. With a single thought the character will glow intensely as sparks of electricity flow around their body. Any creature in contact with the character at this time suffers 1D3 points of attribute damage. However, each time the character uses this ability they suffer an injury of -1D6 to their EN attribute.

The electricity can be channelled through a conductive object for up to a maximum distance of one metre, but cannot be used in conjunction with another form of attack. The character with this mutation can absorb all forms of electricity without incurring damage.

ENHANCED MENTAL STRENGTH

The character is capable of withstanding tremendous amounts of emotional and mental stress. Add +2 to the character's WP attribute and +1 to their IQ attribute.

ENHANCED PHYSICAL STRENGTH

The character has become considerably stronger and more powerful. Add +2 to the character's ST attribute.

ENHANCED SPEED

The character has developed more powerful leg muscles. Add +2 to the character's SP attribute.

FRENZY

The character is subjected to the rules of Frenzy as described in the Psychology & Physical Tests section.

GIANT

The character's height is increased by 50cm and they also gain +2 ST, +2 TS, +1 SP and +10 HP. However, due to their great size the character suffers -2 DX and -2 Def. The character may not have both Giant and Diminutive. They must accept the first rolled and re-roll the other.

HATRED

The character is subject to the rules of Hatred towards any one of the races or creatures in the Bestiary. The player may choose freely.

HEIGHTENED HEARING

The character's sense of hearing is so acute that they can hear the faintest of noises, usually undetectable by the average human. This mutation increases the character's DX by +1. In addition, any creature attempting to prowl upon this character suffers a penalty of -3 before the Intelligence Test is undertaken.

HEIGHTENED SENSE OF SMELL

The mutation has given the character a powerful sense of smell. They gain the natural skills of Track Scent and Recognise Odour, which are described in the Education section.

IMPERVIOUS TO FIRE

Through sweating the character is glazed in fire resistant oil. Any fire based damage inflicted upon the character is reduced by 1D100 points. This does not protect items worn or carried.

CREATING A CHARACTER

Human Mutation Descriptions

INCREASED RECOVERY RATE

The standard rate of recovery given in the Damage and Injuries section is doubled for this character.

INFRARED VISION

This character is able to adjust the pupils of their eyes making it possible for them to see in the infrared scope of light. With this ability the character can see any type of heat emission within 50 metres and through solid objects of less than 10cm thickness.

LIGHTNING SPEED

The character has developed supernatural raw speed, effectively doubling their SP attribute.

MANE OF HAIR

The character has grown a large mane of golden yellow hair that completely covers their head and shoulders. This protects the character against mildly cold conditions, reducing damage by one point per hour.

MULTIPLE ARMS

The character was born with an extra set of arms. This can provide a distinct advantage in combat situations, but purchasing clothing may prove to be a problem! Refer to the Combat section for details on Multiple Arms.

NIGHTVISION

The character has developed a natural Nightvision capability. This has a maximum effective range of 60 metres. Refer to the GM section for more detail on Nightvision.

PHOBIA

The character has developed a fear of one of the following in the given list. They must perform a Fear Test whenever they are confronted by their phobia. The character will always attempt to avoid the cause of this fear.

If the fear test is successful, the character has temporarily overcome their fear for this encounter.

D100 Result

01-10	Confining enclosures
11-20	Fire
21-35	Flying
36-50	Heights
51-55	Insects
56-65	Graveyards / burial grounds
66-70	Opposite sex
71-75	Snakes
76-80	Spiders
81-90	Total darkness
91-100	Water

SABRE TEETH

The character has grown large canines. In a biting attack they inflict 2D6 points of damage.

SCALE ARMOUR

The character has developed scaled skin much like that of a reptile, often varying in colour from pale flesh, through shades of green to the deepest black (The player may choose).

This increases the characters TS by +1 and HP by +10. A character may not have Chitin Armour or Daemonic Flesh in addition to Scale Armour. They must accept the first rolled and re-roll any other.

SLOW METABOLIC RATE

The character is able to perform strenuous work for long periods of time without tiring. Increase the character's Endurance (EN) attribute by +2D6.

SONAR

The character has developed an echolocation system that can help when normal sight is useless.

High-pitched sound waves are emitted directly in front of the character for 200 metres. Whenever one of these sound waves encounters a solid object they rebound back producing an echo that can then be interpreted by the character. This enables the character to accurately judge the size and distance of all facing scenery. Sonar can also be used to target objects for missile weapons without incurring any penalty.

Any creature attempting to hide from a character using sonar suffers a penalty of -3 to their IQ attribute before the Intelligence Test is undertaken.

CREATING A CHARACTER

Human Mutation Descriptions

SPINY BODY

The character's body is covered entirely in thousands of long and thin sharp spines. They are very flexible and protect the character against sudden impacts.

The character may make two attempts on all Saves against Trauma caused by physical blows.

SUPER AGILE

The character has developed a great physical prowess. Add +4 to the character's DX attribute.

SUPER HUMAN STRENGTH

The character is able to perform feats of strength far beyond the capabilities of the average human.

The maximum EV values given in GM section are doubled for this character. For purposes of overpowering this character also doubles their ST.

TAIL

The character has grown a long prehensile fur tail that has 15 HP. It can be used to grip objects with a ST of 6 and will provide a +1 bonus for climbing, but cannot be used in combat.

The tail cannot benefit from bonuses given by mutations or the character's career.

THICK SKIN

This mutation has caused a thickening of the character's flesh, almost doubling some areas. Add +2 to the character's TS and +10 to their HP.

TRAUMA RESILIENT

The character is rarely affected by pain caused by injuries. As a result of this, they are only required to perform a Save against Trauma when injured by a critical attack. In this situation the character uses their unmodified TS attribute. Refer to the Psychology & Physical Tests section for more detail.

WINGS

The character has grown large wings with white, black or even multicoloured feathers. These wings have a typical wingspan of 4.5 metres and give the character a Flight Speed (FS) of 2D6+7

Daemornia Guide - Mutations -

For our female character we have rolled the mutations of Chameleon Skin, Nightvision and Super Agile.

Chameleon Skin: A useful ability that enables our character to change the colour and shade of her skin to match her environment. This provides a bonus when hiding.

Nightvision: The ability to see in the dark. Humans are one of the few races with limited vision at night and this gives our character a distinct advantage over other humans.

Super Agile. Our character's DX has been increased by +4, giving her a new attribute value of 17. This girl can almost dodge bullets!

And now onto her career...



CREATING A CHARACTER

Education & Careers



All characters have some degree of education. Some come from a warrior background with emphasis on strength, some are intellectual who study the forces of magic and psionics, while there are those that wander the world picking up unique skills and traits.

All characters will follow a particular career path that will determine the skills that may aid them in their adventures.

Skills & Intelligence Tests

A 'skill' is an adept ability or experience in a particular field of knowledge. Any character can cook for example, but a character with the skill of cooking shows a great talent towards the ability. There are skills for concealing items, building weapons, administering first aid and so on.

Attempting to use a particular skill requires an attribute based test. This is to determine whether or not the skill has been successfully performed. Simply roll 3D6 and if the result is equal to or less than the character's attribute the attempt is successful. If the result is greater than the attribute the skill is unsuccessful. A natural roll of triple '6' is always a failure and a natural roll of triple '1' is always successful, regardless of the attribute value.

Most skills are based upon a character's IQ (Intelligence Test), but there are some that may be based upon other attributes and may require alternative tests, such as a DX (Dexterity Test). This will be given in the skills description and these tests can be found in the Psychology & Physical Tests section.

Natural Skills

The first skills that many creatures will learn are necessary for their survival. These are known as Natural Skills and add +4 to the character's attribute before the test is undertaken. A character's Natural Skills, if any, are given in the 'Choosing Your Race' section

Chance Skills

There are many skills that need little or no experience to perform. These 'Chance Skills' are used like any other but they incur a -1D3 penalty to the character's attribute before the test is undertaken. Below is a list of skills that any character may attempt. A successful test indicates either a skilful talent, a good guess, or plain and simple luck.

Animal Care, Art, Climbing, Concealment, Cook,
Dance, Drive Cart, First Aid, Fish, Hide,
Palm Object, Shadow, Sing, Stealth, Swim

Specialist and Additional Skills

Many careers require some necessary skills, known as Specialist Skills and the character must accept them. The character is also given a number of additional skills. Whenever these skills are used a bonus of +1 is added to the character's attribute before the test is undertaken. This represents experience within that particular field. This bonus may increase later through EXP. Additional skills are randomly chosen using a D100 on the lists to follow. Re-roll any skill which the character already has.

Choosing Your Career

The player must random determine their characters path using a D100 on the list below. They have two chances on the list, but must select between those choices. If they randomly select a career not available to their race they must re-roll.

- | | |
|-------|---|
| 01-09 | Race Specific Paths:-
Path of the Banshee (Felidites Only)
Path of the Blade Master (Keebo Only)
Path of the Clan (Night Stalkers Only)
Path of the Jenkai (Humans Only)
Path of Khan (Reptilians Only)
Path of Vengeance (Draga Only)
Path of Wisdom (Hyterians Only) |
| 10-19 | Path of the Cleric |
| 20-29 | Path of the Fighter |
| 30-39 | Path of the Gunslinger |
| 40-49 | Path of the Ocean |
| 50-59 | Path of the Psyker |
| 60-69 | Path of the Slayer |
| 70-79 | Path of the Spell-caster |
| 80-89 | Path of the Thief |
| 90-99 | Path of the Wanderer |
| 100 | You may choose any path from this list,
except any paths restricted to other races. |

Maximum Attribute Limits & Advancing Levels

On each level of a career a character is given a set of limits which determine the maximum values of their attributes. If an attribute limit shows no value it cannot be increased on this level. Attributes are increase through Experience and may not be taken beyond these limits.

Once a character has obtained the maximum limit of their attributes they will advance to the next level of their career automatically. On each level the character will receive new attribute limits and possibly new specialist or combat skills.

When a character has completed all four levels of their career they will move onto another career of their choice (race specific limitations still apply), gaining new attribute limits and skills, although any career wealth is ignored.

Daemornia Guide - Careers & Skills -

Firstly we roll a D100 twice to determine our characters path. We roll 'Path of the Gunslinger' and 'Path of the Cleric'. We choose the Gunslinger!

All characters start on level-1 of the career, unless otherwise noted in the career. Under the career description we are given the character's maximum attribute limits and she now looks like this:

	IQ	WP	CR	ST	TS	DX	EN	SP	Att	Def	Aim	HP
Current	10	11	8	11	12	17	9	10	11	10	11	55
Maximum	11	12	-	11	12	18	10	10	11	10	12	55

As she is a first level 'scout', she receives the specialist skills of Ambidextrous, Botany, Fish, Trapper and Wilderness Survival.

There are no level-1 combat skills, but she does receive four basic skills, two weapon skills and one language skill. These are determined on the lists opposite using a D100. After all the rolls have been complete our character has the following skills.

Specialist Skills: Ambidextrous, Botany, Fish, Trapper and Wilderness Survival.

Basic Skills: Fish, Hide, Pick Locks and Swim

Weapon Skills: Sword and Dagger. For the sword skill we chose a bonus of Def+1 and for the Dagger, a bonus of Att+1

Language: Heskian. As our character is human, she already speaks Earthen.

She also received a large blanket, three garrottes, a knife and 250 Denzon (1D6×50)

Our character is now ready for the world...

CREATING A CHARACTER

Education & Careers

Basic Skills

01-02	Air Navigation	49-50	Land Navigation
03-04	Animal Care	51-52	Numerate
05-06	Animal Training	53-54	Palm Object
07-08	Arctic Survival	55-56	Physics
09-10	Art	57-58	Pick Locks
11-12	Basic Carpentry	59-60	Pick Pockets
13-14	Basic Mechanics	61-62	Pilot Boat
15-16	Biology	63-64	Pilot Ship
17-18	Botany	65-66	Play Instrument
19-20	Chemistry	67-68	Read & Write
21-22	Climbing	69-70	Ride Fel-Sharg
23-24	Concealment	71-72	Ride Giant Wolf
25-26	Cook	73-74	Ride Horse
27-28	Cryptography	75-76	Ride Kangar
29-30	Dance	77-78	Ride Korg
31-32	Demolitions	79-80	Sea Navigation
33-34	Desert Survival	81-82	Sing
35-36	Drive Cart	83-84	Smithing
37-38	Drive Chariot	85-86	Spelunking
39-40	First Aid	87-88	Stone Masonry
41-42	Fish	89-90	Swim
43-44	Hide	91-92	Wilderness Survival
45-46	History	93-100	You may choose your skill from this list
47-48	Impersonate		

Weapon Skills

With each weapon skill the character receives a bonus when using that particular weapon. The player may choose between Att+1, Def+1 or Aim+1. Once this bonus is chosen it may not be changed.

Each time the character rolls a critical attack (natural '20') while using a weapon, the relevant skill receives an EXP point. At every 10 EXP points gained by that skill the player may choose an additional bonus of Att+1, Def+1, Aim+1 or Damage+1D6

01-07	Axe
08-14	Ball & Chain
15-21	Bolters
22-28	Bow
29-35	Crossbow
36-42	Dagger
43-49	Hammer
50-56	Mace
57-63	Phasers
64-70	Pole-Arm
71-77	Spear
78-84	Staff
85-91	Sword
92-100	You may choose your skill from this list

Language Skills

01-20	Daemonic	61-70	Hytan
21-30	Draggatti	71-80	Kebbin
31-40	Earthen	81-90	Slaveisk
41-50	Grash	91-100	You may choose any skill from this list
51-60	Heskian		

Path of the Banshee

Within a Felidite Pride the young, or 'cubs', are encouraged to prove their formidable strength and prowess. Many choose to become Pride Defenders, who will protect the close-knit community of families from natural disasters and hostile intruders. Some will undergo rigorous training, leading them along a warrior path through the 'Claw' and 'Fang' to join great armies, protecting the greater Pride Kingdom. On rare occasions, these warriors can learn to manipulate their own natural abilities, leading to a greater understanding of inner psychic energy and the dreaded Wail of the Banshee.

	IQ	WP	ST	TS	DX	EN	SP	Att	Def	Aim	HP
Level 1: Pride Defender			+1		+1		+1	+1			+10
Level 2: Warrior of the Claw		+1	+1	+1	+1		+2	+2	+1		+15
Level 3: Warrior of the Fang	+1	+2	+2	+2	+2	+1	+3	+2	+2		+20
Level 4: Banshee	+2	+3	+3	+3	+3	+2	+3	+3	+3		+30

Specialist Skills:

Level 2 - Ambidextrous

Level 3 - Psionics

Level 4 - Spirit Link.

Combat Skills:

Level 1 - Somersault

Level 2 - Tiger Punch, Roundhouse Kick

Level 3 - Fang Strike, Sweep kick, Jump Kick

Level 4 - Wail of the Banshee

Basic Skills: 4

Weapon Skills: 2

Language Skills: 1

Wealth & Trappings: 1D6×50 Denzon

Psionics: The character is able to use the Battle Rage power as described in the Psionics section. They can learn other powers through Experience but only up to five more. Please refer to the Psionics section for more detail.

Spirit Link: At any time a Banshee can call upon the spirits of their ancestors to aid them in battle. No words are uttered and no magic is cast. In combat situations this does not require the Felidites action. Each time the Banshee creates a spirit link their EN attribute is reduced by -1D6 and this loss is added to the characters ST, Att and Def. This lasts a number of melees equal to the attribute increase. Spirit Link can be used more than once, but the player must take into account the danger of a low EN value.

Path of the Blade Master

The Blade Masters were the peacekeepers of Keb, the home world of the Keebo. Their skill with sword is possibly unmatched and they are known to be able to manipulate psychic energy to their will. The Blade Masters are few but more than a match for many-a-foe. Unfortunately, even they could not prevent the fall of their world.

	IQ	WP	ST	TS	DX	EN	SP	Att	Def	Aim	HP
Level 1: Acolyte				+1	+1			+1	+1		
Level 2: Warrior		+1	+1	+1	+1			+1	+1		+10
Level 3: Defender of Keb	+1	+2	+2	+2	+2	+1		+2	+2		+15
Level 4: Blade Master	+2	+3	+3	+2	+2	+2	+1	+3	+2	+1	+20

Specialist Skills:

Level 1 - Weapon Skill: Sword

Level 2 - In the Name of Keb

Level 3 - Deflection

Level 4 - Draw the Line

Combat Skills:

Level 2 - Disarm Parry

Level 3 - Channel

Level 4 - Storm of Blades

Basic Skills: 5

Weapon Skills: none

Language Skills: 2

Wealth & Trappings: 1D6×50 Denzon, four short swords.

In the Name of Keb: At the beginning of a combat melee the Keebo may choose to ignore all Saves against Trauma during the round, including those inflicted from critical attacks, at the cost of -1Def.

Deflection: The Keebo may deflect missile weapons with a sword as if in close combat. All conventional missile rules apply, using the attacker's Aim against the Keebo's Def, with a -1 Def penalty for each missile round beyond the first and for each D6 damage inflicted by the missile weapon. For example, attempting to deflect two arrows, each inflicting 4D6 damage, would incur a -6 Def penalty.

For each missile round deflected, the Keebo may redirect the attack towards another target, including the attacker, at a range up to half of the original attack. This is based upon the Keebo's Aim like any other missile weapon, but with a -1D6 penalty.

Draw the Line: The Keebo draws a single straight line between them and their opponent. The Keebo may not attack the opponent but receives a bonus of +2D6 to Def and +1D6 to DX. The Keebo will attempt to block and push back each attack and an unsuccessful opponent must perform a successful DX test or they may not attack the following melee. This test is not required by opponents more than twice as strong as the Keebo, also taking into consideration Encumbrance Ratio.

CREATING A CHARACTER

Path of the Blade Master

Path of the Clan

Most Night Stalkers will follow the path of the clan but only the strongest males will be chosen to serve as Clan Warriors. They are highly trained in combat and savage without peer, able to rout even the strongest army. Those warriors who serve their lord well may become Clan Guardians, though fulfilling this role requires adept skills in both leadership and combat.

Very few Stalkers learn psionics, but those that do are able to manipulate their power in ways outside the grasp of other races. Astral Walkers are powerful assassins with a great deal of combat experience. They are ruthless individuals who will fight without mercy and slay their enemy without remorse. They live solitary lives away from their clan and are rarely in contact with one-another. On some occasions the Astral Walkers of a clan may not be seen for a year or more.

	IQ	WP	ST	TS	DX	EN	SP	Att	Def	Aim	HP
Level 1: Hunter Gatherer			+1	+1		+1		+1			
Level 2: Clan Warrior		+1	+1	+1		+2		+2	+1		+10
Level 3: Clan Guardian	+1	+2	+2	+2	+1	+3	+1	+2	+2		+15
Level 4: Astral Walker	+2	+2	+2	+2	+2	+4	+2	+3	+3	+1	+20

Specialist Skills:

Level 3 - Battle Hardened, Read & Write Slaveisk, Shadow.

Level 4 - Astral Travel, Daemon Lore, Psionics

Combat Skills:

Level 3 - Jump Kick

Level 4 - Sweep Kick

Basic Skills: 3

Weapon Skills: 2

Language Skills: 1

Wealth & Trappings: 1D6×50 Denzon

Astral Travel: Astral Walkers are able to travel through astral space, as a normal person would walk across the ground. It is the space between space, the land of limbo, a realm without borders. They can enter astral space at any time, but in combat situations this would require their action for the melee. The stalker and everything they are carrying completely disappears, although if they are over encumbered at all they cannot use this ability. They can stay inside astral space a number of minutes equal to their EN attribute.

Once inside astral space they can move freely and can pass through objects less than 30cm in thickness and all living creatures without causing any harm or effect. They cannot be seen, touched, harmed or targeted by magic spells or psionic powers. However, any creatures using astral body distortion or astral travel will be able to see the stalker. Astral travel cannot be seen with Infrared vision.

Also, once inside the astral space the stalker is unable to grasp or touch anything, as they have no physical body in the real world. If the stalker uses a psionic power, magic spell or attacks another creature they automatically leave astral space. If an Astral Walker attacks an opponent as they leave astral space they receive a bonus of +2D6DX towards determining Initiative.

Psionics: Astral Walkers are able to use the Astral Body Distortion power as described in the Psionics section. They can learn other powers through Experience but only up to five more. Please refer to the Psionics section for more detail.

Battle Hardened: The Clan Guardian is immune to Fear and Panic, and will never fail a Save against Trauma, even if injured by a critical attack.

Path of the Cleric

Some people dedicate their lives to healing the sick and needy, regardless of their race or religion. Clerics are respected by many races for their devotion to their beliefs and have been elevated to near sainthood by their skills and blessings. The Path of the Cleric is a difficult one, for those chosen are not skilled to fight by physical means, but must rely upon their cunning, wit and magical strength.

	IQ	WP	ST	TS	DX	EN	SP	Att	Def	Aim	HP
Level 1: Healer	+1	+1				+1					+10
Level 2: Cleric	+1	+2		+1		+2					+10
Level 3: Priest	+2	+3		+2		+3				+1	+15
Level 4: High Priest	+3	+4		+3		+4		+1	+1	+2	+20

Specialist Skills:

Level 1 - Magic, Read & Write Runic, Speak Runic, First Aid

Level 2 - Healing Faith

Level 3 - Bless

Level 4 - Divine Intervention

Combat Skills: none

Basic Skills: 6

Weapon Skills: none

Language Skills: 3

Wealth & Trappings: 1D6×50 Denzon

Magic: All clerics are spell-casters as explained in the Magic section. The character must accept the Heal spell as one of their initial spells.

Healing Faith: With a single touch and silent prayer the character will restore 2D6 HP multiplied by their character level to any living creature, including their self. A successful Will Power Test must be performed for the healing to be effective. However, each time this ability is used the character's EN attribute is reduced by one point, whether it was successful or not. Their EN attribute will recover as normal.

In combat situations the character may only attempt this once per melee and may not perform any other action, but may defend as normal. Healing Faith cannot be used on any daemon or undead creature. Healing Faith will also stop any bleeding.

Bless: By performing a successful Will Power Test the character can 'Bless' any creature within two metres for one hour, including their self. Blessed creatures will receive a bonus of +2 WP, +1 to Def and may re-roll any failed saves or tests, but they must accept the result of the second roll.

Each time this is used the character's EN attribute is reduced by two points whether it was successful or not. Their EN attribute will recover as normal. In combat situations the character may only attempt this once per melee and may not perform any other action, but may defend as normal.

Divine Intervention: This is the most powerful of cleric abilities. It enables the character to change the course of fate as it happens, with an effective range of 10 metres. In combat situations this can be used at any time without costing the character's action, although it may only be used once per melee. To use Divine Intervention the character must perform a successful Will Power Test with a given penalty. Divine Intervention can be used in a variety of ways but each time it is used the character's EN attribute is reduced by a given value, regardless if it was successful or not.

	EN Cost	WP
Pass a Test or Save	2	-1
Cause a Test or Save to fail	3	-2
Deflect an attack	5	-3

CREATING A CHARACTER

Path of the Cleric

Path of the Fighter

“See the world, experience new challenges every day and have great pay”.

This may sound tempting to many, but is not as good as it may sound. The military life is harsh and demanding, but occasionally it can lead to great reward.

The role of the fighter can be varied, surprising and often fraught with danger. Although typically in a position as a town guard, or soldier during times of war, it is not uncommon to find these fighters acting as local law enforcers, bodyguards and tax collectors.

	IQ	WP	ST	TS	DX	EN	SP	Att	Def	Aim	HP
Level 1: Town Guard		+1		+1		+1					+10
Level 2: Soldier		+1	+1	+1		+1		+1	+1	+1	+10
Level 3: Specialist	+1	+2	+2	+1	+1	+2	+1	+2	+2	+2	+15
Level 4: Hero	+2	+3	+3	+2	+2	+3	+2	+3	+3	+3	+20

Specialist Skills:

Level 1 - Animal Care, Basic Carpentry, Hide, Ride Horse

Level 2 - Hunt, Stealth, Wilderness Survival

Level 3 - Ambidextrous, Expert Weapon Skills, Read & Write own language

Level 4 - Divine Blessing

Combat Skills: none

Basic Skills: 6

Weapon Skills: 2

Language Skills: 1

Wealth & Trappings: 1D6×50 Denzon

Divine Blessing: At any time the character can call upon holy spirits to aid in battle. They may add +1 to their DX, Att or Def attributes at the cost of -1 WP. This may be multiplied as much as their WP will allow, taking into consideration the danger of a low WP attribute. For example, a character with WP 12 could add as much as +11 to a single attribute or split between all three.

In combat, Diving Blessing must be declared at the beginning of the melee round, but does not use the characters action. The bonuses only last a number of melees equal to the characters remaining WP. WP lost in this way will recover as normal.

Expert Weapons Skills: These are specialist skills used in exactly the same way as generic weapon skills, and can be purchased through EXP as a normal weapon skill. However, they must be chosen as a specific weapon and not a weapon type. The bonus provided by these skills can be added to generic weapon skills. For example, the Sword weapon skill and a Battle Sword expert weapon skill can be combined for a greater bonus. EXP gained by one skill will be gained by both.

The character automatically receives a single expert weapon skill but may purchase others without limitation. Each skill receives an initial bonus like any other weapon skill.

Path of the Gunslinger

The Gunslinger is a notorious character, from a path that often starts with good intention. They travel the known lands and on occasion the alien worlds of Erebos' domain. Many live in the wilderness, preferring the solitude to civilisation and only turn up when they are least expected and most needed. They are guides, hunters, mercenaries and killers, but most of all they are Gunslingers.

	IQ	WP	ST	TS	DX	EN	SP	Att	Def	Aim	HP
Level 1: Scout	+1	+1			+1	+1				+1	
Level 2: Hunter	+1	+1		+1	+1	+2	+1			+2	+10
Level 3: Mercenary	+1	+1	+1	+1	+2	+3	+2	+1		+2	+15
Level 4: Gunslinger	+1	+2	+2	+2	+3	+3	+2	+2	+1	+3	+20

Specialist Skills:

Level 1 - Ambidextrous, Botany, Fish, Trapper, Wilderness Survival

Level 2 - Hunt, Land Navigation, Weapon Skill: Phaser

Level 3 - Basic Carpentry, Demolitions, Marksman, Stealth, Weapon Skill: Bolter

Level 4 - Hide, Resilient Veteran, Shadow, Weapon Mechanics

Combat Skills:

Level 3 - Up Close N' Personal

Level 4 - Fast Shot

Basic Skills: 4

Weapon Skills: 2

Language Skills: 1

Wealth & Trappings: large blanket, three garrottes, a knife and 1D6×50 Denzon

Marksman: Whenever the character successfully rolls a '6' on the damage dice of any missile weapon they may re-roll those dice and add these rolls to the overall damage. If any of these additional dice roll a '6' they are re-rolled again and so on.

Resilient Veteran: It is inevitable that Gunslingers will be injured in their escapades, especially in the chaos of a shoot-out. After a time they become resilient to such pain and are able to withstand many injuries. When injured by a missile weapon a Gunslinger receives a bonus of +2D6 to their TS. This is used to reduce the amount of damage suffered and will also effect any Save against Trauma.



CREATING A CHARACTER

Path of the Gunslinger

Path of the Jenkai

The Jenkai are a religion of warrior ‘peacekeepers’ spread throughout the world. Their sole belief is to protect all innocent life, even at the cost of their own. They have erected many magnificent cathedrals dedicated to their way of life and the Jenkai often act as law enforcers in smaller towns, where no local authority has control. They are highly trained close combat fighting specialists with skills and abilities beyond the reach of others. Though they are few in number they are recognisable by their ritual head-band, bearing their personal motif and their sacred sword, the Duvan Blade.

	IQ	WP	ST	TS	DX	EN	SP	Att	Def	Aim	HP
Level 1: Pupil	+1	+1			+1	+1			+1		
Level 2: Jenkai Acolyte	+1	+1	+1	+1	+2	+2		+1	+1		+10
Level 3: Jenkai Warrior	+1	+2	+1	+2	+3	+3	+1	+1	+2	+1	+15
Level 4: Jenkai Master	+2	+3	+2	+3	+4	+4	+2	+2	+3	+2	+20

Specialist Skills:

Level 1 - Code of Honour, First Aid

Level 2 - Ambidextrous, Weapon Skill: Sword

Level 3 - Stealth, Fearless,

Level 4 - Psionics

Combat Skills:

Level 1 - Disarm Blow, Somersault

Level 2 - Jab Kick, Roundhouse Kick, Sweep Kick

Level 3 - False Attack, Flying Spin Kick

Level 4 - Sustained Assault

Basic Skills: 4

Weapon Skills: 3

Language Skills: 1

Wealth & Trappings: 1D6×50 Denzon, Ritual Headband with personal motif, and Duvan Blade

Psionics: A Jenkai Master is able to use Psionic powers. They begin with five common random powers and can obtain more common powers and PSI through Experience. Please refer to the Psionic section for more detail.

Fearless: Jenkai Warriors remain calm under all circumstances due to controlled rhythmic breathing. All Jenkai are completely unaffected by Fear and Panic as described in the Psychology & Physical Tests section.

Code of Honour: All Jenkai follow a strict set of rules that govern their behaviour and general conduct. They must obey these rules under all circumstances and may never willingly ignore them.

1. The warrior must never betray a friend.
2. The warrior must not enter combat under provocation.
3. The warrior must never harm an innocent without justification or necessity.
4. The warrior must not by action, or lack of, allow an innocent to be harmed or suppressed.
5. The warrior must never attack or harm a defenceless opponent.
6. Jenkai Warriors must respect and honour one another, even after death.

In addition, the EXP given for saving a life is tripled for all Jenkai.

Path of Khan

It is well known amongst other races that a Reptilians devotion to their God is second only to their devotion to their family. All Reptilians believe that some day their god, Khan, will rise and lead them once more into battle against Erebos. Some undergo training in preparation for his arrival and some may be deemed worthy by their priests to walk the path of Khan. These individuals hone their reflexes and agility far beyond the capability of others, achieving prowess and skill unseen in other races.

After many years of intense studying and training the Reptilian may delve into the art of magic and teach others the ways of Khan. These Priests of Khan are regarded as the direct link between the Reptilian people and their god. They preach and maintain their religion and will exorcise rites and rituals in the name of Khan, holding ceremonies and great festivals.

	IQ	WP	ST	TS	DX	EN	SP	Att	Def	Aim	HP
Level 1: Acolyte of Khan		+1			+2	+1		+1	+1		
Level 2: Fighter of Khan	+1	+1	+1		+3	+2		+1	+1		+10
Level 3: Priest of Khan	+2	+1	+1	+1	+4	+3		+2	+2		+20
Level 4: Chosen of Khan	+2	+2	+2	+2	+5	+4		+3	+3		+30

Specialist Skills:

Level 1 - Read & Write Heskian

Level 2 - Ambidextrous, Stealth

Level 3 - Magic, Read & Write Runic, Speak Runic

Level 4 - Chosen

Combat Skills:

Level 1 - Disarm Blow, Somersault

Level 2 - Jab Kick, Jump Kick, Roundhouse Kick, Flying Spin Kick

Level 3 - Blind Foe, Paralyse Attack

Basic Skills: 5

Weapon Skills: 2

Language Skills: 2

Wealth & Trappings: 1D6×50 Denzon

Magic: All Priests and Chosen of Khan are spell-casters as explained in the Magic section.

Honour: Reptilians that follow the Path of Khan must always give aid if possible to Reptilians in need and must protect innocent Reptilians from harm.

Chosen: Many Reptilians follow the Path of Khan, but few reach beyond the abilities of a priest. These individuals will spend many restless nights, before they are visited in their dreams. The Chosen are gifted with extraordinary powers. The character will not suffer anything other than normal damage from any critical attack. In addition, their rate of recovery is now multiplied by 10.

CREATING A CHARACTER

Path of Khan

CREATING A CHARACTER

Path of the Ocean

Path of the Ocean

For many would-be adventurers the abandoned seas hold the greatest challenge of all. There are thousands of square kilometres of uncharted waters with many small uninhabited islands and some that are inhabited by all manner of people or creatures. Beware however, for life on the ocean is harsh and fraught with danger.

	IQ	WP	ST	TS	DX	EN	SP	Att	Def	Aim	HP
Level 1: Deckhand		+1		+1		+1			+1		+10
Level 2: Seafarer		+1	+1	+1		+1		+1	+1	+1	+10
Level 3: Captain	+1	+2	+2	+2	+1	+2	+1	+2	+1	+2	+15
Level 4: Pirate	+2	+2	+2	+2	+2	+2	+1	+2	+1	+2	+20

Specialist Skills:

Level 1 - Climbing, Fish, Ambidextrous

Level 2 - Pilot Boat, Pilot Ship, Seen It All Before

Level 3 - Connections, Sea Navigation

Level 4 - Infamous Scoundrel

Combat Skills:

Level 2 - Fast Slash

Level 3 - Recruitment Blow

Level 4 - Backstabber

Basic Skills: 5

Weapon Skills: 2

Language Skills: 2

Wealth & Trappings: a knife, a short sword (scimitar or cutlass) and 1D6×50 Denzon

Seen It All Before: The life of a deckhand can be harsh, unrewarding and more often than not, short. They have to withstand all manner of punishment from both the sea and their master and will often bear witness to things too horrifying to describe. This character may have two attempts at all Fear and Panic Tests.

Connections: Sometimes it is best not to ask a sea captain where they got a particular item, as the chances are that it is stolen or illegal. This character will be able to purchase all equipment with a +20% availability.

Infamous Scoundrel: Most pirates are constantly on the run from one bounty hunter to the next, but some are so feared that no amount will bring them to justice.

Any character with an IQ of 10 or more wishing to attack the pirate must first perform a successful Fear Test. If this is failed they may not attempt to attack for a further ten minutes, however, if they are attacked by the pirate they may respond accordingly. Characters with an IQ less than 10 or any wild creature may attack as normal.

This can be used in conjunction with Connections above by enabling the character to use their personality on sellers. Each successful Charisma Test will reduce the cost of an item by 5%. However, no more than six attempts may be made for each item and if any attempt is failed the item will only be offered at full price with no reduction at all. If any charisma test rolls triple '1' then they get that item for free.

Path of the Psyker

With the arrival of the Hyterians, mankind has stepped into the paranormal powers of the mind, known as psionics. Although rare, the Psyker is a gifted individual with tremendous potential and great powers at their disposal. Many races have studied this phenomenon as far as they dare go, but none have matched the natural affinity shared by all Hyterians.

	IQ	WP	ST	TS	DX	EN	SP	Att	Def	Aim	HP
Level 1: Gifted	+1	+1				+1				+1	
Level 2: Psyker	+1	+2			+1	+1			+1	+1	+10
Level 3: Empath	+2	+3	+1	+1	+1	+2	+1	+1	+2	+2	+15
Level 4: Mind Warrior	+2	+4	+2	+2	+2	+2	+2	+2	+2	+2	+20

Specialist Skills:

Level 2 - Read & Write native language

Level 3 - Cryptography, Stolen Skills

Level 4 - Mind Force

Combat Skills: none

Basic Skills: 5

Weapon Skills: 2

Language Skills: 2

Wealth & Trappings: 1D6×50 Denzon

Hyterians: All Hyterians that follow this path automatically begin on level 2 and use the maximum attribute limits of that level. They do not combine both level 1 and level 2.

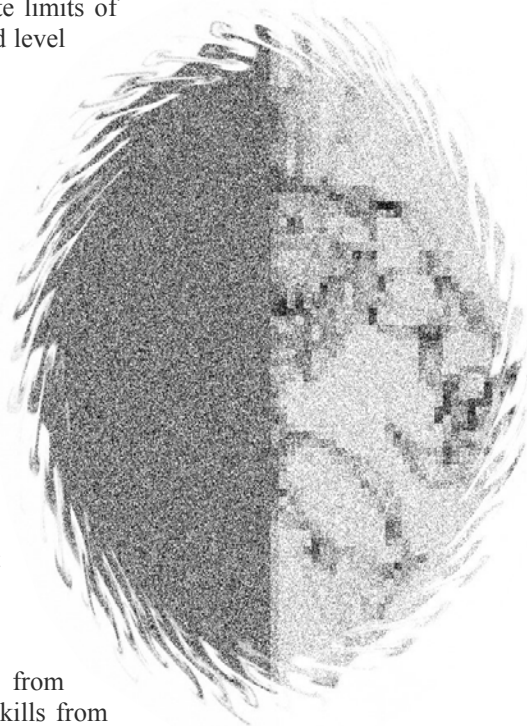
Mind Force: The Mind Warrior is able to enhance their physical might with their natural psychic energy. Every movement, gesture or strike is shrouded in a solid invisible force that is impossible to detect or destroy.

They may add +1 to their ST or TS attributes at the cost of -1 WP. This may be multiplied as much as their WP will allow, and they may add to both attributes at the same time, taking into consideration the danger of a low WP attribute. These bonuses only last for a number of melees equal to the characters remaining WP.

In combat, Mind force must be declared at the beginning of the melee round, but does not use the characters action.

WP lost in this way will recover as normal.

Stolen Skills: Many psykers gain experience from others during their travels and can learn new skills from their unwitting teachers. They may purchase all extra skills at half the normal EXP costs.



CREATING A CHARACTER

Path of the Psyker

Path of the Slayer

Few actually choose the path of the slayer, rather the path chooses them. They set out seeking adventure, fame and fortune in the known world and beyond, but soon discover that the world is not without danger and many creatures lie in wait for their next meal or to kill without reason. Such beasts can terrorise the lives of peaceful folk and these needy look for a hero, they look for a slayer.

	IQ	WP	ST	TS	DX	EN	SP	Att	Def	Aim	HP
Level 1: Adventurer		+1	+1			+1		+1			+10
Level 2: Gladiator		+1	+2	+1	+1	+2		+2			+15
Level 3: Beast Hunter	+1	+1	+3	+2	+2	+3	+1	+3	+1		+20
Level 4: Daemon Slayer	+2	+1	+4	+3	+3	+4	+2	+4	+2		+25

Specialist Skills:

Level 2 - Ambidextrous,

Level 3 - Confront the Fear, Daemon Lore, Hide, Hunt, Stealth, Trapper

Level 4 - Daemonic Infection, Speak Daemonic, Spelunking, Read & Write Daemonic

Combat Skills:

Level 2 - Slaying Blow

Level 3 - Killing Blow

Level 4 - Daemon Bane

Basic Skills: 5

Weapon Skills: 3

Language Skills: 1

Wealth & Trappings: 1D6×50 Denzon

Confront the Fear: Whenever the character performs a Fear Test they will receive a bonus of Att+1 for each point by which they pass, to be used against the creature that was the cause of the fear. This bonus lasts for one melee only.

Daemonic Infection: Too long exposure to daemons has caused a rare infection known to be the origin of the Daemonettes.

At any time the character can call upon their daemonic nature. They immediately turn deep red in colour and double both their Strength (ST) and Toughness (TS) attributes. This daemonic flesh is impervious to fire damage, such as that caused by some magic spells. The character can remain in this daemonic state a number of melees equal to their EN attribute. When they return to their mortal state the effected attributes are returned to normal.

However, while in their Daemonic form the character is prone to fits of rage. At the beginning of each melee the character must perform a Will Power Test. If successful the character may control their actions, but if the test is failed the character will attack a random creature/character whilst also under the effects of Frenzy. Rolling a triple of any number is always a failure regardless of the character's WP.

Daemonic infection cannot be removed by any means, but can be subdued for 3D6 hours with a successful Exorcism.

Path of the Spell-Caster

The Spell-caster will take on various roles, from adventurer, to seer, shaman, warlock and wizard, though some are little more than hired hands. The art of magic is a wondrous gift and if used well it can benefit all, but some tread the darkest path, touching the evil and often dangerous aspect of magic

	IQ	WP	ST	TS	DX	EN	SP	Att	Def	Aim	HP
Level 1: Student	+1	+1				+1					+10
Level 2: Apprentice	+2	+1		+1		+1				+1	+10
Level 3: Spell-caster	+3	+2	+1	+1	+1	+2	+1	+1	+1	+1	+20
Level 4: Master of Magic	+4	+3	+2	+2	+2	+3	+2	+2	+2	+2	+30

Specialist Skills:

Level 1 - Read & Write native language, Speak Runic

Level 2 - Numerate, Read & Write Runic

Level 3 - Cryptography, History

Level 4 - Magic Lore

Combat Skills: none

Basic Skills: 5

Weapon Skills: 1

Language Skills: 3

Wealth & Trappings: 1D6×50 Denzon.

Spell-casters: All characters on this path are able to use magic as explained in the Magic section.



CREATING A CHARACTER

Path of the Spell-Caster

Path of the Thief

In the cities the thief is as common as the sewer rat, and possibly an equal nuisance. Those adventurers that cannot find their fame and fortune in the world will often touch this path, choosing to steal and loot what they need to survive. Some will even stay on this path, treading the path as outlaws, or worse

	IQ	WP	ST	TS	DX	EN	SP	Att	Def	Aim	HP
Level 1: Adventurer		+1		+1		+1			+1		+10
Level 2: Thief	+1	+1	+1	+1	+1	+2	+1		+1	+1	+10
Level 3: Outlaw	+2	+2	+2	+2	+2	+3	+2	+1	+2	+2	+10
Level 4: Assassin	+2	+3	+3	+3	+3	+4	+2	+2	+2	+3	+10

Specialist Skills:

Level 2 - Ambidextrous, Guild of Thieves, Pick Pockets, Pick Locks, Palm Object, Concealment

Level 3 - Bravado, Disguise, Impersonate, Forgery, Hide, Trapper, Weapon Mechanics

Level 4 - Shadow, Sixth Sense, Stealth, Hunt

Combat Skills:

Level 2 - Lucky Dodge

Level 3 - Subdue, Backstabber

Level 4 - Accuracy, Death Blow, Paralyse Attack

Basic Skills: 5

Weapon Skills: 2

Language Skills: 1

Wealth & Trappings: 2D6×50 Denzon

Bravado: The character can be reckless in their decisions and will take any risk to achieve their goal. The character can re-roll the dice once on any test based upon their ST, DX, EN or SP attributes. However, if this re-roll is taken and the test is failed, the character suffers one point of attribute damage. This may be recovered as normal.

Guild of Thieves: It is known that many cities will harbour a collective group of individuals known as the Guild of Thieves. This character is a member of one such guild and can benefit from their reputation. Sometimes, it is best for store owners to sell their stock a little cheaper rather than have it stolen! The character can buy all items or equipment for 20% less cost.

Members of a Guild also adhere to a strict code as given in the City Guide.

Sixth Sense: The character is able to 'sense' danger in their current and up-coming environment. The character cannot be successfully surprise attacked, ambushed or trapped. Anyone attempting to shadow the character will suffer a penalty of -1D6 before the test is undertaken.

Path of Vengeance

The Draga, once a proud and noble race, are now a scattered people. Their world is gone, their way of life is lost, and many they knew have been slain. The daemons came to their world, murdering without cause or reason and even their allies, the Ucavarians, betrayed the Draga to their fate. For some, all that remains is vengeance. The Draga that follow the Path of Vengeance are powerful and dangerous adversaries with little mercy on their foes and unrivalled hatred for the forces of Erebos.

	IQ	WP	ST	TS	DX	EN	SP	Att	Def	Aim	HP
Level 1: Hunter of Evil			+1	+1		+1					+10
Level 2: Slayer of Daemons		+1	+2	+2		+2		+1			+20
Level 3: Destroyer of Darkness	+1	+2	+3	+3		+3		+2	+1		+30
Level 4: Avenger of Ancestors	+2	+3	+4	+4		+4		+3	+2	+1	+40

Specialist Skills:

Level 1 - Hatred
 Level 2 - Know Thy Enemy
 Level 3 - Rage of the Draga
 Level 4 - Kill Them All!

Combat Skills: none

Basic Skills: 4

Weapon Skills: 3

Language Skills: 1

Wealth & Trappings: 1D6×50 Denzon

Hatred: The Draga is subject to the rules of Hatred towards all followers of Erebos, including Daemons. However, against Daemons, the character's WP is reduced by -2 for the purpose of the test.

Know Thy Enemy: The Draga has trained to slay their enemies with accurate deadly blows, by picking weak points in their defence. This increases the character's Att by +2, but reduces their Def by -2 as they lower their own defence in favour for the better strike.

Rage of the Draga: The Draga are known for their powerful fighting capabilities, but very few have witnessed the untold rage of a Draga. This ability is used in close combat and requires the character to perform a Will Power Test. For every point below their WP that they roll, the character's ST is increased by +1. For example, a character with WP15 rolling a 6 would add +9 to their ST. This bonus lasts for a number of melees equal to this bonus.

However, during these melees the Draga's Def attribute is reduced by a negative amount equal to half of this bonus, rounding fractions up. For example, rolling +9 ST would reduce their Def by -4 and would last for nine melees.

Kill Them All! This is the most powerful of all the Draga's abilities. It is the release of their pure rage and hatred, pushing them into a frenzy of killing and destruction. When engaged in combat against Daemons of Erebos, the Draga may make an extra attack against each and every daemon opponent within reach. This cannot be used with any other combat ability or skill and can only be used against daemons of Erebos. At the end of the melee they suffer 1D6 points of attribute damage as they strain and injure their own body. This may be recovered as normal.

CREATING A CHARACTER

Path of Vengeance

Path of the Wanderer

Some adventurers wander the world for many years, leaving behind all known civilisation, living in the wild on everything that nature provides. The wanderer can discover wonders that have been hidden for centuries, learn forgotten history and find lost treasures of ancient people. However, the constant solitude can take its toll, for many wanderers live as nomads and some degenerate into nothing more than barbarians.

	IQ	WP	ST	TS	DX	EN	SP	Att	Def	Aim	HP
Level 1: Adventurer		+1		+1		+1			+1		+10
Level 2: Explorer		+1	+1	+1	+1	+1	+1	+1	+1		+10
Level 3: Nomad		+2	+2	+2	+1	+2	+1	+2	+2	+1	+20
Level 4: Barbarian		+3	+3	+3	+2	+3	+2	+3	+2	+2	+30

Specialist Skills:

Level 2 - Fish, Fortitude, Hunt, Land Navigation, Trapper, Botany, Stealth

Level 3 - Animal Tongue, Companion, Quick Kill, Wilderness Survival, Animal Care

Level 4 - Ambidextrous, Champion of the Gods.

Combat Skills: none

Basic Skills: 5

Weapon Skills: 3

Language Skills: 1

Wealth & Trappings: 1D6×50 Denzon

Fortitude: As an explorer there may be times when food is short and water scarce, but their sheer determination can push the character beyond their mortal capabilities. The character is able forego food and water for double the duration determined by the EN attribute, before suffering from Prolonged Exertion as explained in the GM section.

Quick Kill: The life of a wanderer can be fraught with danger and it is easy for a hunt to turn against the character. They learn to kill their prey quick before becoming a meal themselves. For every point by which that the character wins when determining Initiative in combat the damage they inflict on the first attack of the melee will be increase by +1. For example, rolling 11 more in total than an opponent will increase the damage of the first attack by 11 points. However, using Quick Kill incurs a -2 Att penalty. This skill has no effect after the first attack of each round, or if the character fails to win Initiative.

Champion of the Gods: Barbarians have many gods and will offer animal sacrifices for favour or dedicate a battle in their name. This Barbarian character has been blessed by their god or gods as their champion. Whenever the character successfully defeats or kills an opponent with a critical blow (natural 20 only) in close combat they may permanently increase one of their attributes by +1 or their HP by +10. This also increases any maximum limit of the attribute.

However, the character may never leave combat voluntarily until their opponent or opponents are defeated.

Path of Wisdom

The natural intellect and aptitude of the Hyterians is well renowned on Earth, but on their home world of Hyta they strove to reach a level of knowledge other races can only dream. It is rumoured those that follow the Path of Wisdom can summon a creature of immense power from within their own mind and some even know the secrets of the universe.

	IQ	WP	ST	TS	DX	EN	SP	Att	Def	Aim	HP
Level 1: Pupil	+1	+1			+1						+10
Level 2: Scholar	+2	+2			+1	+1			+1		+10
Level 3: Teacher	+3	+3	+1	+1	+2	+2		+1	+1		+10
Level 4: Master	+4	+4	+2	+2	+3	+3	+1	+2	+2	+1	+10

Specialist Skills:

Level 1 - Astral Projection

Level 2 - Foresight

Level 3 - True Knowledge

Level 4 - Astral Avatar

Combat Skills: none

Basic Skills: 6

Weapon Skills: 1

Language Skills: 3

Wealth & Trappings: 1D6×50 Denzon

Astral Projection: The Hyterian is able to project their vision over a distance of one kilometre for a few brief seconds, through any object living or not, as if they were physically there. To use this ability the character must perform a successful Will Power Test. Each time Astral Projection is used the character suffers a penalty of -2 to their WP, even if the test is unsuccessful. Their WP is recovered as normal.

An Astral Projection is automatically sensed by any character with WP15+ within five metres of the Hyterians focus, giving a feeling of 'being watched'

Foresight: The Hyterian is able to predict their immediate future actions. When foresight is used the character may have two chances on all dexterity, fear and panic tests for one hour. In addition they receive a bonus of +2 to Def for one melee round. In combat, foresight can be used at any time and does not use the characters action that melee.

To use this ability the character must perform a successful Will Power Test. Each time Foresight is attempted the character suffers an injury of -2 to their WP.

True Knowledge: The character has achieved unsurpassed knowledge, gaining all non-combat and non-weapon skills available in the Education section, including those restricted to specific paths. However, these extra skills do not receive their initial bonus, but will gain EXP as normal.

Astral Avatar: The Hyterian is able to create a solid manifestation of their astral body. The astral avatar is a large golden creature of the Hyterians nature standing more than three metres high. It has attributes equal to those of the Hyterian and can fly as they do, although it's ST and TS are both increased by +20. Any damage suffered by the avatar is instead taken from the Hyterian's HP. If the Hyterian fails a Save against Trauma caused by this damage the astral avatar is destroyed. In close combat the avatar inflicts 7D6 damage, plus it's ST, and is immune to all attribute damage, trauma, gas and poison.

To create an astral avatar the character must perform a successful Will Power Test. Each time this ability is attempted the character suffers an injury of -10 to their WP

The avatar can be created up to 100 metres from the Hyterian and will last for a number of melees equal to the Hyterian's remaining WP. Once created, the avatar will do exactly as the Hyterian wishes through a telepathic link of unlimited range. Only one avatar can be created at any time.

CREATING A CHARACTER

Path of Wisdom

CREATING A CHARACTER

Skill Descriptions

AMBIDEXTROUS

A character with the ambidextrous skill can use either hand without penalty as explained in the Combat section. This skill does not require a test.

ANIMAL CARE (IQ)

With this skill the character can feed, groom and take care of all domesticated animals. The character will be able to detect illness, treat minor injuries and administer basic antibiotics, antiseptics and painkillers.

ANIMAL TRAINING (CR)

The character is able to teach domesticated animals tasks or duties. They can be taught to obey simple commands in about a week, but training an animal to fight can take several months.

The loyalties of an animal will not always transfer to a new owner. Whenever a new owner commands a trained animal it must perform a Will Power Test. If the test is failed the animal obeys the command, otherwise it is ignored. The time it takes for an animal to succumb to its new master is entirely up to the GM. Animals immune to psychology cannot be domesticated or trained.

ARCTIC SURVIVAL (IQ)

The character with this skill is experienced in surviving arctic and sub-zero conditions. They will know basic hunting techniques, be able to recognise arctic wildlife and can build appropriate shelter. This character also receives a bonus of +1 to hide in these locations.

ART (IQ)

The ability to create artistic work. The character will be experienced with using pencils, pastels, paint and all other art and craft materials. The Art skill shows a professional quality, while a successful Chance Skill shows only a talented amateur.

BASIC CARPENTRY (IQ)

With the essential materials and tools the character will be capable of building, repairing or modifying any simple wooden construction. Attempting any repair requires an Intelligence Test to first discover any faults and then a further test to repair it.

BASIC MECHANICS (IQ)

This gives the character the knowledge and understanding of machinery. They may attempt to build, repair or modify any basic machine or metal construction. Attempting any repair requires an Intelligence Test to first discover any fault and then a further test to repair it.

BIOLOGY (IQ)

The character will have the knowledge and understanding of cells, classification, tissues, evolution, genetics, reproduction and so on, and the use of laboratory equipment. The character is also able to prepare and evaluate experiments.

BOTANY (IQ)

This is the study of plants and their habitats. Characters will have studied plant classification, photosynthesis, germination, cross-fertilisation and the structure of plants.

CHEMISTRY (IQ)

This gives the character the knowledge and understanding of formulae, solids, liquids, gases, simple chemical reactions, organic chemistry, the periodic table and the use of special laboratory equipment. The character is also able to prepare and evaluate experiments.

CLIMBING (DX)

The ability to scale rough surfaces, climb ropes and so on. This requires a Dexterity Test. If this is failed the character has slipped at a certain point in the climb. They may attempt a further test to regain their hold, again with the bonus if any. However, if this too is failed the character falls.

CONCEALMENT (IQ)

The skill of Concealment allows the character to hide items upon themselves or in the immediate area. The maximum size of an item that can be hidden upon a character is directly the GMs decision. An Intelligence Test is only required if the hidden item is searched for, or the area in which it is concealed becomes visible. If the test is unsuccessful the item is not hidden well and is revealed.

CREATING A CHARACTER

Skill Descriptions

COOK (IQ)

A character with this skill is an experienced professional cook. They are able to use suitable equipment and can plan, select and prepare meals. The character can also detect foreign substances in food. However, recognising the exact nature of such a substance may require further skills. A failed test when cooking indicates that either the food is distasteful or inedible.

CRYPTOGRAPHY (IQ)

The ability to crack, recognise and design secret codes and messages. Attempting to translate a secret code requires at least one hour of studying before the Intelligence Test is undertaken. If the test is failed the character must study for a further hour before another attempt may be made. If the second attempt fails, the code cannot be cracked by the character, but may be attempted by another person.

Creating a secret code also requires an Intelligence Test but only when an attempt is made to decode it. If the test is failed this indicates a design flaw. A character attempting to crack a flawed code receives a bonus of +2 before the test is undertaken.

DANCE (DX)

The character can dance in a professional style with a fluid poise and grace. A failed test indicates a tumble, slip or amateur move. Any character may dance, but without the skill they are capable of only simple steps and styles.

DAEMON LORE (IQ)

This is the study of Daemons and the breeds. The character will have the knowledge of their ideal climates, characteristics, preferred food and natural features. The character will also know of any blind spots or weakness and will cause an extra D6 damage on attacks, without the need of any test.

DEMOLITIONS (IQ)

This skill enables the character to work with all manners of explosives. The character can build or disarm explosive devices, prepare detonation caps and set fuses. If the character fails an Intelligence Test when building or disarming explosives there is a chance that it will explode. This percentage chance is equal to the amount by which the character failed multiplied by five.

DESERT SURVIVAL (IQ)

The character with this skill is experienced in surviving in both desert and arid conditions. They will know basic hunting techniques, be able to recognise common wildlife, be able to build appropriate shelter and can find nearby water sources. This character also receives a bonus of +1 to hide in these locations.

DISGUISE (IQ)

Disguise enables the character to alter their physical appearance, or that of any other person. They are experienced with makeup and know how to create facial hair, baldness, fake moles, spots and so on. When combined with a successful Impersonate skill a bonus of +2 is given before the Intelligence Test is undertaken.

If the Intelligence Test is failed the disguise is suspicious. The character may attempt a further test but with a -2 penalty. If this second test is failed the disguise is not convincing enough and the character's true identity is revealed.

DRIVE CART (IQ)

Driving a cart or wagon is relatively simple and a test is only required if the vehicle is travelling faster than 40 kph. If the test is failed an accident has occurred. The cart may have suffered damage or possibly even turned and flipped over. Refer to the Equipment section for more detail on vehicles.

CREATING A CHARACTER

Skill Descriptions

DRIVE CHARIOT (DX)

Driving a chariot is far from easy. The character must maintain their balance on the chariot while controlling the creatures that are pulling it. No test is required unless the vehicle is travelling faster than 40 kph. If the test is failed an accident has occurred. The chariot may have suffered damage or possibly even turned and flipped over. Refer to the Equipment section for more detail on vehicles.

FIRST AID (IQ)

This is the basic understanding of the body and the ability to treat minor injuries. The character can administer CPR (artificial respiration), treat cuts and lacerations, set broken bones and administer antiseptic and painkillers correctly. The effect of a failed test is left entirely up to the GM.

FISH (IQ)

As the name suggests, this is simply the ability to fish. The character will be able to recognise fish and their habitats and will have the knowledge of the various techniques and equipment.

FORGERY (IQ)

This is the ability to make false copies of documents, signatures, paintings etc (Although, forging a painting will also require the Art skill). Attempting to create a copy requires the original or another accurate copy to work from. An Intelligence Test is only required if the forgery is under close observation. If the test is failed the forgery contains a flaw and is noticeable. The Art skill gives a bonus of +2 to the character's IQ attribute before the Intelligence Test is undertaken.

HIDE (IQ)

This is the ability to hide oneself by using and manipulating the objects and scenery at hand. An Intelligence Test should only be undertaken if the character is being searched for or the area in which they are hiding is under close observation. If the test is failed their location is revealed.

HISTORY (IQ)

The character with this skill has knowledge of the worlds recorded history, including the time before the plague, the arrival of the daemons, the world wars and any local history. A failed test indicates that either the character has made an incorrect judgement or that they have no knowledge of that particular subject.

HUNT (IQ)

By searching for disturbances on the ground or other surfaces the character with this skill can recognise and follow the tracks of transport, people and animals. The character can evaluate if the target is injured, heavily encumbered, running, walking and so on.

Characters with the Concealment skill may attempt to hide their own tracks. Successfully hidden trails incur a penalty of -3 to the Hunt skill.

IMPERSONATE (CR)

This skill enables the character to change their behaviour pattern and to act with an alternative personality. The character should only attempt the Charisma Test if their impersonation is under inspection. If the test is failed this indicates that the performance was poor or suspicious. The character must immediately undertake a further test, but with a -3 penalty. If this second roll is also failed the impersonation is not convincing enough and the character has revealed their true identity.

Attempting to impersonate someone specific will require weeks of studying the subject and their behaviour pattern and habits, before any tests are undertaken.

LANGUAGES

There are many known languages in the world, belonging to various races and cultures. They each have their own accent, dialect and tone. The words from one language can be so very different to the words of another. There is no test required as the character with the skill is assumed to know enough about the language to hold a conversation and to speak without fault. Though, this sometimes differs according to the character's IQ.

CREATING A CHARACTER

Skill Descriptions

Animal Tongue: This is a telepathic ability to communicate to animals. Animal Tongue has an effective range of 50 metres and is treated like a normal language, although it cannot be overheard by characters without this skill.

For the language to be fully understood by the target animal its IQ must be five or greater and it must have no speaking ability. Animal Tongue is not a psionic power and therefore cannot be nullified or destroyed. In addition, Animal Tongue is ineffective against creatures immune to Psychology.

Daemonic: The principal language of all daemons. It is spoken with a deep and low tone with many syllables being sustained for a second or more. Many daemonic names are broken up to form two or more syllables, such as D'Kara, pronounced Da-Kar-ra. Daemonic is also spoken by races that have joined the daemons in their quest, or those it has been forced upon.

Draggatti: A loudly spoken language of the Draga with words and letters using similar structure associated with Earthen. However, the written language is radically different, using only circles and straight lines for its composition.

Earthen: The most commonly spoken language of the world. This is simply English, with some words taken from other languages.

Grash: Grash is a loud language spoken by Felidites, with many words stretched to form growls, including such sounds as Hurr, Gurr and Rarr.

Heskian: Principally spoke by Reptilians. Its words consist of long hissing sounds formed from the letters I, A and S, as well as 'TH'.

Hytan: The principle language of the Hyterians, softly spoken with many short sounds making a single word.

Kebbin: The Keebo speak in a fast clicking tone and is very difficult to master by other races. Their words are short and often abruptly ended.

Runic: The most mysterious and ancient language of all. Each Runic word is spoken differently, some quickly, some loud, some whispered. It is not possible to have a conversation in this language for each spoken word is part of a larger incantation and a misplaced or misspoken tone could cause a varied and often dangerous effect. Runic takes many years to fully master and is rarely spoken by anyone other than a spell-caster.

Slaveisk: The language spoken by Night Stalkers. Slaveisk is made up of cackles, growls, hissing and facial expressions. The written language is very simple with pictures and symbols taking the place of many words.

MAGIC LORE (IQ)

This is the study of magic, the rituals associated with the various forces and the creatures that practice the art. The character will be able to detect and recognise magical spells in use and can identify its exact effect. They will have knowledge of any magical creatures, including their natural abilities and the spells they are capable of casting. The character can also recognise a magical item, but will not be able to discover its power unless they can read runic.

NAVIGATION (IQ)

Air, Land and Sea Navigation are all taken as separate skills. They experience the character with star charts, landmarks, navigational equipment and cartography, the skill of map making and reading.

The skills of Navigation can only be used successfully in the correct situations. For example, only a character with Sea Navigation can successfully navigate an ocean by ship, or only a character with Air Navigation can keep their bearing high above the clouds. The result of a failed test is not always the same and must be decided by the GM. The character may be off course by several kilometres or perhaps they have even arrived at the completely wrong location.

NUMERATE (IQ)

This enables the character to work with complex calculations and helps them understand the concepts behind many mathematical problems. If the character fails the Intelligence Test required for a particular problem they may try again one hour later. If this too is failed, the problem is beyond the ability of the character.

CREATING A CHARACTER

Skill Descriptions

PALM OBJECT (DX)

This skill is used to remove objects from the surrounding area and to conceal it upon the character. It can also be used to place items in an area unnoticed. It cannot, however, be used to pick pockets. If the test is failed, the character has been spotted removing or placing the item.

PHYSICS (IQ)

This is the study and understanding of matter, molecules, energy, forces, pressure, motion, magnetism, light, sound and so on. The character is also able to prepare and evaluate experiments.

PICK LOCKS (IQ)

This enables the character to use special techniques and tools to open or close any standard lock, without the need of a key. It will take approximately 30 seconds to open a simple lock, but up to three minutes for a more complex device. The character may attempt to pick a lock as many times as they wish, but each failure reduces their next attempt by -1 before the Intelligence Test is undertaken. If the character fails the test by more than four points, or rolls a triple of any number, their lock picking device has been broken.

PICK POCKETS (DX)

This is a typical thief skill and as the name suggests it is used to remove items from someone's pocket. If the test is failed there is a chance that the character has disturbed their victim and has been spotted. This percentage chance is equal to the amount by which the character failed, multiplied by five. This skill can also be used to place items into pockets.

PILOT BOAT (IQ)

Enables the character to pilot and operate small boats and other similar vessels, such as altering the sail position and operating a rudder to direct the way of travel. A failed test indicates that the boat did not travel in the right direction, it has struck an object, or the vessel has a minor fault.

PILOT SHIP (IQ)

Enables the character to pilot and operate large ships and other similar vessels. A failed test indicates that the ship did not travel in the right direction, it has struck an object, or the vessel has a minor fault. Piloting a large ship from a dock is exceptionally difficult and incurs a -1 penalty before the test is undertaken.

PLAY INSTRUMENT (IQ)

This gives the character the ability to play a musical instrument of the player's choice, whether it is a guitar, drums, piano or even a flute. This skill may be taken as many times as the player desires but under the normal limitations.

READ & WRITE

With the lack of education in the world there are many who cannot read or write their native language. However, this character has been fortunate. They may choose to read & write a language that is already known to them, but they may not read & write a language they cannot speak. These skills do not require a test. This skill may be taken as many times as the player desires but under the normal limitations.

RECOGNISE ODOUR (IQ)

Characters and other creatures that have a strong sense of smell are able to detect the faintest odour, unnoticeable by others. This skill will help them determine the exact nature of the odour, but only if the character has encountered it before and discovered the cause. A failed test indicates that no odour could be detected or is not recognised.

RIDE SKILLS (DX)

The most common form of transport in the world today is by riding domesticated animals. Horses are the most popular but there are many strange and powerful creatures that are now being used as steeds. A Dexterity Test is only required if travelling faster than 40 kph. If this is failed the character may attempt a second test to retain their grip. Failing both tests indicates that the character has fallen.

SHADOW (IQ)

This is the ability to follow a creature or person without acting suspicious or being noticed. The skill is often used in cities where the character can blend in with crowds or move from one building to the next. However, this skill does not enable the character to Hunt or Stealth, which are completely different skills. If the character fails the test, the person or creature that they are following have noticed them and will act accordingly.

SING (CR)

Most people can sing, though some are better than others. Characters with this skill can sing in a professional style. Without this skill the character's singing is considered of amateur quality.

SMITHING (IQ)

This skill gives the character the knowledge and understanding of metals, such as their durability, flexibility and their uses. They will be able to use the tools and techniques in the smelting of metals, the separation of ores and the construction of weapons and armour.

With the essential materials and tools the character can build, repair or modify any close combat weapon, armour or other similar items. The amount of time required for these tasks is left entirely up to the GM, as this varies according to the size and complexity of that item. The character cannot attempt to build or modify magical items and may only attempt to repair such items if they also have the Magic Lore skill.

The character is only required to perform an Intelligence Test when the item is tested. If this is failed the GM must roll a D100 and compare the result on the relevant chart below.

Armour

- | | |
|--------|---|
| 01-44 | The armour's AV is permanently reduced by -1D3 |
| 45-66 | The DP is permanently reduced by 1D6×5%. |
| 67-88 | The EV of the armour has been increased by 1D6×5%. |
| 89-100 | The armour cracks in several places and is irreparable. The armour no longer offers any protection. |

Weapons

- | | |
|--------|--|
| 01-30 | The weapon's EV is permanently increased by 1D6×5% |
| 31-60 | The DP is permanently reduced by 1D6×5% |
| 61-90 | The weapon inflicts 1D6 points less damage. |
| 91-100 | The weapon shatters when tested and is completely destroyed. |

SPELUNKING (IQ)

Characters with this skill are experienced with cave exploring. They will know about the various types of caves, their inhabitants, the location of any water supply and can lead others to safety.

STEALTH (DX)

This is the ability to move unheard and possibly unseen. Stealth involves prowling and must be attempted slowly. In adequate areas the character may also attempt to move without being seen, by using the cover as hand, such as trees, walls etc. Moving silently and from cover to cover is an excellent technique for making surprise attacks. If the Intelligence Test is failed the character has either been seen or made a noticeable noise and may have been heard.

STONE MASONRY (IQ)

This is the ability to work with stone and the relevant tools. The character is capable of building, repairing or modifying any stone construction. The character will also be able to spot any weak points in a structure or stone construction, but these are normally only found in the work of poor craftsmanship or particularly old buildings. Any damage dealt to such a weak point is doubled.

CREATING A CHARACTER

Skill Descriptions

SWIM (DX)

The character can swim using various forms and techniques. The character will be familiar with diving apparatus, lifesaving and the many different strokes. If the test is failed the character's swimming speed is halved for this period only. The character must also perform a panic test. If this is also failed the character has panicked and is drowning, possibly unconscious. Unless help is received soon, the character is doomed.

Characters attempting the Chance Skill of swim are only capable of staying afloat by paddling. They may not attempt any swimming styles or lifesaving.

TRACK SCENT (IQ)

Characters with this skill can track creatures by any scent that they leave behind. However, only trails less than one hour old can be tracked in this way. Unlike the Hunt skill the character will not be able to evaluate if the creature is heavily encumbered, walking, running and so on, but they will be able to detect if they are injured. If the test is failed no scent can be found but the character may still attempt to find physical tracks using the Hunt skill.

TRAPPER (IQ)

This enables the character to build, repair, modify or even disarm any form of trapping device. Though the character's skills are mainly used for trapping animals, they can be equally used against more intelligent creatures. When building a trap the character is only required to perform the Intelligence Test when it is tested. If the test is unsuccessful the trap fails to work.

Characters with this skill can also detect concealed traps, but with a -3 IQ penalty. If the trap is not successfully concealed or if it is made blatantly obvious no test is required.

WEAPON MECHANICS (IQ)

This character has the ability to build, repair or modify guns and ammunition. However, those that contain explosives will also require the Demolitions skill. Phaser weapons also require the Physics skill.

The character is only required to perform an Intelligence Test when the weapon or ammunition is tested. If this is failed the GM must roll a D100 on the chart below to determine the fault.

01-40	The weapon fails to fire but other than the inconvenience there is no other effect
41-70	The weapon jams and will take at least three minutes to repair.
71-80	The weapon's maximum range is halved.
81-90	The weapons rate of fire is halved, rounding fractions down.
91-100	The weapon backfires, possibly injuring the user. The character is hit by a single round inflicting twice the maximum damage. The weapon is completely destroyed.

WILDERNESS SURVIVAL (IQ)

The character with this skill is experienced in jungle and forest survival. They will know basic hunting techniques, be able to recognise arctic wildlife and can build appropriate shelter. This character also receives a bonus of +1 to hide in these locations.



COMBAT



COMBAT

The world is a violent and dangerous place. Senseless feuds are commonplace and stories of great battles are told to every generation. Characters may sometimes find themselves in a situation where combat is certain. The outcome of these duels depends upon a number of factors and some good luck. Given here are the rules and guidelines for the procedure of combat.

Melee Round

A melee round is a portion of time in which all attacks, psychic powers, magic spells and combat abilities are performed. Each melee round is exactly twenty seconds long.

We use 'rounds' to keep a track of combat and other situations so that every character has a chance to react in their scenario.

Daemornia Guide - Combat -

Our character is confronted by a roadside bandit on her way to the market to buy more equipment.

In combat we will be using the following attributes.

IQ	WP	CR	ST	TS	DX	EN	SP	Att	Def	Aim	HP
10	11	8	11	12	17	9	10	11	10	11	55

Combat Procedure Step 1 - Determining Initiative

The procedure of combat follows a number of steps that make it quick, simple and effective. All of these steps occur in a single combat melee. At first, combat may seem slow and daunting, but after time the action will become faster and more enjoyable, unless of course your character is killed in combat!

In a real-life combat situation opponents would be exchanging blows on a one for one basis, but in Daemornia opponents attack in turns or actions. Although unrealistic it creates a fast playable method.

Firstly, the combatants must decide who will be their opponent before any dice rolls are made. If their opponent flees or is killed before they get their turn, they lose their action this melee.

Whenever opponents square off to attack one another the GM must determine who attacks first, or who has the initiative. All opponents must roll 3D6 and add their Dexterity (DX) attribute. The character with the highest total may react first. If two or more opponents have the same total then they each roll a further D6 until an overall winner is found. Characters may also choose to delay their action by taking their turn after any character whose initiative total they beat.



Surprise Attack: Any character that prepares an ambush or trap for their opponent automatically has the initiative for the melee. In addition, the opponent suffers a penalty of -3 to Def for this melee.

Sneak Attack: Sneaking upon an opponent will render them a Prone Target as described later. This form of attack may require the Stealth and/or Shadow skill. The character will have the initiative for the melee.

The bandit didn't do a very good job of surprising our character and almost tripped over as he jumped from his hiding place. Needless-to-say he failed his surprise attack.

We roll 3D6 for our character, resulting in a roll of '9'. With her DX value of 17 this makes a total initiative value of '26'

The bandit has DX10 and rolls a '12', giving a total initiative value of '22'

Our character gets to attack first...

Step 2 - Attack Opponent

The close combat ability of a character is shown by their Attack (Att) and Defend (Def) attributes. Whenever a character wishes to attack their opponent, they must subtract their Att from that of their opponents Def. This number is then added to a value of '10'. This gives the minimum roll required on a D20 to successfully hit. For example, a character with Att 11 attacking an opponent with Def 13 would require 12 or more on the D20 die to hit. The 11 is subtracted from the 13, giving a +2 modifier which is added to the base roll of 10, therefore raising the roll required to 12. If the character had a higher Att, say 14 for example, the minimum roll required on the D20 would be 9.

A natural roll of a 20 is always a hit, regardless of the combat ability of either opponent, and a roll of a 1 is always a miss. Attacking an opponent with a Def of '0' (zero) requires a roll of 2 or more.

Before the character rolls to hit, they must first apply all modifiers given by weapons, and/or skills they are using. A character cannot attack or defend with more than one weapon or item at a time and use multiple bonuses. When defending, the opponent must choose which weapon or item they are using and apply any modifier given.

For rules on spell casting and the use of psionic powers refer to the relevant section. Flying characters engaged in close combat are assumed to be hovering.

An example chart showing the minimum required to hit is given below.

		Defender (Def)																				
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Attacker (Att)	1	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	20	20	20	20	
	2	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	20	20	20	20
	3	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	20	20	20
	4	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	20	20
	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	20
	6	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20
	7	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
	8	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20
	9	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20
	10	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20
	11	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
	12	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
	13	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
	14	2	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
	15	2	2	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
	16	2	2	2	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15
	17	2	2	2	2	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14
	18	2	2	2	2	2	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13
	19	2	2	2	2	2	2	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12
	20	2	2	2	2	2	2	2	2	2	2	2	2	3	4	5	6	7	8	9	10	11

Our character has an Att attribute of '11', but is also using her dagger with which she has a skill bonus of Att+1, increasing her Att to '12'

The bandit has a Def attribute of '11'

Using the chart we can see that we need to roll a '9' or greater on the D20 to successfully hit.

We roll a '14' and the bandit is struck...

COMBAT

Defending Multiple Attackers: For every attacker beyond the first that a character attempts to defend reduces their Def by -1 for every attack. This penalty is accumulative, so for example, attempting to defend three opponents in a single melee with reduced their Def by -2 for every attack.

Critical Blow: If a character rolls a natural 20 and successfully hits their opponent they have caused a critical blow. The result of the damage is doubled. If a character requires a natural 20 to hit then a critical cannot be scored.

Weapon Damaged: If a character rolls a '1' on the D20 they have struck their close combat weapon against another object, causing 3D6 points of damage to the weapon. If the character is unarmed they suffer 3D6 points of damage. Toughness will absorb this damage as normal.

If three 6's are rolled on these dice then the weapon suffers tremendous damage and is smashed. The weapon is now useless and cannot be used or repaired. If the character is unarmed they suffer an additional 3D6 points of physical damage.

Prone Targets: Opponents who can not defend in combat are considered Prone Targets. Characters attacking a Prone Target only require a minimum roll of 2+ to hit. In addition any armour worn by the target is reduced by -3 AV (Roll to Penetrate +3)

Knockout/Blunt Weapons: Many weapons, notably blunt types, are capable of stunning an opponent in such a way that they may be knocked unconscious. They are given a KO value which represents the rolled result on the D20 die

If a character using such a weapon hits their opponent on this value the attack is considered a 'Knockout Blow'. If the opponent fails a Save against Trauma caused by this blow they are 'knocked' unconscious for 1D3 melee rounds.

Handed

Most characters are principally left or right-handed and almost incapable of using one hand to the same skill of the other. However, some are capable of using both hands with equal dexterity, while there are some, such as the Keebo, who have many arms and can use any hand without loss of skill.

Ambidextrous: Characters who are ambidextrous can use either hand without a penalty. They may attack twice in close combat, but each attack incurs a -2 Att and Aim penalty. This penalty is applied on attacking only.

Multiple Arms: Creatures with this natural feature are not ambidextrous, nor are they left or right-handed. Multiple armed characters may make an additional attack for each weapon beyond the first. However, using two weapons incurs a penalty of -2 to their Att and Aim on each attack. If the character is using three weapons the penalty is increased to -3. If they are using four or more weapons the penalty is increased to -4

Wrong Handed: Characters attempting to use a weapon in the wrong hand will suffer a penalty of -3 to their Att, Def and Aim. Using a weapon in two hands does not incur this penalty.

Double-Handed (Two-Handed): There are some weapons that are specifically designed to be wielded in two hands. Using a two-handed weapon in this way will increase the character's ST attribute by 50% when rolling damage.

Single-Handed (One-Handed): A character may use a one-handed weapon in two hands, but unlike weapons designed for two-handed use, the character does not receive a ST bonus. However, using a weapon in this way incurs a penalty of -1 Att and Def.

Step 3 - Inflicting Damage

When an opponent is struck, the inflicted damage is rolled on a number of dice. The character's ST attribute is then added to the result and this total is the amount of damage points that is caused.

The opponent then reduces this damage by their TS attribute, with the remaining being taken from their Hit Points (HP)

The bandit is well built and has ST 12, TS 13 and 65 HP.

A dagger inflicts 2D6 damage and we make a good roll of '11'. Adding this to our character's ST of 11 gives a total '22' points of damage.

This is then reduced by the bandits TS of 13, leaving only '9' points of damage taken from his HP.

Strength Zero: If a character is injured by an attack or power that has no strength (ST) the rolled damage is reduced by the characters TS as normal.

Armour, Armour Value & Roll to Penetration: Artificial, magic or psionic armour may offer protection by absorbing blows against the character. Whenever a character strikes an opponent wearing armour they must roll a further D20, known as the Roll to Penetrate. If the result of this second roll is equal to or less than the Armour Value (AV) of the armour, the damage caused is instead inflicted upon the armour and not the wearer. Rolling greater than the AV will penetrate the armour and inflict the damage directly to the wearer.

In the example above, if the bandit was wearing armour with AV12, the character would roll a further D20. In this case they roll a '10' and the total of 22 points of damage is taken from the armour's Damage Points (DP). No effect or injury is caused to the opponent.

It is possible for it to be impossible to penetrate given armour and therefore it would need to be destroyed before the wearer could be injured. Some types of magical and psionic armour may not have Damage Points and therefore cannot be damaged.

If a critical hit is scored for the attack the AV of any armour is reduced by half for the roll to penetrate, rounding fractions up.

Opponent is Prone - Rolls to Penetrate +3

Attacker Unarmed - Rolls to Penetrate -2

Shields & Helms: A character can use a shield or helm in addition or independently from armour. A shield or helm will increase the AV of the item with the highest value by a given modifier. For example, a wooden shield provides a +2 AV and using this with a chainmail vest would increase the total AV from 13 to 15. Using a chainmail coif along with the shield and vest would increase the AV to 17, as the coif also provides a +2 AV bonus.

If the combined AV is penetrated the damage is inflicted against the opponent as normal. Any damage to the armour is randomly distributed using the table below.

Roll a D6	Armour	Shield	Helm
Armour (no need to roll)	1-6	-	-
Armour & Shield	1	2-6	-
Armour & Helm	1-4	-	5-6
Armour, Shield & Helm	1	2-5	6
Shield & Helm	-	1-5	6

Weapon Penetration & Crush Damage: Some weapons are designed primarily for penetrating armour and shields. These weapons will convey a bonus which will be added to the roll to penetrate.

However, some weapons, particularly blunt, are poor at penetration and may incur a penalty, which will lower the die roll. Such weapons are more effective at causing damage against armour and shields and may provide Crush Damage. This additional damage is added to that of the weapon against all forms of armour and shields.

Step 4 - Save against Trauma

Trauma is a term used to describe pain caused by injuries. The opponent must perform a Save against Trauma for each attack that caused an injury. Only one save is required for wounds caused by missile rounds fired in a single attack.

The controlling player must roll 3D6. If the result is equal to or less than the character's TS attribute the pain is overcome and the character is unaffected. If the rolled result is greater than the TS attribute, the character has suffered Trauma and loses their next immediate action and is also considered Prone for that melee. Injuries are still incurred, regardless of the dice outcome.

If a character is injured by a critical attack their TS is halved before the roll is undertaken, rounding up any fractions.

Some creatures are not easily affected by pain caused by injuries. This natural immunity is known as Trauma Resilient. The creature only needs to perform a save when injured by a critical attack and they do not reduce their TS before the roll is undertaken.

The bandit has TS 13

The controlling player or GM rolls 3D6, resulting in a total of '7'.

The bandit is unaffected by the pain of his injury and makes his attack against our character.

Step 5 - Continuing the Melee

Once the character has finished their action the character with the next highest Initiative total proceeds from Step 2 through to Step 5. The melee continues in this way until all opponents have ended their turns. Another melee round then begins with Step 1. If a character fails a Save against Trauma or loses their action in any other way for the next melee, they become a Prone Target for the entire melee.

Fleeing Combat: Rather than face combat and risk injury, or even death, a character may opt to flee. This must be declared at the beginning of the melee round before any dice rolls are undertaken. If the character gains the initiative for this round they can flee without danger. A character opting to flee combat may not defend in any way for that melee and are considered a Prone Target. If the character survives until their turn they escape. If the character is injured while fleeing and they lose their next immediate action, they cannot flee and will be prone. Prone targets cannot flee combat.

Continuing Combat

Melee Round 1

Our Character

She successfully hit the bandit, causing '9' points of damage but failing to knock him down.

The Bandit

Using his Att of 10 against our character's Def of 10, he needs to roll a 10+ on the D20 to hit. He rolls a '16' and successfully hits our character.

The bandit is using a short sword, inflicting $3D6 + 12$ (his ST). He causes '22' points of damage to our character, but '12' points are absorbed by her TS, leaving '10' points to be taken from her HP.

Our character now needs to perform a Save against Trauma. We roll an '11' on the 3D6 and this is below her TS of 12. She stays on her feet.

Melee Round 2

On determining Initiative our character again gets to go first.

Our Character

She successfully hits the bandit causing '8' points of damage to be taken from his HP.

On his Save against Trauma he fails by rolling above his TS, with a roll of '15' on the 3D6. He loses his next immediate action and is prone for the remainder of the melee.

The Bandit

He has been knocked to the ground by trauma and loses this action

Melee Round 3

On determining Initiative the bandit gets to go first.

The Bandit

Rolls a '2' on the D20 and misses.

Our Character

Hits the bandit again, causing a further '10' points of damage and losing him his next action through trauma.

Melee Round 4

On determining Initiative our character gets to go first.

The Bandit

He has been knocked to the ground by trauma and loses this action.

Our Character

The bandit is unable to defend and is 'Prone'. Our character only needs a 2+ on the D20 to hit...

Combat would continue in this way until either opponent flees, surrenders, or is killed!

Missile Weapons

To use a missile weapon the character must subtract their Aim attribute from a value of 20. This gives the minimum roll required on a D20 to cause a successful hit. For example, a character with Aim 12 would require 8 or more to hit, while a character with a low Aim of 7 would require 13 or more on the dice roll. Any character with an Aim of 0 (zero) requires a '20' to hit.

Aim	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18+
Roll	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2

A roll of 20 is always a hit, regardless of the character's Aim, and a roll of a 1 is always a miss. Before the character rolls to hit, they must first apply all modifiers given by weapons and/or skills they are using.

The damage from missile weapons is per each round, so for example, a gun that inflicts 5D6 points of damage will do so for each bullet that hits. The damage caused by each round is recorded as separate attacks and not as a whole. You may roll the damage for each successful hit, or just the once multiplied accordingly.

The damage is then reduced by the opponent's toughness, as described under the Combat Procedure.

Blind Shooting. If a character is unable to see their intended target, but can shoot in their general direction, they will require a natural roll of '20' to successfully hit, as if they had an Aim attribute of zero. Critical blows cannot be scored when Blind Shooting.

Close Combat: Using missile weapons in the rough and tumble of close combat is possible, but difficult. Only missile weapons of pistol size (up to 30cm in length) can be used effectively and the character incurs a penalty of -2 to their Aim attribute.

Critical Blow: If a character hits their opponent by rolling a natural '20' they inflict a critical blow. The result of the damage is doubled. If a character requires a natural 20 to hit then a critical cannot be scored.

Magazines and Volleys: When a missile weapon successfully hits the intended target, the controlling player/GM must determine how many bullets from the weapons magazine have struck. This number is determined by using the equivalent die or dice. For example, if 18 bullets are fired, 3D6 would be rolled to discover the exact number that successfully hits.

Moving and Shooting: A moving target is much more difficult to hit than a stationary one. Shooting at a moving target incurs a penalty of -1 Aim for every 10kph it is travelling. It is also difficult for a character to hit their intended target while they too are moving, incurring penalty of -2 to their Aim.

Point Blank: Shooting a target from zero range or 'point blank' inflicts severe damage and is usually fatal. All rounds fired from the weapon strike their intended target and inflict twice their maximum damage (no roll is required). Point blank shooting can only be used against a target that has been caught unaware or who is prone.

Shoot & Duck: Shooting then re-entering cover is safer than squaring-off to an opponent, but also makes it difficult to hit the intended target. This enforces a penalty of -3 to the character's Aim attribute. Anyone firing back at the character also suffers the same penalty.

Spraying: This can only be attempted with weapons that have a Rate of Fire of 10 or more. The character can choose to aim at up to ten different targets or opponents. A roll to hit is required for each target but with a -2 Aim penalty. Determine the number of rounds that hit as normal and divide them equally between targets, with a minimum of one round per target.

Wild Shots: Whenever many rounds are fired from a gun or a volley of projectiles are launched some will almost certainly miss their intended target. If there are any nearby targets there is a 10% chance that they may be struck by these wild shots. The number of wild shots which strike a target can be determined by rolling the equivalent die or dice. Remember, wild shots are those that miss in the initial attack. Possible targets for wild shots can be buildings, vehicles or bystanders. The GM may randomly determine which target has been hit by rolling an appropriate die, or they may divide the rounds equally. Targets outside the weapons maximum range cannot be hit.

Evading Missile Fire

Evading missile fire is possible but difficult. When rolling to hit, the character using the weapon must compare their Aim attribute with their opponents Dexterity (DX) in a similar way to close combat.

The attacking character must subtract their Aim from their opponents DX. This number is then added to a value of '10'. This gives the minimum roll required on a D20 to successfully hit. For example, a character with Aim 14 shooting at an opponent with DX 11 would require 9 or more on the D20 die to hit. An example chart showing the minimum required to hit is given below.

		Defender (DX)																				
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Attacker (Aim)	1	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	20	20	20	20	
	2	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	20	20	20	20
	3	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	20	20	20
	4	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	20	20
	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	20
	6	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20
	7	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
	8	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20
	9	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20
	10	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20
	11	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
	12	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
	13	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
	14	2	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
	15	2	2	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
	16	2	2	2	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15
	17	2	2	2	2	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14
	18	2	2	2	2	2	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13
	19	2	2	2	2	2	2	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12
	20	2	2	2	2	2	2	2	2	2	2	2	2	3	4	5	6	7	8	9	10	11

The opponent must state clearly that they intend to dodge before the roll to hit is undertaken, for they do not know for certain if they will be hit. Their DX attribute will be modified according to the given situations.

Spraying	-1
Cover available	+1
Dodging while flying	+2
Area effect weapon	-2

Any target within the blast radius of an area effect weapon must perform a Dexterity Test with a -2 penalty to avoid injury.

COMBAT

Skill Descriptions



Combat Skills

There now follows a list of possible close combat skills and techniques. Any character may perform those marked with an asterisk, but only certain individuals can attempt those not marked. The character may add their ST to any damage given.

ACCURACY

The character may increase the Armour Penetration (AP) and Trauma of any missile weapon by +1 for every Aim point they surrender, before any rolls are undertaken.

BACKSTABBER

The character with this skill will automatically cause a critical blow on any opponent they sneak upon and successfully hit. This applies to the first round of combat only.

BASIC ATTACKS*

These include punches, kicks, head-butts and elbow attacks. Each inflicts 1D6 points of physical damage. These attacks cause a Knockout Blow on a roll of 20.

BITING ATTACK

This may only be attempted if the opponent is successfully grasped or entangled and is the only physical attack that can be used by the character in these situations. Biting attacks cannot be defended, as the opponent is normally prone. The damage from a biting attack depends entirely upon the nature of the attacker.

BLIND FOE

A powerful jab to the head that incurs a -2 Att penalty and does 1D6 damage. If successful the opponent must perform a Toughness Test, even if they were not injured by the attack. If this is failed they are blinded for 1D6 melee rounds, reducing their Att, Def, Aim and DX by five.

CHANNEL

The Keebo is able to channel their inner psychic energy into a given weapon, increasing the damage it inflicts by an amount equal to their WP for one melee. To use this ability the character must perform a successful Will Power Test as they strike their opponent or target. Each time Channel is used the Keebo loses -1D3 WP even if the test is unsuccessful. WP lost in this way can be regained as normal. Channel can only be used once per melee.

CLAW / TALON

Many creatures have claws that can be used as weapons in close combat. All claws, regardless of their damage, incur a penalty of +1 on the dice roll for Saves against Trauma.

CRUSH*

This may only be performed once an opponent has been grasped. Each melee, after an attempt has been made to overpower the character, the opponent will suffer 2D6 points of damage. If the opponent successfully breaks free no damage is suffered. No attack roll or roll to penetrate is necessary for this attack

DAEMON BANE

The character has become adept at picking weak spots on their enemy. Whenever the character successfully rolls a '6' on the damage dice in close combat with a daemon they may re-roll those dice and add the results to the overall damage. If any of these additional dice roll a '6' they are rolled again and so on. Daemon Bane can be used in conjunction with the Daemon Lore skill, giving an extra D6 damage.

DEATH BLOW

Assassins throughout the world use this deadly attack, but fortunately only a few are able to use it efficiently. The character attempts to strike the heart of their opponent with their hand and fingers extended. This incurs a -4 Att penalty and cannot be used against an opponent wearing armour on their chest. If the character successfully hits, the opponents must make an immediate Save against Trauma, unless of course they are immune. If this is failed they lose 2D6 points from their EN attribute. If a critical is scored the rolled result is doubled. If the opponent's EN is reduced to zero refer to the Damage and Injuries section. EN reduced in this way can be recovered as normal.

DISARM*

Attempting to disarm an opponent is relatively straightforward. The opponent must first be grasped and the attacker can then attempt to remove the weapon. This works in the same way as Overpowering. If the attacker has the greatest total the weapon is either thrown to the ground or taken by the character, otherwise the opponent is free or the weapon is retained.

Weapons thrown to the ground cannot be retrieved by the opponent until the following melee and this requires a successful Dexterity Test. They may not use the weapon to attack or defend with in the same melee.

DISARM BLOW

Some adept close combat specialists can disarm an opponent with a kick or slap. The character rolls to hit as normal, but with a -1 Att penalty. Neither opponent may use any weapon skill bonuses. If the character successfully hits, both opponents undergo a test of strength in the same way as Overpowering. If the attacker has the greatest total the weapon is thrown to the ground, otherwise the opponent retains the weapon.

If the character successfully hits with a critical blow then their ST is doubled for the purpose of the test.

Weapons thrown to the ground cannot be retrieved by the opponent until the following melee and requires a successful Dexterity Test. They may not use the weapon to attack or defend with in the same melee.

DISARM PARRY

A unique combat skill that allows a character to disarm an opponent as they parry their attack. The character uses two weapons to parry a single attack from their opponent and then twists their weapon away. This can only be attempted once per melee against a missed attack. The character must perform a Dexterity Test and if successful the opponent may attempt to retain their weapon by performing a Strength Test. If the test is failed the opponent is disarmed, losing their weapon as it thrown to the ground.

Weapons thrown to the ground cannot be retrieved by the opponent until the following melee and requires a successful Dexterity Test. They may not use the weapon to attack or defend with in the same melee.

Disarm Parry can only be used when wielding two swords. Swords used in this way cannot be used to attack with in the following melee

FALSE ATTACK

When wielding a single close combat weapon the warrior begins their attack swinging at a particular body area, but then performs a swift and agile turn, striking a different location. This can confuse the opponent, causing them to lower their guard. The opponent suffers a penalty of -2 to their Def before any rolls are undertaken. This ability can only be used against the same opponent once every three combat melees.

COMBAT

Skill Descriptions

FANG STRIKE

An attack used by Felidite warriors of the fang and banshees. The Felidite will swerve around their opponent, moving quickly to confuse and disorientate, when suddenly they will strike and bite with tremendous power, causing 5D6 damage. This skill incurs a penalty of -2 Att

FAST SHOT

Gunslingers learn that the fast draw can win a duel before their opponent makes their first move. When using a missile weapon the character receives a bonus of +1D6 for determining initiative in combat.

FAST SLASH

A good swashbuckling attack used by pirates. The character may attack twice in close combat for every single-handed sword they are using, but at a -2 Att penalty on every attack. This penalty will be in addition to any enforced by using more than one weapon.

FLYING SPIN KICK

This involves simultaneously jumping in the air, swinging the body and hips 360° and kicking towards the opponent. The whole attack is performed in mid-air and only one roll to hit is required. Unfended blows inflict 4D6 points of damage. However, a penalty of -3 to Att is incurred before this roll is undertaken. This attack causes a Knockout Blow on a roll of 18+.

GRASPING OPPONENTS*

This is attempted like any other attack but incurs a penalty of -1 to Att. Overpowering opponents is explained later in this section.

If a character opts to grasp their opponent they may not attempt any other attack in the same melee

JAB KICK

This is a basic kick at the opponent's ankle. It inflicts 2D6 points of damage and incurs a -2 Att penalty. If the opponent fails a Save against Trauma caused by this attack, they suffer -2 to Def and SP for the following two melees. These penalties are accumulative.

JUMP KICK

This involves leaping towards the opponent and kicking out. A penalty of -1 to Att is suffered before the roll to hit is undertaken. Successful attacks inflict 2D6 points of damage. This attack causes a Knockout Blow on a roll of 20+.

KILLING BLOW

This skill halves the characters Att and Def in the melee, as they opt for more potential damage over accuracy. Any successful hits automatically inflict a critical blow. Each time Killing Blow is used the character will suffer a penalty of -1 to their EN attribute.

LUCKY DODGE

A typical thief ability to avoid blows from their victims. The character will receive a bonus of +2 to Def, so long as they are not using any other combat or weapon skill. Unfortunately, they also suffer a penalty of -2 to their Att when attacking in the same melee.

OVERPOWERING AND BREAKING FREE

Attempting to overpower an opponent is a test of strength. Both characters must roll 3D6 and add their ST attribute. If the defender has the greatest total the hold is broken and they are free. If the attacker has the greatest total the defender is held and is powerless to act, effectively becoming a Prone Target. The defender may attempt to break free whenever they are held and at the beginning of each melee thereafter, before any other rolls are undertaken.

Other characters may attempt to help by providing combined strength upon the attacker or defender. If so, combine the ST attributes of all the characters involved. For example, if a character with a ST of 12 were attempting to grasp and entangle an opponent with a ST of 19 this would normally be quite difficult. However, if two of the characters' allies provide help and their ST attributes were 10 and 9 the total dice roll of the party would be 3D6+31

Some large or powerful creatures receive a bonus in these situations. Creatures with an increased Encumbrance ratio (see GM section) multiply their ST by their ratio.

PARALYSE ATTACK

As the name suggests, this combat technique is used to temporarily paralyse an opponent. The character suffers a penalty of -4 to Att as they attempt to strike one of several major nerves in their opponents' body with only two fingers. If successful the opponent must make an immediate Save against Trauma. If this is failed they fall to the ground and cannot physically move for two melees, although they can still use some magic spells and psionic powers. Paralysed opponents are considered prone targets.

RAMMING*

This can only be attempted if the intended target is within the characters maximum charge distance (see GM section). The DX of the attacker is used in place of their Att, and the DX of the defender is used in place of their Def.

Successful rams inflict 1D6 points of damage for every 10 kph the attacker was running. For every 100 EV the attacker weighs more than their opponent, further increase the damage by 1D6. If the opponent weighs the greater then decrease the damage by 1D6 for every 100 EV

Characters can choose to ram while wielding a spear or pole arm. This will increase its damage by 1D6 points for every 10 kph. Some creatures have a horn or other natural weapon that can be used like a spear or pole arm in this way.

RECRUITMENT BLOW

Many deckhands on the ocean are not there by choice and are typically a victim of this cruel blow. If the character successfully surprise attacks their opponent they may opt to use the Recruitment Blow. The character strikes the back of their opponent's head with any blunt object causing no more then 2D6 damage. This attack causes a Knockout Blow on a roll of 10+, but only if the opponent is prone. Rolls below this inflict normal damage.

ROUNDHOUSE KICK

A powerful kick created by swinging the hips 360° and kicking out. The character suffers a penalty of -2 to Att but successful blows inflict 3D6 points of damage. This attack causes a Knockout Blow on a roll of 19+.

SLAYING BLOW

The character has trained to evade the blows of large creatures, waiting for the right moment to attack. They may forgo their attack in a melee, opting to only defend, and in their next round they may apply a bonus of +25% to their Att and ST when attacking. This can be done for up to four rounds of combat, adding a maximum of +100% to their Att and ST. Slaying blow cannot be used in conjunction with any other combat skill. If the character fails a Save against Trauma before their attack they will lose all the cumulative bonuses.

SNAP ATTACK

A form of biting attack used by many creatures such as dogs, predatory felines and dragons. The damage of the snap attack differs between creatures and is given in their profile.

SOMERSAULT

This is the ability to flip 360° in mid-air. It can be used when jumping or leaping, increasing the maximum distance by 25%. Somersaulting requires a Dexterity Test and if this is failed the character has stumbled and fallen, becoming prone for the next immediate melee.

A somersault may be used in close combat to dodge attacking blows. This gives the character a bonus of +2 to Def, but the following melee they suffer -2 to DX and -1 to Att for each time it used. This defending bonus cannot be used in conjunction with any other combat technique or weapon skill. Remember, in order to somersault sufficient space is needed.

STORM OF BLADES

This ferocious combat skill is rarely seen for few have mastered its technique. The Keebo blade master hovers in the air only a metre from the ground. From this they extend their weapons and spin their entire body at a blurring speed. The character rolls to hit their opponent a number of times equal to their number of weapons multiplied by 1D3, without penalty or weapon skill bonus. Opponents of a Storm of Blades suffer a penalty of -3 to Def and Att.

At the end of the melee the character must perform a Dexterity Test. If unsuccessful, they suffer 1D6 points of attribute damage as they strain and injury their own body. Storm of Blades can only be used when wielding swords.

COMBAT

Skill Descriptions

SUBDUE

This is a specialist technique used to render an opponent unconscious. The character suffers a penalty of -3 to Att as they attempt to grasp their opponent around the neck and apply pressure. If the opponent fails to overpower the character, they are knocked unconscious at the end of the melee round for 1D6 melees. This combat skill is normally used when the opponent is snuck upon, making it easier for the assassin to grasp them. Subdue cannot be used against opponents wearing plated helmets.

SUSTAINED ASSAULT

If the character successfully hits in close combat they may re-roll to hit again, but with a -2 Att penalty. If this also hits they may re-roll again with a further -2 to their Att, making a total of -4 to Att, and so on. The character may keep rolling to hit until they miss. Only one extra attack may be attempted each time, regardless of how many weapons the character is using. Sustained Assault cannot be used against a prone opponent. At the end of any melee in which sustained assault is used the character suffers 1D3 points of attribute damage.

SWEEP KICK

A sweep kick is an attempt to knock down an opponent by striking their legs. A Sweep kick incurs a -2 Att penalty and inflicts 2D6 points of damage. Opponents struck must perform a Dexterity Test.

However, for every ST point the attacker has over that of their opponent the test is undertaken with a -1 attribute penalty. If the opponent has the higher ST this becomes a +1 attribute bonus in the same way.

If this test is failed, the opponent loses their following action and suffers a penalty of -2 to their Def for the following melee.

SWOOP ATTACK

Any creature flying at over 40 kph may attempt this skill. This involves swooping down towards the intended opponent, making a single attack and then pulling away swiftly. This gives a bonus of +2 to Att, but the creature must perform a Dexterity Test at the end of the melee round to avoid crashing.

If this is failed they crash, either into the ground or any obstructing scenery. The creature suffers 1D6 points of damage for every 10 kph they were flying. If the creature fails a Save against Trauma during the melee, they automatically crash. The opponent may attempt to strike the creature as it flies by, but with a -1 Att penalty for every 10 kph the attacker is flying.

TIGER PUNCH

This is a fast punch used by Felidite warriors. It incurs a -1 Att penalty, inflicts 1D6 points of damage and causes a Knockout Blow on a roll of 19+. Saves against Trauma caused by this attack incur a -5 TS penalty. If a critical blow is scored the opponent will automatically fail the save.

UP CLOSE N' PERSONAL

Gunslingers prefer the use of the gun over all other weapons. They learn to swing and position the larger weapons in close combat with great effectiveness. They may use any missile weapon, up to one metre in length, in close combat with a penalty of -2 to Aim and Def.

WAIL OF THE BANSHEE

A powerful combat skill used only by Felidite Banshees. They are able to gather psychic energy and release it in one sudden roar. The Wail of the Banshee is so deafening that it can strike fear into even the strongest minded creatures.

All living creatures within 10 metres must perform a Fear Test with a -4 WP penalty, even if they are normally immune, including all breeds of daemons. Felidites are unaffected by the Wail of the Banshee.

In combat the Wail of the Banshee may only be performed at the beginning of the melee round if they have the Initiative. This does not require any dice rolls to use and the character can attack and defend as normal. The Felidite may perform the wail each melee thereafter, but once a creature has successfully passed a test they can no longer be affected for a further six melee rounds.

MAGIC



Once, long ago, the practice of magic was a common sight in the world, but over time the people turned to science and magic became a forgotten art. With the arrival of the Offworlders magic has once again taken a hold on mankind. Though, not as easily manipulated as psionics, magic is somewhat more powerful.

Runes, or rune-staves, are ancient mystic letters that depict words, actions or items. The chanting of such runes can cause many various and often powerful results. Runic is made from all known languages, and a few that aren't, and learning to speak Runic may take years of intense study and most students remain apprentices throughout their life.

There are many aspects and forces of magic, far too many to list here. Common forces include fire, water, earth, air, illusion and battle. Today, the flow of magic in the world is not as strong as it used to be and spell casting is increasingly more difficult to master. Many spells have not been cast for centuries in some worlds and the magic power within ancient items is too beginning to fade.

Magic Level & Magic Points

The strength of magic is divided into levels, commonly ranging from 1 to 10, although achieving a higher level is possible. All spell-casters begin with 2D6 Magic Points (MP) and it is this number that determines their magic level.

Magic Points	Level
1 - 10	1
11 - 20	2
21 - 30	3
31 - 40	4
41 - 50	5
51 - 60	6
61 - 70	7
71 - 80	8
81 - 90	9
91 - 100	10

For every 10MP beyond 91 the spell-caster's magic level will increase by a further +1. For example, a spell-caster with 132MP would have a magic level of 14, while 215MP would give a magic level of 22.

A character's MP also represents the amount of magic they can cast before tiring. Whenever a spell is cast, its MP cost is taken from the character's MP total. When a character has exhausted their MP, they can cast no more spells. A spell-caster cannot cast a spell that they cannot pay for.

The maximum number of MP a spell-caster can gain is equal to their Experience Level (not magic level) multiplied by 15. For example, a level-6 character can have a maximum of 90MP and have a magic level of up to 9.

Spell Casting and Recovering MP

Casting magic is done by speaking runic letters which activate a particular spell. Each spell has its own unique combination of letters and it is extremely rare for anyone other than a true spell-caster to learn runic.

It is common knowledge among spell-casters that the more powerful a spell is, the simpler it is, although such simplicity is very hard to achieve in Runic and so powerful spells are considered 'difficult' to cast.

The controlling player must perform an Intelligence Test as explained in the Psychology & Physical Tests section. However, the character's IQ is first decreased by an amount equal to the MP of the spell. For example, a character with IQ13 attempting a spell costing 4 MP would require 9 or less on the 3D6. The character's IQ may be reduced lower than three, making the spell impossible to cast. The MP cost of the spell is used regardless of the outcome of this roll.

In combat situations a character must declare at the beginning of the melee round if they intend to use spells, but only if there are any rival spell-casters nearby. This is to give opponents the chance to dispel or destroy the spell. The caster must disclose the target of the spell, but is only required to disclose the name of the spell if the opposing spell-caster has the same spell. Casting any spell will use that character's action for the melee, although they may defend as normal.

A spell-caster naturally recovers their Magic Points without the need of rest. Every hour that passes a spell-caster will regain 1D6 Magic Points until their initial total has been reached.

The Interference of Science

It is a well-known fact among the oldest races that the composition of metal directly affects the flow of magic and can hinder its casting.

Any spell caster wearing metal-based armour of any style, regardless of its AV, will be unable to cast any spells. Any attempt will fail and the MP will be lost.

Magic armour is an exception to this, as it is bound with powerful runes that will not hinder the spell caster in this way.

Determining Spells

Many careers give a character access to magic. They begin with 2D6 magic points and are given a number of spells determined by the level of their career path when they become a 'Spell-Caster'. All spells are randomly determined using a D100.

LEVEL 1

The character begins with four spells from the common spell list. They may purchase more spells from this list through Experience.

LEVEL 2

The character receives one random spell from the common spell list and a further two random spells from any list. They may purchase more spells from the common spell list through Experience.

LEVEL 3

The character receives three spells from their path list determined below. Once the character has determined this path they may not take spells from any other list, even from the common spell list. More spells can be obtained through Experience.

Career Path	Spell List
Path of Khan	Cleric
Path of the Cleric	Cleric
Path of the Spell-Caster	randomly determine the path list using a D100 on the following list:
	01-14 Battle Mage
	15-28 Elementalist
	29-42 Illusionist
	43-56 Necromancer
	57-70 Sorcerer
	71-84 Warlock
	85-98 Wizard
	99-100 You may choose your path freely

LEVEL 4

The character receives three random spells from any list. The character may purchase additional spells from their path list and the common list. Characters on the path of the spell-caster may now purchase spells through Experience from any list

Spell Information

Level Effects Spell: A spell-caster can choose to cast a spell at any level up to that of their own magic level. Many spells have a varied effect depending on its level. For example, a level-7 Wizard may choose to cast his lightning bolt spell at only level-4. It will inflict 4D2 points of attribute damage, have a range of 80 metres and cost 7 MP. A level-7 lightning bolt would inflict 7D2 points of attribute damage, have a range of 140 metres and would cost 10 MP. A spell-caster cannot cast a spell at a level greater than their own.

Duration: This is the maximum time over which the spell is performed or active. Some spells require absolute concentration throughout the duration for success. These are marked with an asterisk. If concentration is broken, the spell is ceased. Spell-casters may end the effects of their spell at any time, unless otherwise stated. While a spell is in effect, another spell of the same type cannot be cast on the same target.

Save: This is the particular test or save required by the spell in order to withstand its effect. If the test or save is successful the spell is broken and causes no further effect to the victim or target.

Spell Lists

BATTLE MAGE

01-07	Bonebreaker
08-15	Cause Frenzy
16-23	Dispel Magic
24-30	Fireball
31-37	Growth of a Titan
38-43	Lightning Bolt
44-51	Magic Armour
52-59	Magic Blast
60-67	Mighty Strength
68-75	Resist Pain
76-83	Rock Skin
84-91	Shield
92-99	Swift
100	You may choose freely from this list

CLERIC

01-06	Calm Storm
07-12	Cloak of Protection
13-18	Create Air
19-24	Create Light
25-31	Dispel Magic
32-37	Dome
38-43	Fire Protection
44-50	Heal
51-56	Life
57-62	Magic Armour
63-68	Magic Net
69-75	Purify
76-81	Resist Cold
82-87	Resist Pain
88-93	Restore Health
94-99	Sleep
100	You may choose freely from this list

ELEMENTALIST

01-07	Animate Vegetation
08-14	Call Wind
15-21	Calm Storm
22-28	Create Air
29-35	Create Darkness
36-42	Create Fog
43-49	Create Light
50-56	Create Swamp
57-64	Dispel Magic
65-71	Fire Protection
72-78	Fireball
79-85	Resist Cold
86-92	Spontaneous Combustion
93-99	Summon Rain
100	You may choose freely from this list

ILLUSIONIST

01-08	Blind
09-16	Cause Fear
17-24	Cause Confusion
25-32	Clones
33-41	Create Illusion
42-49	Create Portal
50-58	Dispel Magic
59-67	Hallucination
68-75	Invisibility
76-83	Mind Burst
84-91	Teleport
92-99	Sleep
100	You may choose freely from this list

NECROMANCER

01-06	Age
07-12	Cause Confusion
13-18	Cause Fear
19-24	Create Darkness
25-30	Create Fog
31-36	Create Swamp
37-42	Curse
43-48	Defy Death
49-54	Destroy Magic
55-60	Dispel Magic
61-66	Plague
67-72	Puppet
73-78	Summon Undead Champion
79-85	Summon Undead Warriors
86-92	Summon Zombie
93-99	Weaken
100	You may choose freely from this list

SORCERER

01-08	Cause Confusion
09-16	Cause Fear
17-24	Cause Hatred
25-31	Create Darkness
32-39	Curse
40-46	Dispel Magic
47-53	Fireball
54-60	Flesh Rot
61-67	Lightning Bolt
68-75	Paralyse
76-83	Resist Pain
84-91	Summon Golem
92-99	Weaken
100	You may choose freely from this list

WARLOCK

01-07	Cause Confusion
08-14	Cause Fear
15-21	Cause Hatred
22-28	Create Darkness
29-35	Destroy Magic
36-42	Dispel Magic
43-49	Embracing Death
50-56	Flesh Rot
57-63	Paralyse
64-70	Resist Pain
71-75	Summon Berserker
76-80	Summon Chaos Bringer
81-85	Summon Dancer of Death
86-92	Summon Fire Merc
93-99	Summon Nominod
100	You may choose freely from this list

WIZARD

01-07	Age
08-14	Cause Confusion
15-21	Create Illusion
22-28	Create Portal
29-35	Destroy Magic
36-42	Dispel Magic
43-49	Fireball
50-56	Heal
57-63	Life
64-70	Lightning Bolt
71-77	Magic Armour
78-84	Magic Blast
85-91	Teleport
92-94	Time Travel
95-99	Timeslip
100	You may choose freely from this list

COMMON SPELL LIST

01-04	Animate Vegetation
05-06	Blind
07	Bonebreaker
08-10	Call Wind
11-14	Cause Fear
15	Cloak of Protection
16	Clones
17-20	Create Darkness
21-24	Create Illusion
25-28	Create Light
29-32	Create Portal
33-34	Deaf
35	Destroy Magic
36-38	Dome
39	Embracing Death
40-43	Fire Protection
44-46	Fireball
47-49	Flight
50-52	Growth of a Titan
53-56	Hallucination
57-59	Heal
60	Invisibility
61	Life
62	Lightning Bolt
63-64	Magic Armour
65-67	Magic Blast
68	Metamorphosis (see spell)
69	Mighty Strength
70	Paralyse
71-74	Purify
75-78	Resist Cold
79-82	Resist Pain
83	Rock Skin
84-85	Shield
86-89	Sleep
90-93	Spontaneous Combustion
94-96	Summon Golem
97-99	Summon Rain
100	Teleport

MAGIC

Spell Descriptions

AGE

Any creature targeted by this spell must perform an immediate unmodified Will Power Test. If this is failed, the victim is transfixed upon the caster and will age 2D6 years at the end of each melee. The test may be attempted once per melee thereafter, before the spell takes effect. Once a test is successful the spell is ceased, but the effect is permanent. While transfixed, the victim and the spell-caster are considered Prone Targets. If the victim's age becomes greater than the average life span of their race at the end of any melee then they die, regardless of their attributes and/or characteristics.

Range: 1 metre per level

MP Cost: 6

Duration: special*

Save: Will Power Test

ANIMATE VEGETATION

This spell enables the spell-caster to give life to any form of plant or tree. It will obey the spell-caster and act accordingly. For example, a large bush can be made to part to allow passage or a tree could be commanded to attack the spell-caster's enemies. The GM must exercise common sense when the spell is used and decide if the target is capable of the required task. No plant or tree may uproot and move freely.

The most common use of this spell is to command trees to attack enemies. The combat ability of an animated tree varies according to its size as shown below.

Animated trees are not affected by

	ST	TS	DX	Att	Def	DP	EXP	MP	
Small	4-6 m	15	20	5	10	0	100	10	2
Medium	7-10m	25	30	5	13	0	250	80	5
Large	11m+	35	40	5	16	0	400	270	8

psychology of any kind, gas attacks or trauma, although fire attacks inflict double damage due to the trees dry bark. Trees can only attempt to punch or crush their enemies with their long branches.

Range: 10 metres

MP Cost: 2 (for animating trees see above)

Duration: 20 minutes per level

Save: none

BLIND

This simple spell enables the character to induce blindness. The victims DX, Att and Def are reduced to one (1) and their Aim is reduced to zero, although they may be increased by other spells, psionic powers or by weapon skills. In addition, all skills suffer a penalty of -3 before the test is undertaken. Skills involving vision are impossible to perform successfully.

Range: 30 metres

MP Cost: 3

Duration: 1 minute per level

Save: Will Power Test

BONEBREAKER

This spell throws raw magic energy into any nearby creature, causing severe damage or even death. The victim suffers 3D6 points of physical damage per level, although TS will absorb as normal. If the toughness test is successful then no damage is suffered by the victim. Armour will not protect against this spell.

Range: 5 metres per level

MP Cost: 3+1 per level (e.g. a level 6 spell would cost 9 MP)

Duration: Instant

Save: Toughness Test

CALL WIND

This spell creates a large gust of wind capable of knocking down large opponents. The victim must perform a Dexterity Test with a -1 penalty per level. If this is failed, they are knocked to the ground, suffering a penalty of -5 DX, -2 Att and -2 Def from the following melee round and will also lose their next immediate action. Call wind will only affect creatures or targets weighing less than 200EV per level.

Range: 20 metres per level, 1 metre width

MP Cost: 5

Duration: Instant

Save: Agility Test

CALM STORM

The Calm Storm spell will automatically cease the effects of any blizzard, wind or storm that is up to 1km in radius per level. The spell can be used against any magical or natural occurring storm. For the spell to be successful the spell-caster must be in the storm itself.

Range: 1km radius per level

MP Cost: 3

Duration: Instant

Save: none

CAUSE CONFUSION

This spell targets a single creature and attempts to cause confusion by sending conflicting messages to their brain. The creature suffers penalties of -2 IQ, -5 DX and -2 Att. In combat situations these effects are enforced from the start of the next immediate melee round. The effects are not cumulative.

Range: 3 metres per level

MP Cost: 3

Duration: 2 melee rounds per level

Save: Intelligence Test

CAUSE FEAR

As the name suggests, this spell induces fear into a nearby creature. Victims must perform a Fear Test as explained in the Psychology & Physical Tests section. No panic test is required if this is failed.

Range: 40 metres

MP Cost: 1

Duration: Instant

Save: Fear Test

CAUSE FRENZY

This spell induces hysteria and rage upon a creature. They are subjected to the rules of Frenzy throughout the duration. In combat situations this effect commences from the beginning of the following melee round.

Range: 10 metres

MP Cost: 3

Duration: 1 melee round per level

Save: Will Power Test

CAUSE HATRED

The victim of this spell is subjected to the rules of Hatred towards a single creature chosen by the spell-caster. In combat situations this effect commences from the beginning of the following melee round.

Range: 10 metres

MP Cost: 3

Duration: 1 melee round per level

Save: Will Power Test

CLOAK OF PROTECTION

The cloak of protection completely covers the character in an almost indestructible form of magical energy. This provides the character with an AV of 3 per level. The character can freely move but cannot cast other magic spells while wearing the cloak of protection. The spell-caster cannot wear a cloak or protection with any other spell or psychic power than also provides an AV.

The cloak will also completely protect the spell-caster against any harmful spell with a level less than that of the cloak of protection, in affect automatically dispelling the attack. The cloak cannot be damaged by any means.

Range: caster only

MP Cost: 5 + 1 per level (e.g. a level 6 spell would cost 11 MP)

Duration: 1 minute per level

Save: none

CLONES

This spell will create a number of illusionary clones equal to the caster's magic level. They are identical images of the spell-caster and will mimic their every move. It is almost impossible to detect the real character from the clones, but if a clone is touched it disappears. Infrared vision is the only visual means by which the spell-caster can be detected. The clones are quite harmless but can prove frustrating to combat opponents. In combat the GM must randomly determine the target of any attacks.

Range: caster only, clones stay within 5 metres.

MP Cost: 1 per clone

Duration: until all clones are touched.

Save: none

CREATE AIR

This spell creates a zone of breathable air over a radius of 10 metres per level from the casters position. This spell can also be used under water, creating a breathable bubble of air.

Range: 10 metres radius per level

MP Cost: 2

Duration: 30 minutes per level

Save: none

MAGIC

Spell Descriptions

CREATE DARKNESS

This simple spell creates a zone of darkness of up to 100 metres radius per level, from the casters position. Magic energy is sent into the air to form a thick black mist that completely blocks out the light. The mist is almost impossible to see through and characters with Nightvision may only see up to a third of their original distance. Characters without Nightvision have their Aim reduced to 2.

Range: 100 metres radius per level

MP Cost: 2

Duration: 1 hour per level

Save: none

CREATE FOG

The magical fog created by this spell has an effective radius of 100 metres per level, from the casters position. Visibility is reduced to less than a few metres and characters caught in the fog have their Aim attribute reduced to 2. Ships and boats become hazardous to control and the pilots suffer a penalty of -2 to their IQ attribute before the Intelligence Test in undertaken.

Range: 100 metres radius per level

MP Cost: 3

Duration: 1 hour per level

Save: none

CREATE ILLUSION

This spell creates a 3-dimensional illusion of up to one metre in height, width and depth per level. It can fool anyone that gazes upon it and characters that touch it will believe it is real. The illusion can be anything from a small dog to a towering daemon, but must be a solid form and may not move from its original point of origin, though illusionary creatures will act as if alive.

Suspicious characters may discover that the scene is an illusion. The GM should perform an Intelligence Test for each suspicious character, both PCs and NPCs, but with an automatic -1 IQ penalty per level. The creature's IQ attribute may not be reduced below 4 in this way. If the test is successful, the illusion is revealed, but only to that character. Others who fail the test will still believe the illusion is real. Characters may attempt a Charisma Test to convince others of the illusion.

Maximum Range: 15 metres per level

MP Cost: 1 per level

Duration: 5 minutes per level

Save: Intelligence Test

CREATE LIGHT

Light can be easily created from raw magic energy. This simple spell creates a zone of magical light of up to 100 metres radius per level, from the casters position. The light created by this spell is regarded as sunlight and this may affect some creatures.

Range: 100 metres radius per level

MP Cost: 1

Duration: 1 hour per level

Save: none



CREATE PORTAL

This spell creates a glowing doorway between two locations, directly in front of the caster. Knowledge of both locations is needed for a successful portal or it will open at an unknown location. This spell can create a portal of one metre in diameter per level. However, the spell-caster cannot create a portal to another world, another dimension or through time. Portals cannot be seen through and sound does not pass through them. Magical portals can only be entered from the originating location.

Once a portal has been entered, the controlling player must determine the success of the spell. To do so, roll a D100 and subtract -1 per the characters magic level, comparing the result on the table below.

D100 Result

01-80	The portal opens at the desired location
81-90	The portal opens 1D6km off-course
91-100	The portal opens in a completely unknown location.

Range:

Level 1-2 - 1 km per level
 Level 3-4 - 5 km per level
 Level 5-6 - 10 km per level
 Level 7-8 - 25 km per level
 Level 9-10 - 50 km per level
 Level 11+ - 100 km per level

MP Cost: 2 per level

Duration: 2 minutes per level

Save: none

CREATE SWAMP

This spell will turn any natural earth into a swamp or bog. It affects a radius of one metre per level up to 20 metres per level away. Creatures travelling over a bog have their SP attribute reduced by half, rounding fractions up. Those with ST20 or greater are strong enough to overcome these conditions and no penalty is enforced.

Range: 20 metres per level, affecting an area of 1 metre radius per level

MP Cost: 3

Duration: 30 minutes per level

Save: none

CURSE

Curse will infect a victim with warts, spots, rashes or any skin irritation chosen by the caster. Once successfully cast only a Dispel spell will remove the curse. The curse may not cause any dangerous infection.

Range: 5 metres

MP Cost: 1

Duration: 2 days per level

Save: Endurance Test.

DEAF

Causing deafness upon a creature has limited effect but can prove to be very useful. The spell reduces their Dexterity attribute by -2 and also makes the victim highly prone to surprise attacks and other assaults. Anyone sneaking upon or shadowing a Deaf character receives a bonus of +3 to their test.

Range: 40 metres

MP Cost: 1

Duration: 1 minute per level

Save: Will Power Test

DEFY DEATH

This powerful spell is cast the moment the necromancer's death occurs and can be done at any time during combat. If successful, the necromancer is not killed but is transported to limbo, an existence between heaven and hell. Here they lay unconscious for 24 hours. After this time they return, fully recovered and without injury. However, their body has decomposed into a skeletal form. The character's Strength attribute is permanently reduced by half, rounding fractions up. The necromancer has joined the Undead and the following rules apply.

Cause Fear: The necromancer's supernatural existence causes Fear as described in the Psychology & Physical Tests section.

Damage: The necromancer cannot be affected by attribute damage, regardless how it is caused, and only suffers half damage from all physical injuries, rounding fractions up. This applies after TS has absorbed its limit.

Trauma: Undead are completely unaffected by Trauma, regardless how it is caused.

Psychology: Undead creatures are unaffected by all psychology, including Will Power Tests induced by psionic powers and magic spells.

Stamina and Endurance: Unlike living creatures the Undead do not suffer from exhaustion. They do not sleep and can survive without rest, food and water. In addition, they do not suffer damage caused by below zero temperatures.

The spell can only be cast once, after which it is destroyed, although the necromancer does gain 10 MP to their total, increasing their magic level by 1.

Range: caster only

MP Cost: 12

Duration: 24 hours

Save: none

MAGIC

Spell Descriptions

DESTROY MAGIC

This can only be used to destroy a hostile magic spell cast against the spell-caster. Attempting to do so requires the spell-caster and their rival to pit their power against one-another. Both opponents must roll a number of D6 equal to their magic level.

In combat situations using Destroy Magic is done so out of turn, regardless of the Initiative outcome. However, this does not use the spell-casters action for that melee. Only one Destroy Magic may be attempted each melee.

If the spell-caster's total is the greatest, the rival's spell is nullified and has no effect. The rival cannot cast the spell again for a number of days equal to that by which they were beaten. However, if the spell-caster's total is more than double that of the rival the spell is destroyed and lost forever. If the rival's total is the greatest, the Destroy Magic spell has no effect. If both totals are equal, the spell-caster and their rival are knocked unconscious for a number of hours equal to the value of the dice result. A Destroy Magic spell cannot be dispelled or destroyed.

Range: caster only

MP Cost: 10

Duration: Instant

Save: none

DISPEL MAGIC

This enables the spell-caster to nullify the effects of a spell before it is successfully cast or a spell that is already in use. As with Destroy Magic, both the spell-caster and their rival must pit their power against one-another. Both opponents must roll a number of D6 equal to their magic level.

In combat situations using Dispel Magic is done so out of turn, regardless of the Initiative outcome. However, this does not use the spell-casters action for that melee. Only one Dispel Magic may be attempted each melee.

If the spell-caster's total is the greatest, the rival's spell is nullified and has no effect, or ceases effect. If the rival's total is the greatest, the Dispel Magic spell has no effect. A Dispel Magic spell cannot be dispelled itself.

It is possible for spell-casters to combine their power to overcome a spell. All allied spell-casters must cast the Dispel Magic spell in the same melee. A number of D6 is

rolled equal to the highest magic level involved and an extra D6 is rolled for each other spell-caster. For example, if three spell-casters with levels 2, 3 and 3 were trying to dispel a spell cast by a level 4 opponent, they would roll a total of 5D6 (3+1+1).

Range: 50 metres per level

MP Cost: 1 per level

Duration: Instant

Save: none

DOME

This spell creates an invisible protective blister that envelops an area of up to one metre radius per level from the caster. Nothing can pass through the dome and no magic spells can be cast within it. The dome cannot move and contains enough breathable air for the entire duration. The dome can sustain a maximum of 500 points of physical damage per level before it is destroyed. No other form of damage can harm the magic dome. Point Blank with a missile weapon inflicts only the standard rolled damage and not double the maximum.

Range: 1 metre radius per level

MP Cost: 2 per level

Duration: 30 minutes per level or until destroyed.

Save: none

EMBRACING DEATH

The spell-caster selects a single creature and envelops it with powerful magical energy. The spell weaves a magic net that slowly tightens around the victim. If they fail to escape, the mighty force will crush them. Once trapped by an Embracing Death spell the victim may not attempt to strike out or defend attacks, but they may still use magic spells or psionics.

To escape the Embracing death the controlling player must perform a successful Strength (ST) test at the end of the melee round. If the 3D6 result is greater than the character's ST attribute they have been crushed and killed.

Artificial armour and Toughness offer no protection against this spell. However, this spell cannot affect characters using a magic armour spell, cloak or protection spell or those wearing magical armour.

Range: 2 metres per level

MP Cost: 10

Duration: 1 melee round*

Save: Strength Test

FIRE PROTECTION

This simple but useful spell shrouds a single creature in magical energy that makes them impervious to fire and heat damage. The spell will also protect a total of 100EV per level of equipment, chosen by the wearer.

Range: 10 metres

MP Cost: 1

Duration: 20 minutes per level

Save: none

FIREBALL

This common spell creates a small ball of magical fire that can be hurled from the casters hand. The fireball inflicts 2D6 points of fire damage per level. In exchange for the extra damage the caster may choose to create a fireball with a blast radius of half a metre per level. For example, a level 4 fireball may inflict 8D6 points of damage, 6D6 points of damage with a blast radius of half a metre or even 2D6 points of damage with a blast radius of 1.5 metres. Fireballs are missile weapons and the standard rules apply, however, for every half a metre radius the fireball provides a bonus of +1 Aim.

Range: 10 metres per level

MP Cost: 2 per level

Duration: Instant

Save: none

FLESH ROT

This extremely powerful and deadly spell strips the flesh from a living creature within seconds, leaving nothing but a bloody corpse. A large blue mass of magic swirls around the creature, covering them from head to toe. Skin burns, shrivels and flakes in a violent fiery inferno and the victim is killed. Armour, regardless of type offers no protection.

Range: 3 metres per level

MP Cost: 13

Duration: Instant

Save: Toughness Test

FLIGHT

A Flight spell propels the spell-caster through the air with great ease and effectiveness. A top speed of 15 kph (FS 5) per level can be achieved with a maximum altitude of 30 metres per level. The maximum speed can be maintained for the full duration. Once the spell is ended, the character will gently float to the ground. The character may only carry an extra 200EV per level in addition to their physical weight. Exceeding this limit will make flight impossible.

Range: caster only

MP Cost: 3

Duration: 30 minutes per level

Save: none



GROWTH OF A TITAN

This powerful spell increases the physical size of the character by 50%, including any equipment they are carrying. The character's weight, height, ST, TS, SP, FS and HP are all increased by 50%. Once the duration is over the spell will cease, removing these bonuses and reducing the character back to normal. The EV of carried equipment is also increased by 50%, but once out of contact with the spell-caster the spell ceases to have effect upon it, even if the duration is not over.

Range: caster only

MP Cost: 8

Duration: 1 minute per level

Save: none

MAGIC

Spell Descriptions

HALLUCINATION

This spell allows the spell-caster to implant a delusion into the mind of a single living creature. Only the victim will experience the vision and they must act accordingly. For example, a character fooled to believe there is a pit directly in front of them will most likely try to avoid it.

The victim may attempt a Will Power Test to overcome the hallucination before it begins. Every minute thereafter the victim may attempt a further test. Once a test is successful, the spell ends.

Range: 20 metres per level

MP Cost: 1

Duration: special

Save: Will Power Test

HEAL

Magic energy can be used in many ways, but perhaps the most useful of these is the ability to heal injuries. This spell will heal up to 10 HP per level each attempt. Any bleeding from the injury will also be stopped by this spell. The standard rate of recovery is not affected by this spell.

Range: touch

MP Cost: 1 per level

Duration: Instant

Save: none

HEARTSEEKER

This is an extremely powerful and deadly spell learnt by the most evil of spell-casters. Heartseeker can end the life of a single creature in a horrific way, as the spell-caster directs tremendous amounts of magical energy towards the victim. The victim spasms slightly and their heart literally explodes from their chest, killing them instantly. Armour and Toughness offer no protection against this spell.

Range: 2 metres per level

MP Cost: 13

Duration: Instant

Save: Endurance Test

INVISIBILITY

This spell will bend the light around the spell-caster, turning them and 100EV of equipment per level invisible. The spell-caster may choose what equipment will remain visible when the spell is cast. Only items carried at the time the spell is cast may become invisible. Any items carried after the spell has been cast will remain visible. Opponents of an invisible character suffer -4 to Att, Def and Aim.

Whenever an invisible character or their surrounding is under close observation there is a percentage chance that their distorted outline can be seen. This chance is equal to the onlookers Aim attribute. Once detected, missile weapons, magic spells, psionic powers and so on, can target an invisible character. Other invisible characters and creatures with infrared vision can see the spell-caster without penalty.

Range: caster only

MP Cost: 8

Duration: 2 minutes per level

Save: none

LIFE

With this spell the spell-caster can return life to any dead creature. The creature must not be at less than -100 HP and they must not have any decapitated limbs or this spell will fail to work. The Life spell requires five hours of total concentration, but once this period is over the creature will return to life, fully recovered and healed. Any ongoing effects from magic or psionics are also ended.

The life spell can only be used upon the same creature a maximum of three times, whether successful or not, after which they become so suffused with magical energy that any spell cast against them is instantly dispelled, causing no effect.

Range: touch

MP Cost: 10

Duration: 5 hours*

Save: none

LIGHTNING BOLT

This spell does not create true lightning, but rather a magical counterpart. Lightning bolts are missile weapons and the spell-caster requires a conventional roll to hit based upon their Aim attribute. All other missile weapon rules apply. Targets struck suffer 1D2 points of attribute damage per level. Armour and Toughness will not protect against lightning bolts

Range: 20 metres per level

MP Cost: 3 + 1 per level (e.g. a level 5 spell would cost 8 MP)

Duration: Instant

Save: none

MAGIC ARMOUR

Magic Armour shrouds the wearer in bright yellow energy that negates physical damage, providing a natural AV of 2 per level. Magic armour cannot be damaged by any means and will reduce the damage from magical fire by five points per level and from lightning by one point per level. Magic armour cannot be used with any other spell or psionic power that also provides an AV.

Range: 10 metres

MP Cost: 1 + 1 per level (e.g. a level 3 spell would cost 4 MP)

Duration: 10 minutes per level

Save: none

MAGIC BLAST

Magic Blast turns magical energy into a solid ball of physical force that can be hurled at any target. This is a missile weapon and requires a conventional roll to hit based upon the spell-casters Aim attribute. All missile weapon rules apply, however dodging or blocking a Magic Blast incurs a -2 DX penalty. Targets struck suffer 3D6 points of damage, plus an extra 1D6 per level. Armour and Toughness will protect as normal.

Range: 10 metres per level

MP Cost: 1 per level (e.g. a level 4 spell would cost 4 MP)

Duration: Instant

Save: none

MAGIC NET

A Magic Net is a large ball of flickering lights that is thrown and explodes on contact, showering the targeted with powerful anti-magic energy. It is a missile weapon and requires a conventional roll to hit based upon the spell-casters Aim attribute. All missile weapon rules apply, however the magic net

cannot be blocked, but must be dodged. Any magic items carried by a character hit with a magic net lose their properties. A spell-caster hit with a magic net will not be able to cast spells unless they successfully perform a Will Power Test with a -1 penalty per level of the magic net. This test is required whenever a spell is attempted. Magic Net can be dispelled or destroyed.

Maximum Range: 3 metres per level

MP Cost: 7

Duration: 1 minute per level

Save: none

METAMORPHOSIS

Metamorphosis gives the spell-caster the ability to change their own physical appearance to that of a particular animal or creature.

To return to their original form the spell-caster must cast the Metamorphosis spell again. However, if the spell-caster is injured in their new form, they may not attempt to return to their original form until fully recovered. If the spell-caster fails to return to their original form by the end of the duration, the transformation is permanent and they lose their spell casting abilities.

In the new form the character uses their own IQ and WP but all other characteristics are taken from the impersonated creature. The character may still speak and some skills may also be used, but this is left entirely up to the GM.

Each Metamorphosis spell allows the character to transform into a single common creature, randomly chosen using a D100 on the list below.

01-11	Giant Rat	3 MP
12-22	Wild Dog	4 MP
23-33	Common Wolf	5 MP
34-44	Giant Wolf	6 MP
45-55	Dragonette	12 MP
56-66	Fel-Sharg	10MP
67-77	Nominod Daemon	8 MP
78-88	Korg	9 MP
89-99	Glasvark	10MP
100	You may freely choose from the list	

Maximum Range: caster only

MP Cost: varies

Duration: 1 day per level

Save: none

MAGIC

Spell Descriptions

MIGHTY STRENGTH

This spell increases the ST attribute of the spell-caster or any nearby creature within range by up to +1 per level. This increase does not affect the targets physical weight.

Range: 3 metres per level

MP Cost:

Level 1-2	-	1
Level 3-4	-	2
Level 5-6	-	3
Level 7-8	-	4
Level 9+	-	5

Duration: 10 minutes per level

Save: none

MIND BURST

This short-range spell slams the victim's mind with a surge or magical force so powerful that it can quite easily result in the somewhat immediate death of the individual. An unmodified Will Power Test is required to overcome the spell. If the test is failed, the victim is instantly killed as their head explodes! Armour and Toughness offer no protection against this spell.

Range: 1 metre per level

MP Cost: 13

Duration: Instant

Save: Will Power Test.

PARALYSE

This spell manipulates the nerves and muscles of a victim, knocking them to the ground and rendering them immobile. The victim is now regarded as a Prone Target as described in the Combat section. However, they may still use some psionic powers and magic spells. When half of the duration is over the victim will regain a proportion of their strength and are no longer prone, but their ST, DX, SP, FS, Att and Def are halved, rounding fractions up. Once the entire duration is over the victim is fully recovered and their effected characteristics are returned to their normal values.

Range: 15 metres per level

MP Cost: 5

Duration: 1 minute per level

Save: Toughness Test

PLAGUE

Plague infects the victim with a powerful and deadly virus. The victim will constantly sweat and shake with frequent bouts of vomiting. Their ST, DX, SP, FS, Att and Def are all halved throughout the duration, rounding fractions up. Once the duration is over the victim must perform the save again. If this is failed the victim dies, regardless of their HP and other characteristics. If the save is successful, they have withstood the plague and are no longer affected.

If any living creature comes in contact with a carrier of the plague they may contract the disease. Once a whole day has passed they must perform the save. If this is failed, they have caught the plague as explained above. The plague can only be removed from a creature and destroyed with a successful purify spell with a level greater than the plague.

Range: 2 metres per level

MP Cost: 10

Duration: 3 days

Save: Endurance Test

PUPPET

The Puppet spell can be used to temporarily take over the actions of a single creature without the use of verbal commands. The victim behaves in a puppet-like manner and acts as the spell-caster desires. However, the victim may not be forced to commit suicide or cause injury to him or herself. Such actions automatically end the spell. The victims DX, Att, Def and Aim attributes are replaced with those of the spell-caster throughout the duration of the spell.

The spell-caster cannot use any of the victim's skills, spells, powers or other abilities.

The victim may attempt to overcome the spell at the beginning of every melee thereafter by performing the Will Power Test. If successful, the puppet spell is broken and the victim is released.

Range: 2 metres per level

MP Cost: 6

Duration: 1 minute per level

Save: Will Power Test

PURIFY

This simple spell neutralises toxins in food and water regardless of their nature. The spell may also be used to neutralise a toxin that is currently affecting a creature, such as the effects of alcohol.

Range: 10 metres

MP Cost: 1

Duration: Instant

Save: none

RESIST COLD

This spell shrouds a target in a warm blanket of magic energy. They are completely immune to the effects of cold weather, including subzero temperatures and the attribute damage it inflicts.

Range: 5 metres

MP Cost: 1

Duration: 1 hour per level

Save: none

RESIST PAIN

The creature enchanted by this spell is completely unaffected by Trauma, regardless how it is caused. Any Save against Trauma is automatically passed.

Range: 1 metre

MP Cost: 2

Duration: 30 minutes per level

Save: none

RESTORE HEALTH

This powerful healing spell will restore a character's attributes by +1 each per level. The Restore Health spell will affect all attributes other than HP.

Range: touch

MP Cost: 1 per level

Duration: Instant

Save: none

ROCK SKIN

Rock Skin will increase the Toughness attribute of the spell-caster or any nearby creature within range by +1 per level. This does not affect the targets physical weight.

Range: 3 metres per level

MP Cost:

Level 1-2 - 1

Level 3-4 - 2

Level 5-6 - 3

Level 7-8 - 4

Level 9+ - 5

Duration: 20 minutes per level

Save: none

SHIELD

A magic shield is a solid wall of energy that is used just like an ordinary shield. The golden glowing shield has a diameter of one metre and cannot be seen through. It has an AV of 10 or +2 on existing armour, with 100DP per level.

The shield is created in the spell-caster's hand and will automatically dispel if dropped or released. A magic shield has an EV of 25.

Range: special

MP Cost: 4

Duration: 30 minutes per level

Save: none

SLEEP

As the name suggests this spell induces tiredness and exhaustion upon a living creature so that they fall asleep. If the save is unsuccessful, the victim will be rendered unconscious for 20 minutes per level.

Range: 30 metres

MP Cost: 3

Duration: 20 minutes per level

Save: Endurance Test

SPONTANEOUS COMBUSTION

Spontaneous Combustion will ignite any flammable target within range. The target suffers 10 points of fire damage and will continue to burn thereafter. If there are combustible items nearby the fire will spread. Fire is explained in the GM section. Once Spontaneous Combustion is cast and the target is ignited the fire is no longer considered a spell.

Range: 1 metre per level

MP Cost: 1

Duration: Instant

Save: none

MAGIC

Spell Descriptions

SUMMON DAEMONS

A summon spell will call forth a given creature to aid the spell-caster. The creature will first appear as a silhouette of its shape and will then materialise into its true form. The creature relies upon its summoner for commands and will do as ordered, however it will not under any circumstance freely relinquish its own life.

The GM must exercise common sense with these spells and decide if the creature is capable of the commanded task. The spell will only control the creature for a given duration, after which the creature will disappear and have no memory of this incident.



Creature	MP	Duration (per level)
Berserker	8	1 melee
Chaos Bringer	10	1 melee round
Dancer of Death	5	1 melee round
Fire Merc	2	1 minute
Nominod	3	1 minute
Warmonger	7	1 melee

Range: creature appears within 5 metres

MP Cost: varies

Duration: varies

Save: none

SUMMON GOLEM

The Golem is a powerful humanoid creature born from the earth. They are unintelligent and may only be given a single command at any time. After the task has been completed the Golem will return to its creator. Once the duration of the spell is over the golem will crumble to dust.

Only one Golem per level can be controlled at any time. While a Golem is summoned, the spell-caster's Endurance (EN) attribute is reduced by five points for each Golem. A full description and profile of a Golem is given in the Bestiary.

Range: 30 metres

MP Cost: 4.

Duration: 1 day per level

Save: none

SUMMON RAIN

This spell can summon either a light shower or heavy rainfall over a range of 200 metres per level from the spell-casters position. The spell may seem limited but can be very useful, especially for extinguishing fire and for crops. Summon rain can only be attempted in the open and never indoors or underground.

Range: 100 metres radius per level

MP Cost: 2 for light rain, 5 for heavy rain

Duration: 30 minutes per level.

Save: none

SUMMON UNDEAD

A spell-caster can only summon undead warriors and champions from open ground, and zombies can only be raised from corpses within range.

When summoned, the undead creature will rise within 10 metres of the necromancer. Unlike other summoned creatures, the undead will obey the necromancer without question and will end their existence if ordered. They can think for themselves and do not solely rely upon the necromancer for commands.

Only a given number of undead creatures can be summoned with each spell, and a necromancer can only control a given total of Undead at any time.

When a necromancer summons undead, the spell takes its toll on their body. To represent this, for every 50 MP that has been spent on their current number of Undead, the necromancer's EN, DX, Att and Def attributes are reduced by -1 point

Maximum Summoned: The necromancer may summon no more than one creature per level in a single spell.

Maximum Controlled:

Level	Champion	Warrior	Zombie
1	0	1	1
2	0	5	3
3	1	10	5
4	3	20	10
5	5	50	25
6	10	100	50
7	25	250	100
8	45	500	250
9	70	750	375
10	100	1000	500
+1	+30	+300	+150

Range: Undead rises within 10 metres

MP Cost:

Champion - 5MP

Warrior - 1MP

Zombie - 1MP for every 25EXP, or part thereof, of the original creature.

Duration: permanent

Save: none

SWIFT

This spell will increase the SP attribute of the spell-caster or any other creature within range by +5 per level. However, the swift spell may not be cast on the same creature more than once.

Range: 3 metres per level

MP Cost: 1 per level

Duration: 30 minutes per level

Save: none

TELEPORT

A teleport spell is used to instantly transport the spell-caster to a new location. The spell-caster will disappear from their original location and reappear at a new desired location, up to 500 metres per level away. The new location does not need to be seen but must be familiar to the spell-caster or the spell will fail to work. No more than 200 EV per level may be carried in addition to the character's own physical weight. If this limit is exceeded the spell will not work. The spell-caster cannot teleport other living creatures with themselves.

Range: caster only

MP Cost: 4

Duration: Instant

Save: none

TIME TRAVEL

This spell enables the spell-caster to create a doorway between two points in time. The spell-caster can travel a maximum distance of 10 years per level towards the future or back through the past. The spell-caster can pinpoint an exact month and year but exact days are too difficult to control. The location always remains the same, as it is only time that is travelled and not distance. Once a living creature has tested a portal, the controlling player must determine its success. Only one roll per portal is required.

D100 Result

(minus the characters magic level)

01-80 The portal opens at the desired period

81-89 The portal opens 1D6 months after the target period

90-99 The portal opens 1D6 months before the target period

100 The time travellers are killed in a catastrophic accident. (A natural 100 always has this effect regardless of the character's magic level)

The time travel portal can be up to two metres in diameter but is always created directly in front of the spell-caster. Time travel portals can be entered from either side but they cannot be seen through and sound will not pass through them.

Range: special

MP Cost: 11

Duration: 1 minute per level.

Save: none

TIMESLIP

The Timeslip spell shifts the spell-caster out of phase with time. To others, the spell-caster will act and move at lightning speed, but to the spell-caster everything around them moves in a slow and cumbersome manner. The spell-caster's DX, SP, FS, Att and Def are all doubled for the duration of the spell.

Maximum Range: caster only

MP Cost: 9

Duration: 1 melee per level

Save: none

WEAKEN

Weaken will reduce the ST attribute of a creature by -2 per level, to a minimum value of 1. This will not affect the targets physical weight.

Maximum Range: 3 metres per level

MP Cost: 2 per level

Duration: 10 minutes per level

Save: Will Power Test

PSIONICS



Psionics are paranormal powers of the mind, also known as Extra Sensory Perception. It is believed that many people have some sort of psychic ability, from simple sixth sense, clairvoyance and even telekinesis. However, only a few have harnessed this into a powerful force. These rare individuals are commonly known as Psykers.

Psykers have a great gift at their disposal. Wounds can be healed with a single thought, nature can be manipulated to their will and some can even kill with a word. In years past there were few who had mastered psionics, but in recent years more have become aware of its presence.

Psionic Level and PSI Points

The strength of psionics is divided into levels, commonly ranging from 1 to 10, although achieving a higher level is possible. All psykers, with the exception of Hyterians, begin with 2D6 PSI points (PSI) and it is this number that determines their psionic level. Hyterian characters automatically begin with 3D6 PSI.

Magic Points	Level
1 - 10	1
11 - 20	2
21 - 30	3
31 - 40	4
41 - 50	5
51 - 60	6
61 - 70	7
71 - 80	8
81 - 90	9
91 - 100	10

For every 10PSI beyond 91 the psyker's psionic level will increase by a further +1. For example, a psyker with 124PSI would have a psionic level of 13, while 199MP would give a magic level of 20.

The PSI of a character also determines how much psychic activity they may perform before tiring. When a power is performed, the PSI cost is subtracted from the psyker's PSI total. If a psyker's PSI has all been used then they can no longer perform any more powers until their PSI is recovered. If a character fails to obtain enough concentration for a power the PSI is still used.

The maximum number of PSI a psyker can gain is equal to their Experience Level (not psionic level) multiplied by 15. For example, a level-5 character can have a maximum of 75PSI and have a psionic level of up to 8.

Using Powers and Recovering PSI

Using a psionic power requires focused concentration, often putting the psyker under incredible strain. The controlling player must perform a Will Power Test as explained in the Psychology & Physical Tests section. However, the character's WP attribute is first decreased by an amount equal to the PSI of the power. For example, a character with WP12 attempting a level 3 power costing 6 PSI would require 6 or less on the 3D6. The character's WP may be reduced below 3 in this way, making the power impossible to use. The PSI cost of the power is used regardless of the outcome of this roll.

In order to recover PSI a Psyker must rest their mind and free themselves from all form of activity and stress. For every complete hour of rest a Psyker will regain an amount of PSI equal to their WP attribute.

Power Information

Level Effect Powers: The effects of many powers vary according to the level at which it is used. A psyker can choose to use a power at any level up to that of their own psionic level. For example, if a level-5 psyker chooses to use the Cause Wounds power at only level-3, it will inflict 3D6 points of physical damage and cost 6 PSI, while a level-5 power would inflict 5D6 points of physical damage and cost 10 PSI.

Duration: This is the maximum time over which the power is performed or active. Some powers require absolute concentration throughout the duration for success. These are marked with an asterisk. If concentration is broken, the power is ceased. Psykers may end the effects of their power at any time, unless otherwise stated. While a power is in effect, another power of the same type cannot be cast on the same target.

Saving Against Psychic Attacks (Save): This is the particular test required by the target in order to withstand the powers effect. If the test or save is successful the psionic power is broken and causes no further effect to the victim or target.

Most psychic attacks are aimed at the mind of a victim, manipulating their ability to think or reason. These victims may attempt to overcome the power of the attack by performing a Will Power Test.

However, the psyker can choose to enforce a penalty before the test is undertaken. They may decrease their victim's WP by up to -1 per their psionic level. For each point of penalty enforced the cost of the power is increased by one PSI before any rolls are undertaken.

Determining Powers

Each character only has access to a limited set of powers according to their career level. All random powers are determined using a D100.

HYTERIANS

All Hyterians begins with three random powers from the Common Powers list. The character may purchase up to three more powers from the common list through Experience. Hyterians will receive these powers in addition to those given by any career path.

PATH OF THE BANSHEE

Characters on the Path of the Banshee gain psychic ability at level-3. They are able to use the Battle Rage power and can learn other common powers through Experience, but only up to five more.

PATH OF THE CLAN

Night Stalker Astral Walkers are able to use psionics to a limited degree. They have the Astral Body Distortion power and can learn other common powers through Experience, but only up to five more.

PATH OF THE JENKAI

A Jenkai Master is able to use Psionic powers. They begin with five random common powers and can obtain more common powers through Experience, but only up to ten more.

PATH OF THE PSYKER

Gifted: The character receives four random powers from the Common Powers list. The gifted character may purchase up to five more powers from the common list through Experience.

Psyker: The character receives three random powers from the Common Powers list and one random power from the Uncommon Powers list. The Psyker may purchase more up to five more powers from the common list and up to two powers from the uncommon list through Experience.

Empath: The character receives two random powers from the Uncommon Powers list and one random power from the Rare Powers list. The Psyker may purchase up to five more powers from both the common and uncommon lists and up to two more powers from the rare list through Experience.

Mind Warrior: The character receives two random powers from the Rare Powers list. The Psyker may purchase as many powers as they desire from any list through Experience

Powers List

COMMON

01-05	Animal Control
06-10	Blind
11-15	Cause Fear
16-20	Cause Panic
21-25	Deaf
26-30	Detect Psionics
31-35	Empathy
36-40	Fearless
41-45	Hallucination
46-50	Heal
51-55	Hypnotic Suggestion
56-60	Negate Psychic Energy
61-65	Open
66-70	Sense Presence
71-75	Sixth Sense
76-80	Spontaneous Combustion
81-85	Telekinesis
86-90	Telepathy
91-95	Total Recall
96-100	You may choose freely from this list.

UNCOMMON

01-07	Alter Metabolic Rate
08-14	Battle Rage
15-21	Cause Wounds
22-28	Excellent Knowledge
29-35	Exorcism
36-42	Induce Pain
43-49	Levitate
50-56	Mesmerism
57-63	Paralyse
64-70	Psychic Knockout
71-77	Psychic Mist
78-84	See Aura
85-91	Smash
92-98	Teleport
99-100	You may choose freely from this list

RARE

01-08	Astral Body Distortion
09-16	Beast
17-23	Choke
24-31	Destroy Psychic Energy
32-38	Doom
39-46	Mind Drain
47-54	Mind Link
55-62	Mind Search
63-70	Nightmare
71-77	Protective Aura
78-85	Psychic Slam
86-92	Scream
93-99	Soul Fire
100	You may choose freely from this list

PSIONICS

Power Descriptions

ALTER METABOLIC RATE

With a single thought the psyker can manipulate a victim's respiration and metabolic activity. This allows the psyker to induce exhaustion, resulting in penalties of -2 to EN, -1 to Att and -1 to Def per level, to a minimum value of one (1) for each attribute. This power can also be used to increase stamina, resulting in a bonus of +2 to EN per level

Range: 50 metres

PSI Cost: 2 per level

Duration: 10 minutes per level

Save: Endurance Test

ANIMAL CONTROL

This power enables the psyker to control any creature that has no speaking ability or common language. The animal will understand the psyker's telepathic language clearly, regardless of its IQ. Loyal animals have a +2 WP save if they are commanded to attack their master. If the psyker endangers the animal's life, the power is automatically ended.

Range: 100 metres

PSI Cost: 1

Duration: 1 minute per level

Save: Will Power Test

ASTRAL BODY DISTORTION

An astral body is believed to be the spiritual double of a person. This psyker is somehow able to grasp this body and manipulate it. The astral body glows around the character giving them a jumbled and distorted appearance. Opponents of the psyker are blinded by its glow, suffering -1 to Att, Def and Aim per level

Range: psyker only

PSI Cost: 2 per level

Duration: 10 minutes per level

Save: none

BATTLE RAGE

This power releases all of the characters fury in one sudden outburst, doubling their Att attribute, but halving their Def attribute, rounding up all fractions.

Range: psyker only

PSI Cost: 7

Duration: 2 melees per level

Save: none

BEAST

Beast transforms the character into a ferocious psychopathic fighter with an awesome combat skill. Snarling, grunting and howling with excitement the character becomes frenzied. They receive a bonus of +4 ST, +4DX and may attack twice for every weapon they are using, without penalty.

Range: psyker only

PSI Cost: 10

Duration: 2 melees per level

Save: none

BLIND

By manipulating the optic nerves of a creature the psyker can induce blindness. The victims DX, Att and Def are reduced to one (1) and their Aim is reduced to zero, although they may be increased by other spells or psionic powers or by weapon skills. In addition, all skills suffer a penalty of -3 before the test is undertaken. Skills that require vision are impossible to perform successfully.

Range: 30 metres

PSI Cost: 4

Duration: 1 melee per level

Save: Will Power Test

CAUSE FEAR

This power enables the psyker to induce fear into a nearby creature. Victims must perform a Fear Test as explained in the Psychology & Physical Tests section. No panic test is required if this is failed.

Range: 10 metres

PSI Cost: 1

Duration: Instant

Save: Fear Test

CAUSE PANIC

This power enables the psyker to induce absolute fear and dread into a nearby creature. Victims must perform an immediate Panic Test as explained in the Psychology & Physical Tests section.

Range: 10 metres

PSI Cost: 3

Duration: Instant

Save: Panic Test

CAUSE WOUNDS

With this power the psyker can inflict cuts and bruises on a creature by transforming pure psychic energy into physical force. If the victim fails the test, they suffer 1D6 points of physical damage per level. Armour and Toughness will not absorb this damage. Cause Wounds cannot injure Hyterians.

Range: 10 metres

PSI Cost: 2 + 1 per level

Duration: Instant

Save: Toughness Test



CHOKER

As the name suggests, this power will choke a living creature until they are killed. The psyker wraps physical psychic energy around the victim's neck and slowly crushes their throat. If the victim fails the test, they cannot withstand the power and will be killed at the end of the duration. During the power neither the victim nor the psyker may perform any other action and are effectively prone. Armour will not protect against this power.

Range: 10 metres

PSI Cost: 11

Duration: 1 minute*

Save: Toughness Test

DEAF

Causing deafness upon a creature has limited effect but can prove to be very useful. The power reduces their DX attribute by -2 and also makes the victim highly prone to surprise attacks and other assaults. Anyone sneaking upon or shadowing a Deaf character receive a bonus of +3 to their test.

Range: 30 metres

PSI Cost: 1

Duration: 1 minute per level

Save: Will Power Test

DESTROY PSYCHIC ENERGY

This can only be used to destroy a hostile power used against the psyker. Attempting to do so requires the psyker and their rival to pit their power against one-another. Both opponents must roll a number of D6 equal to their power level.

In combat situations using Destroy Psychic Energy is done so out of turn, regardless of the Initiative outcome. However, this does not use the psyker's action for that melee. Only one Destroy Psychic Energy may be attempted each melee.

If the psyker's total is the greatest, the rival's power is negated and has no effect. The rival cannot cast the power again for a number of days equal to that by which they were beaten. However, if the psyker's total is more than double that of the rival the power is destroyed and lost forever. If the rival's total is the greatest, the Destroy Psychic Energy power has no effect. If both totals are equal, the psyker and their rival are knocked unconscious for a number of hours equal to the value of the dice result. A Destroy Psychic Energy power cannot be negated or destroyed itself.

Range: 50 metres

PSI Cost: 10

Duration: Instant

Save: none

DETECT PSIONICS

With a melee round of concentration the character can detect if there are any other psykers within twenty metres. However, the power will not tell who is the psyker or the degree of their ability. Detect Psionics will also disclose the character's own ability to all other psykers with twenty metres.

Range: 20 metres radius

PSI Cost: 1

Duration: 1 melee round*

Save: none

PSIONICS

Power Descriptions

DOOM

This is an extremely powerful close combat psychic attack used to physically weaken an opponent. The psyker continually bombards their opponent with raw psychic energy through the duration. This reduces the victim's ST, EN, SP, Att and Def by half, rounding fractions up. The psyker may not use any other psionic power while Doom is in effect. The victim may attempt the save at the end of each melee thereafter.

Range: 5 metres

PSI Cost: 9

Duration: 1 melee round per level

Save: Will Power Test

EMPATHY

This simple psionic power enables the psyker to detect the emotions of any living subject. The psyker will detect all manners of emotions, such as love, hate, anger, sorrow and fear, but the strongest emotion will always be detected the most clearly.

Range: 5 metres

PSI Cost: 1

Duration: 1 minute

Save: Will Power Test

EXCELLENT KNOWLEDGE

This power will increase the intelligence and mental aptitude of any living subject, including the psyker. It provides a bonus of +1 IQ per level.

Range: 1 metre

PSI Cost: 1 per level

Duration: 20 minutes per level

Save: none

EXORCISM

This enables the character to remove any possessing entity from within a person. The psyker must know the nature of the entity in order to banish it successfully. The entity can attempt to withstand exorcism by performing a mental duel with the psyker.

The Psyker rolls 1D6 per level and compares it to the entity's WP. If the entity is also psychic then they roll 1D6 per level instead. If the Psyker has the greatest total the entity is removed from the body and must perform a panic test with a -3 penalty. If the Psyker's total is more than double that of the entity then the creature is destroyed.

If the entity's WP, or dice result, is the greatest, the exorcism has failed and may not be attempted again for another 24 hours.

If a third attempt at exorcism fails, the entity cannot be forcefully removed by the power. If the entity's WP, or dice result, is more than double that of the Psykers result the character is knocked unconscious for 4D6 hours.

Range: 2 metres

PSI Cost: 4

Duration: 3 minutes*

Save: special

FEARLESS

This power will make the psyker or another character immune to the effects of Fear and Panic. Even in the most dangerous and frightening situation the character will remain calm. Both fear and panic are explained in the Psychology & Physical Tests section.

Range: 10 metres

PSI Cost: 1

Duration: 20 minutes per level

Save: none

HALLUCINATION

This power allows the psyker to implant a delusion into the mind of a single living creature. Only the victim will experience the vision and they must act accordingly. For example, a character fooled to believe there is a pit directly in front of them will most likely try to avoid it.

The victim may attempt a Will Power Test to overcome the hallucination before it begins. Each minute thereafter the victim may attempt a further test. Once a test is successful, the power ends

Range: 30 metres

PSI Cost: 1

Duration: varies

Save: Will Power Test

HEAL

Psychic energy can even be used to heal injuries, much like magic. This simple power will heal and restore up to 10 HP per level in a single attempt. Any bleeding from the injury will also be stopped by this power and scars from heat damage will be removed. Psychic healing will not affect a creature's rate of recovery and cannot be used to heal daemons or humans with daemonic flesh.

Range: Touch

PSI Cost: 1 per level

Duration: Instant

Save: none

HYPNOTIC SUGGESTION

This power gives the psyker the ability to force their will upon others by verbal command and eye contact. The suggestions may only be simple requests or demands and can not be life threatening. Once the suggestion is performed the power ceases effect.

Range: eye contact within 2 metres

PSI Cost: 2

Duration: Instant

Save: Will Power Test

INDUCE PAIN

This will cause physical pain upon a targeted creature, requiring them to perform a Save against Trauma with a -1 penalty per level.

Range: 10 metres

PSI Cost: 3

Duration: Instant

Save: Save against Trauma

LEVITATE

This enables the psyker to float in the air up to a maximum altitude of one metre per level. They may levitate in any direction but never at a rate greater than 10 metres per melee (3.6 kph). The character may only carry an extra 200EV per level in addition to their physical weight. Exceeding this limit will make levitation impossible. Once the power ends the character will descend safely.

Range: psyker only

PSI Cost: 2

Duration: 10 minutes per level

Save: none

MESMERISM

Mesmerism allows the psyker to implant commands into other characters that will activate when a given event takes place or a key word is spoken. For example, "lay down when you hear this bell" or "when I say 'sleep' you will feel tired". The commands must be simple but more than one may be implanted. If the victim fails the initial test, they may have another chance whenever the command is activated. If the victim's test is successful that command is erased. The commands may not be life threatening.

Any WP penalty enforced at the beginning of the power will be in effect throughout its duration.

Range: eye contact within 5 metres

PSI Cost: 3 per command

Duration: special

Save: Will Power Test

MIND DRAIN

A psyker using this power can drain the knowledge of another creature. If the test is failed, the psyker can drain one skill per level from the victim's mind. The psyker can now use this skill as if it was their own. Once the duration is over the victim regains the skill and the psyker has no further use of it. The psyker can choose the skill they wish to drain, even combat skills and their bonuses. Magic spells, psionic powers and natural abilities cannot be drained.

Range: 3 metres

PSI Cost: 5 per skill

Duration: 1 day per level

Save: Will Power Test

MIND LINK

A Mind Link is a temporary mental bond between the psyker and another character. The Mind Link allows the psyker to see everything that the character does. The psyker may not force a Mind Link upon a character, as the power requires willing partners to be successful.

Range: 1 metre

PSI Cost: 3

Duration: 1 day per level

Save: none

MIND SEARCH

Using this simple power enables the psyker to extract information from the mind of a creature in precise detail. Once the psyker has gained access to the victim's mind, they both become entranced. They cannot perform any actions and are therefore considered prone.

Range: 1 metre

PSI Cost: 4

Duration: 1 melee round*

Save: Will Power Test

PSIONICS

Power Descriptions

NEGATE PSYCHIC ENERGY

This enables the psyker to nullify the effects of a power before it is successfully cast or a power that is already in use. As with Destroy Psychic Energy, both the psyker and their rival must pit their power against one-another. Both opponents must roll a number of D6 equal to their power level.

In combat situations using Negate Psychic Energy is done so out of turn, regardless of the Initiative outcome. However, this does not use the psyker's action for that melee. Only one Negate Psychic Energy may be attempted each melee.

If the psyker's total is the greatest, the rival's power is nullified and has no effect, or ceases effect. If the rival's total is the greatest, the Negate Psychic Energy power has no effect. A Negate Psychic Energy power cannot be negated itself.

It is possible for psykers to combine their power to overcome a rival. All allied psykers must use their Negate Psychic Energy power in the same melee. A number of D6 is rolled equal to the highest power level involved and an extra D6 is rolled for each other psyker. For example, if three psykers with levels 2, 3 and 4 were trying to negate a psionic power from a level-4 opponent they would roll a total of 6D6 (4+1+1).

Range: 100 metres

PSI Cost: 1 per level

Duration: Instant

Save: special

NIGHTMARE

Nightmare implants scenes of horror and terror into the subconscious mind of a victim. Throughout the duration of the power they will be unable to sleep for fear of the illusions and may be affected by sleep deprivation throughout the duration. The victim also suffers penalties of -3 to their IQ, CR, DX and Def attributes.

Range: 10 metres

PSI Cost: 5

Duration: 12 hours per level

Save: Will Power Test

OPEN

This is a very simple power that will open or close locks and other such devices. If the Will Power Test is failed, the device is unaffected. Each attempt thereafter incurs a penalty of -2 to the psykers WP. This penalty is accumulative, so for example, on a fifth attempt the penalty would be at -10. Large or unique devices may incur an additional penalty but this is left entirely up to the GM.

Range: 3 metres

PSI Cost: 1

Duration: Instant

Save: none

PARALYSE

This power manipulates the nerves and muscles of a victim, knocking them to the ground and rendering them immobile. The victim is now regarded as a Prone Target as described in the Combat section. However, they may still use some psionic powers and magic spells. When half of the duration is over the victim will regain a proportion of their strength and are no longer prone, but their ST, DX, SP, FS, Att and Def are halved, rounding fractions up. Once the entire duration is over the victim is fully recovered and their effected characteristics are returned to their normal values.

Range: 30 metres

PSI Cost: 4

Duration: 1 minute per level

Save: Toughness Test

PROTECTIVE AURA

A psyker with this power can shroud their entire body in solid, near indestructible psychic energy, providing an AV of 3 per level. The psyker cannot be harmed or affected by gas attacks, trauma or psionic powers with a level less than that of the aura. The character can freely move but cannot use other psionic powers while wearing a protective aura. The psyker cannot wear Protective Aura with any other power or magic spell that also provides an AV. Protective Aura cannot be damaged by any means but can be negated.

Range: psyker only

PSI Cost: 6 + 1 per level (e.g. a level 5 power would cost 11 PSI)

Duration: 1 minute per level

Save: none

PSYCHIC KNOCKOUT

This power will strike a victim's mind with a sudden burst of psychic energy. If the save is failed, the victim is knocked unconscious for one minute per level.

Range: 30 metres

PSI Cost: 4

Duration: 1 minute per level

Save: Will Power Test

PSYCHIC MIST

This powerful ability enables the psyker to coat their whole body with psychic energy, giving them a hazy appearance. The psychic mist forms a protective shell that provides an AV of 3, +1 per level. Psychic Mist will also prevent any physical critical attack, reducing it to a normal blow, but will not protect against heat or attribute damage.

Range: psyker only

PSI Cost: 2 + 1 per level (e.g. a level 3 power would cost 5 PSI)

Duration: 10 minutes per level

Save: none

PSYCHIC SLAM

This offensive power strikes a victim's mind with tremendous psychic energy, much like the Psychic Knockout power. If the victim fails the save, they suffer 1D6 points of attribute damage. If they also fail the Save against Trauma caused by this damage, they are knocked unconscious for 1D6 minutes. A psychic slam cannot be dodged and armour or toughness offers no protection against the damage.

Range: 30 metres

PSI Cost: 7

Duration: Instant

Save: Will Power Test



SCREAM

Scream is by far the most destructive psychic power known, learnt rarely by anyone other than Hyterians. It is the ability to destroy life with a single thought. The character performs a psychic scream that can only be heard by the victim, who must undergo an immediate unmodified Will Power Test. If the victim fails this test, they glow brightly, all their atoms explode at the speed of light and then they simply do no longer exist. Scream does not destroy equipment or clothing. Only Protective Aura will protect against Scream.

Range: 20 metres

PSI Cost: 12

Duration: Instant

Save: Will Power Test

SEE AURA

This enables the psyker to see the degree of physical power and mental capacity of a nearby creature. This will disclose the victim's attributes, combat ability and any hidden features, but will not allow the psyker to see the victim's skills or knowledge.

Range: 5 metres

PSI Cost: 2

Duration: Instant

Save: Will Power Test

SENSE PRESENCE

This power is used to detect the presence of living creatures close by. It will reveal the number and general location of creatures within the powers range, even those that are out of sight or hidden. Sense Presence will not disclose the nature of the creatures but will give the psyker an idea of their size. Sense Presence cannot detect creatures wearing a protective aura or psychic mist.

Range: 10 metres radius per level

PSI Cost: 2

Duration: 1 minute*

Save: none

SIXTH SENSE

Using this power the character is able to 'sense' danger in their current and upcoming environment up to 20 metres in radius. The character cannot be successfully surprise attacked, ambushed or trapped. Anyone attempting to shadow the character will suffer a penalty of -1D6 before the test is undertaken.

Range: psyker only

PSI Cost: 2

Duration: 10 minutes per level.

Save: none

PSIONICS

Power Descriptions

SMASH

Smash converts psychic energy into physical force that can be directed against non-living objects. This can cause a substantial amount of damage and may even destroy the target. Smash inflicts 3D6 points of damage per level against the target, with no protection offered by Toughness. Smash has no effect on living targets, but can affect Undead and animated objects.

Range: 10 metres

PSI Cost: 7

Duration: Instant

Save: none

SOUL FIRE

Soul Fire creates a long stream of golden psychic energy that can tear a victim's soul from their body, ageing them in seconds until a ghostly white corpse is all that remains. Soul Fire is a missile weapon and is emitted from the psyker's hand, requiring a conventional roll to hit based upon the psyker Aim. Victims struck by the fire must perform an immediate unmodified Will Power Test. If this fails, they are instantly slain, regardless of armour, TS or HP.

Any creature within five metres of a slain victim must perform a Will Power Test. If they fail they will suffer 2D6 points of attribute damage.

Range: 15 metres

PSI Cost: 12

Duration: Instant

Save: Will Power Test

SPONTANEOUS COMBUSTION

Spontaneous Combustion will ignite any flammable target within range. The target suffers 10 points of fire damage and will continue to burn thereafter. If there are combustible items nearby the fire will spread. Fire is explained in the GM section. Once Spontaneous Combustion is cast and the target is ignited the fire is no longer considered a spell.

Range: 5 metres

PSI Cost: 2

Duration: Instant

Save: none

TELEKINESIS

This is the ability to move and manipulate objects with the power of the mind. A maximum of 50 EV per level can be moved using Telekinesis, but once the object is lifted, it can be hurled or used in any

way the psyker desires. The object can only be moved a distance of up to 100 metres from its original point at a maximum speed of 5 kph per level. Telekinesis also enables the psyker to manipulate simple mechanical objects but cannot be used upon complex devices such as locks. Living targets are permitted a Will Power Test to overcome Telekinesis.

Range: 20 metres

PSI Cost: 1 per level

Duration: 10 minutes*

Save: Will Power Test

TELEPATHY

Telepathy enables two-way mental communication between the psyker and another character. Speech is replaced with the use of thought waves and requires a shared language, but cannot be overheard. Telepathy does not require eye contact but the psyker must have at least a vague idea of the character's location.

Range: 100 metres

PSI Cost: 1

Duration: 10 minutes*

Save: none

TELEPORT

The teleport power is used to instantly transport the psyker to a new location. The character will disappear from their original location and reappear at a new desired location, up to 500 metres per level away. The new location does not need to be seen but must be familiar to the psyker or the power will fail. No more than 200 EV per level may be carried in addition to the character's own physical weight. If this limit is exceeded the power will not work. The psyker cannot teleport other living creatures with themselves.

Range: psyker only

PSI Cost: 4

Duration: Instant

Save: none

TOTAL RECALL

This psychic ability enables the psyker to uncover forgotten or hidden information in precise detail and can also be used upon others to help them remember. Total Recall cannot be forced upon another character as the power requires absolute concentration from both the psyker and their subject.

Range: 1 metre

PSI Cost: 1

Duration: 3 minutes*

Save: none

PSYCHOLOGY & PHYSICAL TESTS

Charisma

The character's Charisma attribute (CR) shows their personal charm and fellowship. Those with a high CR are trusted by others and can make friends easily. A low CR indicates that the character finds it difficult to get on with others and is rarely liked or trusted.

A character can use their charisma to inspire trust and to intimidate others. Roll 3D6 and for success the result must be equal to or less than the character's CR value.

Charisma Tests may only be performed by creatures with a speaking ability and can not be used against a PC. Creatures that cause fear may only attempt this test against those of their own race, or others who are immune to fear.

Intelligent creatures are not easily fooled by personality, but the lesser minded can more easily be overcome. Subtract the character's CR from their intended target's IQ to give a modifier that is added to the dice roll. For example, a character with CR 12 attempting to charm another character with IQ15, would suffer a +3 modifier on the dice roll.

Fear Test

This is an attempt to overcome the effects of fear, shock or terror. Roll 3D6 and for success the result must be equal to or less than the character's Will Power (WP). A Fear Test should be performed in the following situations.

- Whenever confronted by a creature that causes fear.
- Whenever the character is directly surprised.
- Whenever fear is induced by means of psionic powers or magical spells.

If the character fails the test they suffer penalties of -2 to their DX, Att and Def attributes for one melee round. In combat situations fear tests are performed at the beginning of the melee round, before any opponent acts, and are attempted at the beginning of each melee thereafter, until the character is successful. Any creature that fails a Fear Test must then perform a Panic Test as explained later. The following rules also apply to fear tests.

- Any creature that causes fear is immune to fear itself.
- Characters who are subject to Hatred towards the creature causing fear are unaffected.
- Creatures engaged in Frenzy are immune to fear.

Frenzy

Characters that are subject to Frenzy are aroused by battle and combat. In close combat these individuals double the number of times they may attack. However, due to the uncontrollable ferocity of these attacks the character is unable to defend and is considered a Prone Target.

Characters may attempt to overcome frenzy by performing a Frenzy Test. Roll 3D6 and for success the result must be equal to or less than the character's WP attribute. If successful, the frenzy is disregarded for the combat melee. Characters engaged in frenzy may not use any missile weapons, psionic powers or magic spells and may not attempt any non-combat skills.

In combat situations the character may attempt to overcome frenzy at the beginning of each melee round, before any opponent acts. Once a character is affected by frenzy they are immune to Fear as explained above.

Hatred

The world is full of hatred and rivalry. Grudges and racial animosities have existed for so long, that many have forgotten the cause of their hatred. Some races hate one-another so much that they will often fight till the bitter end. The following rules apply.

- Characters subjected to Hatred towards their close combat opponent receive a bonus +2 to their Attack (Att).
- If faced with various opponents the character must attack hated adversaries first. This may be avoided by attempting a Hatred Test. Roll 3D6 and for success the result must be equal to or less than the character's WP attribute. If successful the character may disregard their hatred for this melee only and choose any opponent they wish. After the first melee of combat the character may not disregard their hatred.
- A character may never co-operate with a hated creature unless it is unavoidable.
- Characters who hate their opponents will never flee combat unless a Hatred Test is successfully passed or they are forced to do so by other means.

Panic Test

A situation may arise which could frighten or even terrify a character so much that they may panic. Whenever a character is called upon to perform a Panic Test, roll 3D6. For success the result must be equal to or less than the character's WP attribute.

If the character fails the test they have panicked and a D100 must be rolled, adding the amount by which the character failed the test. Compare the result on the chart below to determine the effect.

- 01 - 95 the character must attempt to flee the situation. If unable to do so, they suffer an accumulative penalty of -1 to their DX, Att and Def attributes each melee thereafter.
- 96 - 99 the character freezes with terror and may not act or flee. During each melee the character is considered a Prone Target.
- 100+ the character passes unconscious for 1D3+1 melees.

At the beginning of each melee the character may attempt to calm down by performing another Panic Test. If successful, the effects are ceased and the character is no longer panicking. If the character is unconscious, they may not attempt the test.

Will Power Test

Performing a test against a character's Will Power is simply an attempt to mentally overcome a given type of effect. This is most commonly used to defend against psychic attacks and to perform psychic powers. The controlling player must roll 3D6 and for success the result must be equal to or less than the character's WP attribute.

Intelligence Test

Attempting to use a non-combat skill requires the use of the character's mental aptitude and cleverness. An Intelligence Test is to determine whether or not the skill has been successfully performed. Skills and Intelligence Tests are explained more deeply in the Education section.

It is possible that a character may be required to perform an Intelligence Test by other situations, magic spells for example. The controlling player rolls 3D6 and for success the result must be equal to or less than the character's IQ attribute.

Dexterity Test

Testing the character's Dexterity is required when an attempt is made to maintain balance, make swift movements or to act on their nimbleness as given in the examples below.

- Attempting to evade imminent danger by diving or leaping.
- Attempting to leap across openings or gaps more than half of the character's maximum leaping distance (see GM section).
- Leaping upon or from moving vehicles or other types of transport.

To perform the test the controlling player must roll 3D6. If the result is equal to or less than their character's DX attribute then all is well. However, if the result is greater than the character's DX attribute, they have failed the test and fallen or slipped. A natural roll of an 18 is always a failure, regardless of the attribute value. In combat situations a character that fails a Dexterity Test suffers penalties of -2 DX and -1 Def for their next immediate melee round.

Endurance Test and Save against Toxins

Toxins come in many forms, such as alcohol, solvents, drugs, gases and so on. Attempting to overcome the effects of a particular toxin requires a test based upon the character's Endurance attribute. To perform the test the controlling player must roll 3D6 and for success the result must be equal to or less than the character's EN attribute.

If a character rolls triple '1' for any Save against Toxins any future save against that toxin will provide an accumulative +1 attribute bonus before the roll is undertaken. However, if the character fails a test by rolling triple '6', future saves against this toxin will incur a -1 attribute penalty.

It is possible that a character may be required to perform an Endurance Test by other situations. For success the 3D6 result must be equal to or less than the character's EN attribute.

Alcohol: If a character fails to save against the effects of alcohol they are considered intoxicated. The duration of the effects can be between 2 and 24 hours, depending on the amount consumed. This period is left entirely up to the GM. While intoxicated the character suffers a penalty of -4 to IQ, Att, Def, Aim and DX.

Toughness Test & Save against Trauma

Trauma is a term used to describe pain caused by injuries. Whenever a character is wounded they must perform a Save against Trauma as explained in the Combat section. The controlling player must roll 3D6 and for success the result must be equal to or less than the character's TS attribute.

If this is failed the character stumbles from the pain and will lose their next immediate action, effectively becoming prone for that melee. Injuries are still suffered, regardless of the dice outcome. If a character is injured by a critical blow their TS is halved before the roll is undertaken, rounding up any fractions.

Some creatures are not easily affected by pain from injuries. This natural immunity is known as Trauma Resilient. The creature only needs to perform a save when injured by a critical attack and they do not reduce their TS before the roll is undertaken.

It is possible that a character may be required to perform a Toughness Test by other situations. For success, the 3D6 result must be equal to or less than the character's TS attribute.

Testing other Attributes

In order to attempt any attribute based test the controlling player rolls 3D6 and for success the result must be equal to or less than the character's attribute value.

DAMAGE AND INJURIES



It is inevitable that sooner or later a character will be injured. Today, diseases such as AIDS, Cancer and Malaria are so rare that cases have not been recorded for more than 30 years. Many creatures have formed natural immunities and some have even developed protection against the effects of scorching heat, below zero temperatures and even electricity.

When a character loses Hit Points they are considered to be injured. The extent and effect of an injury greatly depend upon its nature and the degree of damage.

Hit Points

The character's number of Hit Points (HP) determines how much superficial damage they can withstand without any severe effect. Only once the value is reduced below zero will injuries become much more serious. Hit Points are reduced by means of physical injuries, heat damage and some psionic powers and magic spells. Each time a character is wounded the damage is subtracted from their HP.

For convenience and speed during combat the GM can consider a NPC defeated when it has reached zero or less Hit Points.

Damage Points

All non-living structures can withstand a certain degree of damage before they are destroyed. This is represented by its Damage Points (DP). The value is decreased by physical damage and possibly fire, psionic powers and magic spells. Most, if not all, non-living structures are immune to the effects of electricity, fire and below zero conditions. The GM must exercise common sense when these types of damage are inflicted. The vast majority of non-living structures can only be effects by physical damage.

Once an objects DP is reduced to zero it is completely destroyed and is of no further use. Objects are not fully destroyed until all Damage Points are lost — a door would be riddled with holes by a rifle, but would still remain intact until its DP is reduced to zero.

There are a small number of objects that are made out of strong durable material. These objects may be given a Toughness attribute (TS), which will protect them against damage. This is explained in the combat section. Non-living creatures are also immune to the effects of Trauma.

Type of Damage

There are many different types of injury that can be suffered or inflicted, such as cuts, bruises, burns, grazes and so on. All of these are separated into three categories, Physical, Fire and Attribute Damage.

PHYSICAL DAMAGE & MORTAL INJURIES

This includes cuts, bruises, grazes and other injuries caused by combat weapons. It is also possible for physical damage to be inflicted by psionic powers and magical spells. This damage reduces the character's Hit Points. If the type of damage is not stated in a given situation, it is always regarded as physical.

With physical damage the character may have suffered concussion, broken or fractured bones, or lacerations. For every five points below zero HP the character will suffer one point of attribute damage as explained later. No Save against Trauma is required for this additional damage.

If a character is injured by an attack whilst below zero Hit Points, the attack is classed as a Mortal Injury. Roll 3D6 on the table below to determine the exact injury, adding the amount of damage suffered. All rolled results are accumulative.

If at any point a character is reduced to -50 HP or less they are killed regardless of the cause of injury or level of damage.

Dice Result

01-15 Major Cuts: The character has received a severe wound and is bleeding heavily. The normal rate of blood loss is doubled. If this occurs again, the rate is tripled and so on.

16-20 Severe Bruising: The character has been severely bruised from their injury, resulting in the temporary loss of -1D3 to their TS for 1D6 days.

21-25 Torn Muscle: A severe injury has torn some of the characters muscle, resulting in the temporary loss of -1D3 to their ST for 1D6 days

26-30 Cracked/Broken Ribs: Several of the character's ribs have been cracked or broken, resulting in the temporary loss of -1D3 to their DX and -1D3 TS for all Saves against Trauma for 1D6 days.

31-34 Torn Wing: The character's wing is torn. Further reduce their FS by half, of which 1D3 points are permanently lost. If the character is not winged re-roll this injury.

35-36 Broken Arm: The characters arm is broken and cannot be used at all. Permanently reduce the character's ST by -1D2.

Dice Result

37-38 Broken Leg: The character's leg is broken and they can no longer walk, reducing their SP attribute to one. In addition, the character's SP is permanently reduced by -1D2 points.

39-40 Damaged Spine: The character's spine has been damaged, permanently reducing their DX, SP, Att and Def by -1D2 (roll for each).

41-42 Internal Bleeding: The character has suffered critical injuries causing internal bleeding. Unless they receive help from medical professionals they will die in 1D6 hours. A level 5+ magic heal spell or psionic heal power will also stop this bleeding.

43-44 Punctured Organ: The character has sustained a punctured organ. This is fatal and the character will die in 1D6 melees unless the bleeding is stopped by a level 7+ healing spell or power.

45+ Skull: The character's head has been crushed or smashed, killing them instantly. If the character was injured by a sharp weapon they have been decapitated.

Characters killed in this way cannot be resurrected by magic

DAMAGE AND INJURIES

FIRE / HEAT DAMAGE

Damage caused by flames, magic fireballs and so on. This damage also reduces the character's number of Hit Points. However, fire damage cannot be absorbed by a character's Toughness, but can be absorbed by the AV provided by artificial, magic or psionic armour.

If more than 75% of the character's initial number of HP are lost due to fire damage, their CR attribute is permanently reduced by -1D3 as result of severe scars, rounding fractions up.

ATTRIBUTE DAMAGE

Injuries caused by electricity, below zero conditions and some psionic powers and magic spells. This unique type of damage is inflicted not upon the character's HP, but their other attributes. The damage is subtracted from the character's IQ, WP, ST, DX, EN, SP, FS, Att, Def and Aim attributes. Injuries caused by attribute damage require a Save against Trauma. No critical attack can be scored when inflicting attribute damage.

BLOOD LOSS

Serious injuries can result in continuous bleeding. Whenever a character suffers 25 points or more in a single attack they will lose an additional Hit Point every melee thereafter. Once treatment has been administered and any bleeding is stopped the character will begin to recovery.

Zero Attributes

Attributes can be reduced by various means. This can be the result of injuries, below zero conditions, magic spells, psionic powers and so on. An attribute reduced to zero can prove dangerous or even fatal. No attribute, other than HP, can be reduced below zero.

INTELLIGENCE (IQ): If a character's IQ attribute is reduced to zero they will not be able to concentrate and will more easily make mistakes. No magic spells, psionic powers or non-combat skills may be attempted.

WILL POWER (WP): The character is mentally exhausted and has collapsed unconscious. An Endurance Test is required each hour thereafter. Only once a test is successful will the character regain consciousness.

PHYSICAL STRENGTH (ST): The character has become weak and frail. They collapse to the ground and may not attempt to move again until their ST attribute recovers above zero. As a result of this, the character is prone as explained in the Combat section. Some magic spells and psionics may still be used.

DEXTERITY (DX): If a character's DX attribute is reduced to zero they will find it extremely difficult to attack or defend in close combat. The character is staggering uncontrollably, reducing their Att and Def to one (1). The character is not considered a Prone Target.

ENDURANCE (EN): The character is very seriously exhausted and collapses to the ground. Roll a D100 and compare the result on the chart below to determine the result of this condition.

01-60 the character passes unconscious for 6D6hours
61-80 the character lapses into a coma.
81-100 the character has died.

SPEED (SP): The character's legs are weak and can no longer support their physical weight. The character collapses to the ground and may not attempt to move again until their SP attribute recovers above zero. They do not become prone, but suffer a penalty of -5 to Att & Def.

FLIGHT SPEED (FS): The character can no longer fly until their FS attribute is fully recovered.

TOTAL-ZERO (FLAT-LINE!): If a character's IQ, WP, ST, EN are all reduced to zero they are killed instantly.

Recovery and Medical Help

DAMAGE AND INJURIES

RATE OF RECOVERY

Recovery can only begin once treatment has been given to the injured character. Various people, such as paramedics, medical doctors, veterinary surgeons, spell-casters, psykers or even just common citizens with rudimentary medical skills may administer this. However, please remember that under these circumstances, with the exception of magic or psionics, the correct equipment is necessary.

Characters regain five points to each of their attributes every hour, including Hit Points, but no attribute can be taken beyond their initial value due to recovery

If a character is reduced to below zero HP they only heal one point per every hour to their HP. If a professional medical person or trained characters with a first aid kit treats the injuries, the rate of recovery is increased to two points every hour. Once the injured character is fully healed, the rate of recovery is returned to normal.

If any of a character's attributes, other than HP is reduced to zero it will only recover one point every hour until fully restored.

Some creatures recover at a faster rate than others. Their rate of recovery is multiplied by a given value. Hence, a creature with a rate of recovery of $\times 2$ would regain 10 HP points per hour and so on.

Regeneration: This special rate of recovery affects only the character's Hit Points. For example, a creature with Regeneration $\times 5$ will regain 25 HP per hour, but each of their other attributes will only regain five points.

FIRST AID

First Aid is a rudimentary medical skill enabling the character to perform simple procedures. They can administer CPR (artificial respiration), treat cuts, stop blood loss, set broken bones and administer antiseptics and painkillers correctly.

COMAS

A coma is a deep state of unconsciousness that is very difficult to overcome. Whenever a character lapses into a coma they are close to death and may die in a matter of days unless professional medical help is received.

Survival Length: The character's unmodified original EN attribute multiplied by five shows the number of hours they can survive in a coma. Once beyond this time the character dies.

Recovery: To awake from a coma the medical professional must combine their skill with the patient's stamina. At the end of every 24 hours in the coma, or part thereof, the doctor must perform an Intelligence Test and the patient must perform an Endurance Test. For the patient to regain consciousness both tests must be successfully passed.

MAGIC AND PSIONIC HEALING

There are psionic powers and magic spells that heal and restore attribute points to injured characters and may help overcome ongoing effects caused as a result of those injuries. These spells or powers will stop blood loss if they restore the patient to above zero Hit Points. However, they cannot heal creatures reduced below -50HP and cannot help dead individuals.

EXPERIENCE

As characters progress through life they will inevitably become skilled at certain tasks and more powerful in various aspects. The Experience system is designed to allow characters to achieve greater characteristics. They may become stronger, faster, more alert or even highly specialised in a particular skill for example. These achievements can only be obtained through Experience.

Skill EXP

Whenever a character performs a skill, regardless if successful or not, it receives an Experience Point (EXP). When a skill achieves 10 EXP it will provide an extra +1 bonus, before the test is undertaken. Once a skill has reached 100 EXP it can obtain no more. Chance skills cannot gain EXP.

Exceptional Skill: If a character rolls triple '1' on their dice for any skill, excluding Change Skills, that skill does not gain the EXP point, but immediately gains an extra +1 bonus.

Absolute Failure: If a character rolls triple '6' on their dice for any skill, excluding Chance Skills, that skill does not gain the EXP point and permanently loses -1 bonus. This may even result in the skill providing a negative modifier.

Weapon Skills: Each time the character rolls a critical attack while using a weapon with the relevant skill, it receives an EXP point. At every 10 EXP points thereafter gained by that skill the player may choose an additional bonus from Att+1, Def+1, Aim+1 or Damage+1D6. No weapon skill may obtain more than 100EXP

Good Performance EXP

Characters may also be rewarded with EXP for performing other tasks. This EXP is used to increase the character's attributes and other characteristics. Good performance EXP may only be obtained by PCs. This is recorded separately and should not be confused with that gained from skills. Good Performance EXP rewards depend on the performed task.

Performance	EXP
Saving another character's life (maximum of 200 per performance)	50
Good and useful idea or judgement	25
Critical or highly useful plan, idea or action	50
Endangering oneself to help others	50
Self-sacrifice to save the life of others	200

Slaying or defeating an opponent: The EXP given for slaying or defeating an opponent depends entirely on its nature. This value is shown in the creature's profile that can be found in the Bestiary section. If several characters help to defeat or slay the same opponent the EXP is shared accordingly.

If an opponent is armed or armoured, but is not normally so under the description of their race in the bestiary, then the EXP for defeating the opponent is increased by 50%. If the opponent is both armed and armoured the EXP is increased by 100%

Experience Level and Spending EXP

EXPERIENCE

Good Performance EXP can be used to purchase certain increases or abilities. The player does not have to immediately spend all EXP gained in an adventure, they can choose to save it and spend a greater total later.

All characters begin on Experience Level-1 and each time they move to another Career Level, whether it is in the same path or by moving to another path, their Experience Level is increased by +1. For example, a character that has completed the path of the fighter and moves on to the path of the cleric will have moved career level four times and will therefore have an Experience Level of five

Players may only increase their character's attributes by a given amount. This is known as the Maximum Attribute Limit and these values are shown in the Education section under the character's career path. A character's CR attribute may be increased as much as desired through Experience.

EXP Cost

ATTRIBUTES	EXPERIENCE LEVEL									
	1	2	3	4	5	6	7	8	9	10+
Hit Points (+5)	50	75	100	125	150	200	250	300	350	400
All Others (+1)	50	100	150	200	250	300	350	400	450	500

SKILLS (random)

Basic Skill	50	100	150	200	250	300	300	300	300	300
Weapon Skill	50	100	150	200	250	300	300	300	300	300
Language	50	100	150	200	250	300	300	300	300	300
To choose a skill	+50	+50	+50	+50	+50	+50	+50	+50	+50	+50

MAGIC

Magic Point	50	50	50	75	75	75	100	100	100	150
Random Spell	100	100	100	125	125	125	150	150	175	200
Chosen Spell	200	200	200	250	250	250	300	300	350	400

All spells may only be taken from the lists available.

PSIONICS

PSI Point	50	50	50	75	75	75	100	100	100	150
Random Power	100	100	100	125	125	125	150	150	175	200
Chosen Power	200	200	200	250	250	250	300	300	350	400

All powers may only be taken from the lists available

MUTATION (Human Only)

Any attribute bonus given by the development of a new mutation will also increase the characters maximum attribute limit proportionally.

One Random Mutation - 300 EXP

GAME MASTER

As the Game Master (GM) you have the most important role in Daemornia. You have complete control over the entire imaginary world, such as the weather, time, natural disasters and all the non-player characters. You must design and run adventures in which all the players receive a piece of the action, without proving greatly unfair or biased.

Imagination is the main requirement of any GM. All the players involved in Daemornia rely upon the GM for the description of situations and locations. At first a game may seem slow and daunting, but over time you will grow in experience and your games will hold great fun and adventure. You may feel free to modify anything within this book according to your desire. Above all, a stubborn or influential player must never intimidate you, as it is you who is the Game Master.

PLAYER CHARACTER

The players of a role-playing game do not see this fantasy world through their own eyes, but through those of another individual known as a Player Character (PC). Every player involved in Daemornia has their own character that serves as their imaginary playing piece. They have the ability to do almost anything the player desires. They can walk, run, climb, shoot, kill or even be killed. In Daemornia the players need to imagine that they are this character.

NON-PLAYER CHARACTERS

Non-player characters (NPCs) are controlled by the GM and not by the players. They can be anything from an old granny to a greater daemon. You control their actions in all situations, just like players controlling their own character. Unlike PCs you must respond according to the NPC who is involved. For example, a character of good and kind disposition would not attack a person without cause, unless they were very much driven to it. A disposition or attitude is used to define their personality and morals, and one is recommended for any ongoing NPC.

Attribute Related Situations

CHARGING DISTANCE

The maximum distance a character can cover in a single melee is equal to their SP in metres. In combat situations an intended target must be within this maximum distance for a charge to be successful.

COMBAT PERIOD

The maximum duration a character may maintain combat activity is equal to their EN attribute multiplied by three melees. Beyond this period the character will tire and become subjected to Prolonged Exertion as explained later in this section.

FALLING

Injuries can quite easily occur as a result of falling. For every metre a character falls they will suffer 1D6 points of damage. Creatures beneath falling objects suffer 1D6 points of damage for every metre the object has fallen and an extra 1D6 for every 200EV of the objects complete weight. A Save against Trauma is required if a character is injured in this way.

FLYING AND RUNNING (FS & SP)

	Max Speed	Max Duration
Slow Flight	4 - 5 kph	EN × 1 hour
Cruising Flight	FS × 1 kph	EN × 5 minutes
Swift Flight	FS × 3 kph	EN × 5 seconds
Walking	2 - 3 kph	EN × 1 hour
Running	SP × 1 kph	EN × 5 minutes
Sprinting	SP × 3 kph	EN × 5 seconds

SWIMMING

The maximum speed (kph) a character can swim is equal to their SP attribute. In nautical terminology dividing this kph by 1.853 will give the character's speed as 'knots'. The maximum time they can swim before tiring is equal to their EN attribute multiplied by three minutes.

While swimming, a character can only carry half of what their strength and encumbrance ratio will allow. If a character is over encumbered and their SP is reduced to zero, they must undergo an immediate Panic Test. Failing this test will result in the character drowning.

Characters carrying more than double the EV allowed by swimming will automatically sink and drown, regardless of the panic test outcome.

HOLDING BREATH

The maximum duration over which a character may hold their breath is equal to their EN attribute in melees. If the EN attribute is reduced to zero through Prolonged Exertion the character suffocates and dies. If the character is capable of breathing before this limit, they must do so.

JUMPING AND LEAPING

The maximum distance that a character may attempt to leap is determined by their speed. For every 10 kph, a character can jump a maximum of half a metre high and two metres long unaided. For distances over half of either maximum distance a Dexterity Test is required.

SLEEP DEPRIVATION

The maximum number of hours a character can work without sleep is equal to their EN attribute multiplied by four.

Prolonged Exertion

If any creature goes through prolonged periods of exertion, such as combat, they will eventually tire and weaken. If a character is in an activity for more than their Endurance will allow, they will suffer 1 point of attribute damage. This penalty is enforced at the beginning of each melee thereafter, increasing the total loss.

Encumbrance and Weight

All items have an Encumbrance Value (EV) that is determined by their weight and size. Characters can only carry, pull, wield or throw a given EV total that is determined by their ST attribute.

Some exceptional or supernaturally strong characters are given an Encumbrance Ratio which multiplies the limits given here. For example, an Encumbrance Ratio of $\times 2$ will double these limits.

CHARACTERS WEIGHT

The physical weight of a player character (PC) is also represented by an EV. This value is equal to the combined total of character's ST and TS attribute, multiplied by 15. The EV of other characters and large creatures are given under their profile in the Bestiary section.

CARRYING

The maximum EV a character may carry is equal to their ST attribute multiplied by 50. The EV of every item carried by the character is recorded, including anything carried in sacs and anything wielded in the hands. For every 10 EV in excess of this maximum limit the character suffers a penalty of -1 to SP/FS.

LIFTING / WIELDING

The maximum EV that can be lifted or wielded in one hand is equal to character's ST attribute multiplied by 10. The total EV a character can lift is equal to their ST attribute multiplied by 20, regardless of the number of hands they have.

It is possible for an item to weigh far too much to wield in just one hand. For every 10 EV in excess of this limit the character will suffer a penalty of -1 to Att, -1 to Def, -1 to Aim and -1 to DX with that hand or weapon.

PULLING

The maximum EV a character may pull is equal to their ST attribute multiplied by 100. For every 10 EV in excess of this limit the character suffers a penalty of -1 to SP/FS.

THROWING

The maximum EV that may be thrown in one hand is equal to the character's ST attribute multiplied by 10. The maximum distance that an object can be thrown varies according to the character's ST attribute and the EV of the object. This is shown on the chart below.

EV of item (As % of total limit)	Maximum Distance
Up to 25%	ST × 3 metres
26 - 50%	ST × 2 metre
51 - 75%	ST × 1½ metres
76 - 100%	ST × 1 metres

For example, a character with ST 12 could throw an object of 60EV a maximum distance of 24 metres, while a character with ST15 and an Encumbrance Ratio of ×2 could throw the same item a maximum distance of 45 metres.

Nightvision

A character's vision is usually limited in dark and dimly lit areas too just a few metres, making it difficult to distinguish the surrounding area. In combat situations a character suffers a penalty of -1 to Aim for every metre they are away from their intended target.

A vast majority of characters have developed the ability to see in darkness without the need of any major light source. This ability is known as Nightvision and although often limited in range it can prove extremely useful. Characters with Nightvision do not suffer any penalty unless the intended target is beyond the maximum range of their ability. For every metre outside this limit the character suffers a penalty of -1 to Aim.

Weather and Nature

BLIZZARD

A blizzard is a blinding storm of wind and snow. Under these conditions all creatures suffer a penalty of -2 to Aim and -6 to FS in addition to the penalty suffered for travelling across snow. Under a blizzard, characters will find it difficult to judge the direction they are travelling and will suffer a penalty of -5 to any navigation skill.

EARTHQUAKE

Earthquakes mostly occur along tectonic plate boundaries, although they have been recorded elsewhere. They can cause terrible and destructive damage to surrounding buildings and can often lead to a great loss of life. The damage to buildings depends entirely upon their distance from the earthquake's origin.

All living creatures within the effected area must perform a Dexterity Test in order to maintain balance and/or avoid falling debris. The range of an earthquake depends upon its strength, but is generally confined to a few tens of kilometres.

Distance from Origin	Building Damage	Tests
Up to 10km	3D6×500 points	-2 to DX
10 to 20km	2D6×500 points	-1 to DX
More than 20km	1D6×500 points	as normal

FIRE

Fire is one of the most powerful forces of nature and its ability to cause widespread damage is well known throughout the world. The damage caused by fire and burns are given below.

Light Burns	-	3D6 points of fire damage
Severe Burns	-	3D6×5 points of fire damage
Small Fire	-	2D6×5 damage per melee (Combustible items only)
Large Blaze	-	4D6×5 damage per melee (Combustible items only)

Extinguishing fires can be a long arduous task. A fire can sustain up 2000 points of damage from water, depending on its size. A simple bucket full of water causes 3D6×5 points of damage, while a hose will cause 3D6×10 points of damage per melee. Light rainfall causes 3D6×20 points of damage per melee and a heavy rainstorm causes 3D6×50 points of damage per melee to fire. However, if there are any combustible items nearby, a fire will spread, regaining 100 points of damage per melee.

FIRESTORMS

Firestorms occur only in the Darklands and are a fairly common sight there. The air itself sets alight, creating flames of immeasurable size. Any creature caught under the path of a firestorm suffers 2D6×5 points of fire damage per melee. Combustible items suffer 3D6×5 points of fire damage per melee. Firestorms can only be extinguished by rainfall and a summon rain spell will destroy a firestorm completely.

FOG

Characters caught in a thick dense fog have their Aim attribute reduced to two. Ships and boats are hazardous to control in fog and pilots suffer a penalty of -2 to their skill before the Intelligence Test is undertaken.

LAVA LAKES

Another natural occurrence in the Darklands, Lava Lakes are formed by the activity of subterranean volcanoes spewing their contents to the surface. Immense in size, these lakes can have a depth of up to 30 metres and can stretch for several kilometres.

Combustible items placed on a lava lake will burn at a rate of 4D6×5 points of fire damage per melee. To most living creatures the intense temperature of a Lava Lake is fatal, but some are immune to its effects and can negotiate the lake safely.

SAND STORMS

Sand storms are caused by violent windy weather. Any creature caught in a sand storm suffers a penalty of -4 to Aim.

SNOW AND ICE

Any creature attempting to travel across deep snow will have its SP attribute reduced by a third, rounding fractions up. Creatures running or sprinting across ice increase the chance of slipping. They must perform a Dexterity Test to avoid losing balance. However, before they undergo this test, they suffer a penalty of -1 to DX for every 5 kph they are running.

SUB-ZERO TEMPERATURES

The maximum time a character can withstand sub-zero temperatures without adequate protection is equal to their EN attribute multiplied by 30 minutes. Beyond this time they will suffer 1D6 points of attribute damage per hour. As the temperature decreases, so does the maximum survival time. All survival lengths are left entirely up to the GM.

SWAMPS

Creatures travelling across a swamp or bog have their SP attribute reduced by half, rounding fractions up. However, creatures with a ST attribute of 20 or greater are strong enough to overcome these conditions and no penalty is enforced

Materials and Structures

DOOR	TS	AV	DP
Solid Wood	5	15	80
Light Steel	15	20	150
Heavy Steel	15	30	200
Dumenium	30	40	200
Safe Door	30	50	500
Bank Vault	65	75	1,000
WINDOW			
Ordinary Glass	5	10	30
WALL			
Plaster	5	10	75
Wood	5	12	100
Brick/Stone	10	18	150
Steel	15	25	150
Dumenium	35	50	300
LOCKS			
Common Latch	10	-	30
Dead Bolt	10	-	50
Heavy Padlock	15	-	75
Wooden Crossbar	10	-	150
Steel Crossbar	20	-	250
BOX			
Metal Crate	10	11	150
Wooden Crate	5	8	100
BUILDINGS			
Small Hut	10	12	2,500
Brick House	10	18	7,000
Multi-storey	10	20	15,000
Castle	20	50	60,000

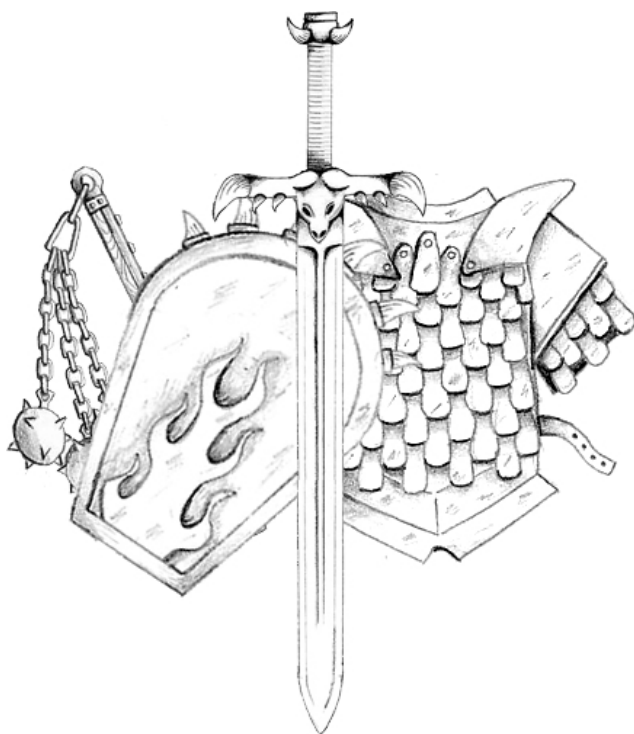
DOORS & BREAK POINTS

This determines the strength of a particular locking mechanism and how much strain it can withstand before breaking. To attempt to break down a door the player must roll a number of D6 equal to their ST attribute divided by five, rounding fractions up, and an additional D6 for every 10 kph they are running. If the total exceeds the Break Point value given below the lock is smashed. However, for every '1' rolled on the total number of D6s the character or item suffers 1D6 points.

Common Latch	- Break Point 15
Dead Bolt	- Break Point 20
Heavy Padlock	- Break Point 30
Wooden Crossbar	- Break Point 40
Steel Crossbar	- Break Point 55
Handcuffs / Snare Cord (no speed bonus)	- Break Point 20

Battering Rams: Roll a number of D6 equal to the combined ST of all characters involved, as explained above, and a further D6 for every 10 kph the group is running. For example, a party of four PCs using a tree trunk to batter down a door has ST values of 16, 17, 12 and 14. They have a combined ST value of 59 and so they roll 12D6. They are also ramming at a speed of 21 kph, for this is maximum speed the slowest character can achieve. Therefore, a further 2D6 is rolled, increasing the total number of dice rolled to 14D6.

EQUIPMENT



EQUIPMENT

CURRENCY

A world-wide currency exists in the coinage known as Denzon. Some smaller countries may have their own currency but this is rarely accepted elsewhere. Denzon is made from a mixture of copper and nickel and exists in 1, 10 and 100 coin forms. On one side a symbol depicts the joining of the Offworlders and the humans; two roads merging into one, with the value underneath. On the reverse side a symbol of a morning dawn signifies a new age. Paper money is rarely used due to wide scale forgery. A gold form of coinage from the Daemon Worlds known as Ke-Shta still circulates in some countries. On one face a dragon's skull is depicted and on the other are two curved horns. One Ke-Shta is equal to 50D. Both forms of currency are accepted worldwide. It is not necessary to record the EV of any coinage held by a character unless it is in vast abundance. In this situation 1EV is equal to approximately 100 Denzon or 20 Ke-Shta. All prices for equipment in this section are given in Denzon.

MODERN EQUIPMENT AND DUMENIUM

Mankind has never been able to regain their former glory and recover from the devastation caused by the Daemornia. Due to the lack of fuel and technology many items, such as cars and computers, are simply no longer available. Even electricity is typically limited to those of influence and wealth.

When the Offworlders first arrived on Earth they brought their own unique technology along with a metal known as Dumenium. This is much harder and stronger than conventional steel but by far lighter. However, Dumenium is not easy to come by and the small quantities that make it to Earth are typically mixed with steel and other base metals.

AVAILABILITY

Some items are particularly rare or expensive to manufacture and therefore have limited availability. Every item has a percentage chance of being available. This roll should be made only once for each location (town, city etc.) and not for each retailer or shop visited. However, this availability will differ between locations. The values given represent a typical sized city. For a town the availability is reduced by 25% and the cost is increased by 25%. For villages the availability is reduced by 50% and the cost is increased by 50%. The GM may feel free to alter these values for unusual situations or circumstances.

Close Combat Weapons

There are a variety of close combat weapons and far too many to actually list here. Close combat weapons in Daemornia are separated into classes according to the available weapon skills. For example, sword, axe, ball & chain etc.

EV: The weight of the weapon. Please refer to the GM section on Encumbrance

DP: This is the amount of damage a weapon can sustain from direct damage or strain.

DX, Att & Def: Some long weapons may provide a modifier that is applied to a character's attribute before any rolls are undertaken

Armour Penetration (AP): The AP of a weapon will modify any Rolls to Penetrate by this value. For example, AP+2 will add two points to the D20 roll to penetrate.

Trauma: There are a few weapons, notably axes, which inflict deep painful wounds. Opponents wounded by such a weapon must add this value to their dice roll when attempting a Save against Trauma.

Knockout: Many weapons, notably blunt types, are capable of stunning an opponent in such a way that they may be knocked unconscious. If the character using such a weapon hits their opponent on this roll the attack is considered a 'Knockout Blow'. If the opponent fails a Save against Trauma by this blow they are 'knocked' unconscious for 1D3 melee rounds.

Dual Class: Some weapons are designed to be used in a variety of ways from thrusting to chopping, from chopping to bashing. These weapons can be used as two different classes but only one in each melee. As the weapon changes its class the character may also have to alter their weapon skill.

Crush Damage: Some weapons, particularly blunt, are poor at penetration and may incur a penalty. However, these weapons tend to be more effective at causing damage against armour and shields and may provide Crush Damage. This additional damage is added to the standard damage for the weapon against all forms of armour and shields.

BALL & CHAIN

This weapon, as its name suggests, consists of a heavy metal ball attached by a chain to a wooden handle. The weight of the ball is usually more than enough to knock an opponent unconscious or cause a bad injury.



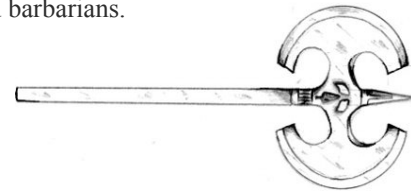
BASTARD SWORD

The Bastard Sword, also called the Hand and a Half Sword, is a long, straight bladed weapon usually wielded in one-hand, but two-handed combat was possible due to its extended grip.



BATTLE AXE

A powerful all-metal double headed fighting axe with a long haft. A heavy weapon, the Battle Axe is devastating against armour and is ideal for slashing and chopping. The Battle Axe is a popular weapon with hunters and barbarians.



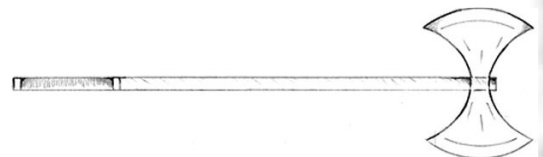
BATTLE SWORD

The Battle Sword is the largest conventional sword available. It is a heavy weapon with a long and wide doubled-edged blade.



BIPENNIS AXE

The Bipennis Axe is a long hafted weapon with small double-headed blade. This popular axe has a deadly swing but is notably difficult to defend with.

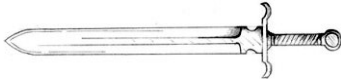


EQUIPMENT

Close Combat Weapons

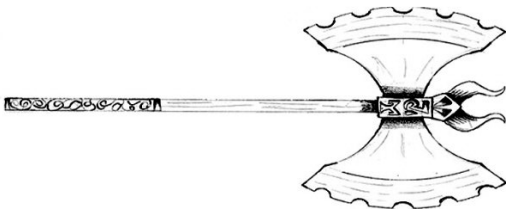
BROADSWORD

A straight doubled edged, cross-hilted weapon. Its name derives from the blade that is often three inches wide, though somewhat smaller in length than the Longsword.



DANKARI DREAD AXE

This is the prized weapon of the Dankari Daemons, or Traitor Daemons as they are more commonly known. The Dread Axe is a massive double-headed axe made entirely of Dumenium. Its sheer weight can easily cut a man in two, but the swing can leave the character open to attack.



DUVAN BLADE

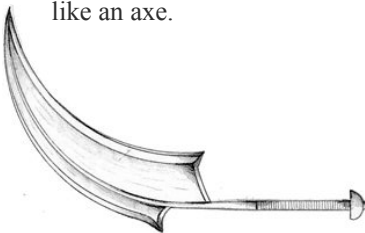
A lightweight sword used exclusively by Jenkai Warriors with a sharp blade on each end of the grip. On the common market they are quite rare items, but the precious gems encrusted within the blade ensure a high price.



Def: Character using a Duvan Blade with the Sword weapon skill will receive a bonus of +1 Def.

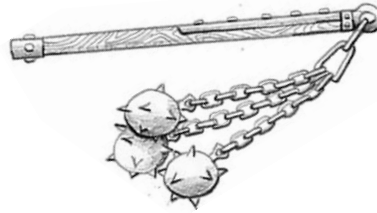
FELIDITE CLAWED SWORD

A popular weapon among Felidite warriors the Clawed Sword with a wide curved blade that can be used in a chopping action much like an axe.



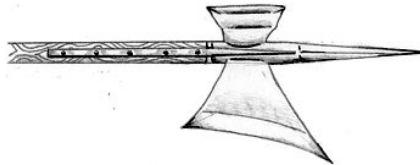
FLAIL

The Flail consists of three or more metal balls each attached to an individual chain with these attached to a single wooden haft. The metal balls are weighted to cause severe injury and are usually flanged or spiked.



HALBERD

The Halberd is a combination weapon and versatile pole-arm. It consists of a metal and wooden shaft socketed with a metal head incorporating an axe blade, a spear tip and a hammer.



HERCULES CLUB

The Hercules Club is a larger and much heavier version of the mace. Usually made of steel and well over a metre in length the club can crush and crack armour with ease.



IRON STAFF

This is a long metal pole much like a quarterstaff. It is capable of causing a crushing blow, but the heavy weight can make it cumbersome to wield.

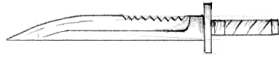


EQUIPMENT

Close Combat Weapons

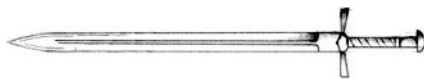
KNIFE/DAGGER

The most common weapon in the world, the knife or dagger has been used for many centuries. A small weapon, often with a blade less than 20cm in length, it can be easily concealed and can cause a serious injury



LONGSWORD

The Longsword is long bladed, doubled edged weapon with a straight hilt. Capable of causing a fatal blow, the Longsword has proven popular in many armies



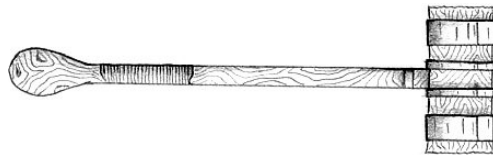
MACE

Maces vary in size and shape, but for the most part they consist of a wooden handle with a large metal ball head, sometimes with flanges or spikes.



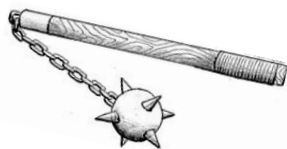
MAUL

The Maul is heavy wooden hammer with metal bands reinforcing its head to prevent splitting. A simple yet powerful weapon



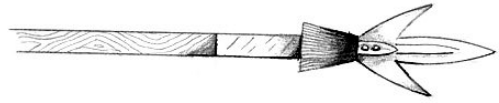
MORNING STAR

The Morning Star, like the Ball & Chain, consists of a metal ball attached by a chain to a wooden or metal handle. However, unlike the Ball & Chain, the metal ball is spiked.



PIKE

This is a long pole-arm, with a sharp tip often longer than 30cm itself. The Pike is a very effective weapon for an initial attack, but is difficult to defend with.



Long Strike: The pike increases the characters DX by +2D6 in the first round of combat. If the character wins the initiative and successfully hits, the damage from the pike is increased by +3D6 with an AP of +5 and the opponent suffers a +5 modifier to the dice roll on a Save against Trauma. After the first round of combat, or if the character fails to win initiative, they lose these bonuses and suffer a penalty of -2DX and -2Def.

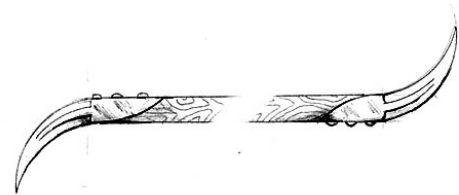
QUARTERSTAFF

A simple long wooden pole often bound with metal strips to prevent splitting. Quarterstaves are popular for their relative low cost and good defensive ability.



REPTILIAN BLADED STAVE

A unique Reptilian weapon favoured by Fighters of Khan. A Bladed Stave consists of a wooden shaft with a large curved blade on each end, pointing in opposite directions. The weapon is difficult to master, often only used by Reptilians.



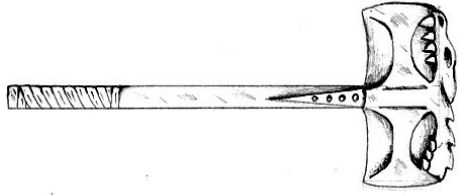
Swift attacks: Characters with the Staff Weapon Skill can opt to use the bladed stave in a devastating swinging attack. The character can attack twice in the melee with the stave, but with their Att penalty increased to -2. The Def bonus is applied as normal.

EQUIPMENT

Close Combat Weapons

SIEGE HAMMER

The Siege Hammer has a single large metal head and a long steel haft. Its sheer weight and heavy swing is capable of crushing bones in a single blow.



SHORT SWORD

The Short Sword is not an actual weapon, but rather a descriptive term used for any swords with a blade shorter than a Longsword, but longer than a dagger. Examples include a sabre, gladius, scimitar and cutlass. It is the most popular sword in the world, used for personal defence as well as by soldiers and militia.



SPEAR

Many cultures and races have used the spear for thousands of years. They will vary in appearance throughout the world, but for the most part a Spear is a long wooden shaft with a steel pointed tip.



Throwing: The maximum throwing distance given in the GM section is multiplied by five when using a spear.

THROWING AXE

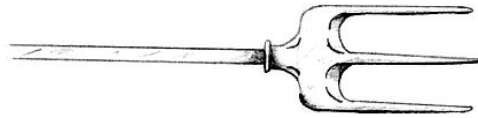
A simple, yet effective specially weighted axe designed to be thrown over short distances.



Throwing: The maximum throwing distance given in the GM section is doubled when using a throwing axe. When thrown, the damage from the axe is increased by +1D6 and the AP is increased to +1D3

TRIDENT

The Trident consists of a long metal pole with a triple pointed fork end. The weapon is popular in gladiator arenas.



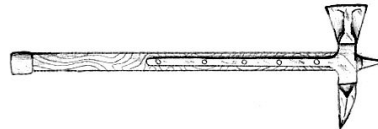
WAR AXE

A popular single headed combat axe generally of all metal construction. A small, but deadly weapon, the war axe has a shorter haft than the battle or dread axe as it designed for close chopping attacks.



WARHAMMER

A great combination weapon, the Warhammer has been used for many years. It has a heavy metal head, opposite a beak-like blade and with a sharp spear tip, making it ideal for crushing, piercing or thrusting. The head is typically made of a single piece of metal attached to a wooden haft.



EQUIPMENT

Close Combat Weapons

Class	Handed	Length	EV	DP	AP	DX	Att	Def	Trauma	KO	Damage	Crush	Avail.	Cost
Ball & Chain														
Ball & Chain	One	0.9m	60	125	-2	-	-	-1	-	19+	3D6	+1D6	85%	70
Bastard Sword														
Sword	Two	1.1m	100	125	-	-	-	-1	-	-	4D6	-	85%	120
Battle Axe														
Axe	Two	1.0m	220	175	+4	-	-	-2	+1	-	5D6	-	45%	180
Battle Sword														
Sword	Two	1.4m	220	200	-	-	-	-1	-	-	5D6	-	45%	170
Bipennis Axe														
Axe	Two	1.4m	160	100	+3	-	+1	-2	+1	-	4D6	-	65%	120
Broadsword														
Sword	One	0.9m	80	150	-	-	-	-	-	-	4D6	-	85%	95
Dankari Dread Axe														
Axe	Two	1.5	280	250	+5	-	-	-3	+2	-	6D6	-	10%	250
Duvan Blade														
Sword	One	0.7m	50	140	-	-	-	*	-	-	3D6	-	5%	170
Felidite Clawed Sword (Dual Class)														
Sword	One	1.0m	100	150	-	-	-	-	-	-	4D6	-	30%	120
Axe					+2	-	-	-1	+1	-	4D6	-		
Flail														
Ball & Chain	One	1.5m	110	100	-1	-	+1	-1	-	19+	5D6	+2D6	65%	120
Halberd (Dual Class)														
Pole-Arm	Two	2.2m	160	100	+1	+2	-	-2	-	-	5D6	-	65%	150
Hammer					-1	-	-	-2	-	19+	5D6	-		
Hercules Club														
Mace	Two	1.3m	180	200	-1	-	-	-2	-	18+	4D6	+4D6	10%	60
Iron Staff														
Staff	Two	1.6m	210	200	-1	-	-1	+1	-	19+	5D6	+2D6	65%	145
Knife / Dagger														
Dagger	One	0.3m	30	50	-	-	-	-	-	-	2D6	-	95%	25

EQUIPMENT

Close Combat Weapons

Class	Handed	Length	EV	DP	AP	DX	Att	Def	Trauma	KO	Damage	Crush	Avail.	Cost
Longsword														
Sword	One	1.1m	90	150	-	-	-	-	-	-	5D6	-	80%	90
Mace														
Mace	One	0.6m	30	75	-2	-	-	-1	-	19+	4D6	+1D6	85%	95
Maul														
Hammer	Two	1.3m	210	125	-1	-	-	-2	-	18+	5D6	+3D6	65%	170
Morning Star														
Ball & Chain	One	0.9m	80	125	-	-	-	-1	-	19+	4D6	-	75%	80
Pike														
Pole-Arm	Two	3.5m	140	120	*	*	-	-2	*	-	3D6*	-	95%	75
Quarterstaff														
Staff	Two	1.7m	120	75	-2	-	-1	+2	-	20+	4D6	-	80%	95
Reptilian Bladed Stave														
Staff	Two	2.0m	120	100	-	-	-1*	+1	-	-	3D6	-	25%	110
Siege Hammer														
Hammer	Two	1.3m	300	180	-1	-	-1	-2	-	18+	6D6	+6D6	45%	210
Short Sword														
Sword	One	0.7m	50	125	-	-	-	-	-	-	3D6	-	95%	60
Spear														
Spear	Two	2.3m	80	100	+1	+2	-	-1	-	-	3D6	-	90%	60
Throwing Axe														
Axe	One	0.4m	30	50	+1*	-	-	-1	+1	-	2D6*	-	95%	30
Trident														
Spear	Two	1.5m	120	125	-	+1	-	-1	-	-	4D6	-	70%	110
War Axe														
Axe	One	0.7m	60	125	+2	-	-	-1	+1	-	3D6	-	90%	75
Warhammer (Dual Class)														
Hammer	One	0.7m	90	125	-1	-	-	-1	-	18+	4D6	-	80%	90
Axe					+3	-	-	-1	+1	-	2D6	-		

* Please refer to the items description

EQUIPMENT

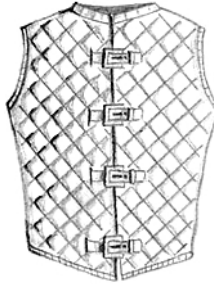
Armour, Shields and Helms

Armour

Fire Damage: All types of armour will offer some degree of protection against fire. The AV of the armour shows the amount of damage it will absorb from fire based attacks. Excess damage will be inflicted on the character. Some armour may apply a modifier to its AV when hit by fire based attacks.

PADDED

Padded or quilted armour consists of two layers of cloth stuffed with thick batting and quilted together, usually in a crisscross pattern. Padded armour is cheap but offers little protection against weapon blows and damages very easily

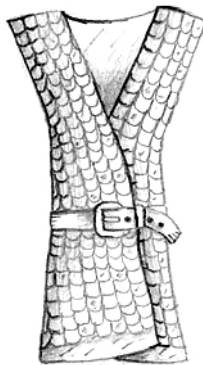
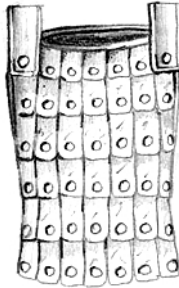


LEATHER

Water treated leather is common among the poor as it is fairly cheap and offers a small degree of protection. It is typically used in village militia.

STUDDED LEATHER

Studded Leather is simply water treated leather bound by dozens of large metal rivets. These increase the durability of the leather and offer a little more protection for its wearer

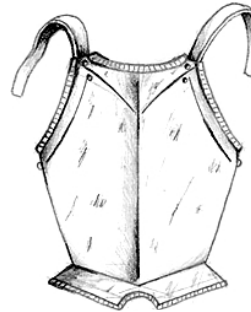


REPTILIAN SCALE MAIL

This is a soft leather tunic covered with overlapping pieces of metal, shaped in much the same way as the scales of a Reptilian. The armour offers a considerable level of protection and is able to withstand a good degree of damage.

CHAIN MAIL

This common and popular armour is made of interlocking metal rings. Many armies throughout the known world use Chain Mail as it is easy to manufacture and offers good protection against all manner of blows.

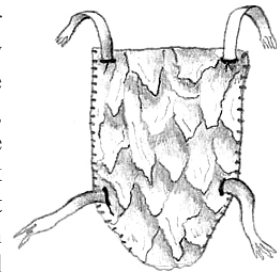


FULL PLATE

This armour consists of interlocking heavy metal plates designed to cover all areas of the wearer, offering excellent protection against all forms of physical attacks.

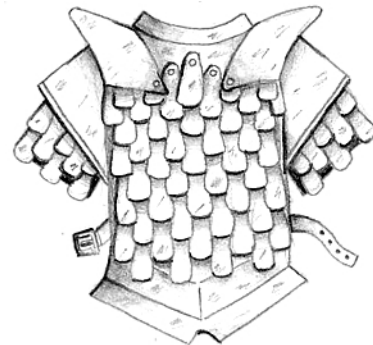
STALKER BARK ARMOUR

This primitive Night Stalker armour is made from many layers of stripped tree bark sewn together, often by little more than reeds. Bark Armour is flimsy, but surprisingly tough and will offer good protection if the wearer can withstand the itching!



DRAGA BATTLE ARMOUR

The ultimate armour designed by the Draga. Battle Armour is made of thick interlocking teardrop shaped Dumenium plates worn over hardened leather. It will protect against the mightiest of blows but the weight and interlocking structure of the armour restricts movement considerably



Shields

BUCKLER

A buckler, also known as a target shield, is a small round shield of wood or cowhide that fastens to the forearm.

WOODEN SHIELD

A common shield made from pieces of wood bound together by a metal band and supported by two metal strip of the reverse.

METAL SHIELD

A hardwearing shield made from a single piece of metal hammered into shape. Its strong construction offers excellent protection and can withstand severe damage before it is destroyed.

DRAGA WAR SHIELD

A large shield made from Dumenium metal much in the same way as a steel shield. Its solid and strong construction can withstand tremendous damage and can even stop high calibre ammunition.

Helms

Initiative: As most helms completely cover the head they can lower the natural senses of its wearer. This penalty applies in combat when determining initiative.

LEATHER CAP

This common cap is made from several layers of water treated leather shaped to fit the top of a head

CHAIN MAIL COIF

A flexible coif made from hundreds of small interlocking rings. It is easy to fit and covers the entire head and shoulders.

PLATE HELM

A plate helm is crafted from one or more pieces of steel and is typically strapped inside for extra strength. It has a rounded skull and t-shape opening for the eyes, nose and mouth.

DRAGA BATTLE HELM

This Dumenium closed helm is typically adorned with Draggatti inscriptions from its maker and the full face visor is often crafted to depict a wild beast.

EQUIPMENT

Armour, Shields and Helms

ARMOUR	AV	Fire	DP	EV	DX	Att	Def	Avail.	Cost
Padded Vest	8	-	250	50	-	-	-	90%	70
Leather Vest	9	-	350	75	-	-	-	90%	100
Studded Leather Vest	10	-	450	100	-	-	-	85%	140
Reptilian Scale Mail	12	-	500	120	-	-	-	50%	170
Chain Mail Vest	13	-	650	160	-	-	-	60%	225
Full Plate	14	+10	1000	400	-2	-	-1	15%	550
Stalker Bark	11	-4	200	50	-	-	-	35%	60
Draga Battle Armour	15	+15	1500	620	-3	-1	-1	10%	790

SHIELDS	AV	Armour	DP	EV	Avail.	Cost
Buckler	9	+1	50	20	50%	30
Wooden Shield	11	+2	150	40	90%	50
Metal Shield	14	+3	250	70	80%	90
Draga War Shield	18	+4	400	110	30%	150

HELMS	AV	Armour	Initiative	DP	EV	Avail.	Cost
Leather Cap	5	+1	-	50	15	90%	20
Chain Mail Coif	6	+2	-1	150	25	60%	45
Plate Helm	7	+3	-2	250	65	20%	85
Draga Battle Helm	8	+4	-3	400	100	10%	140

EQUIPMENT

Repairing Armour and Shields, Missile Weapons

Repairing Armour and Shields

The table below gives the cost of repairing armour and the time required to do so in a city.

The availability of these materials is the same as the item that is to be repaired. The first value given is for professional repair and the second for self repair with the necessary skills and tools. The cost of the repair will be increased 25% for towns and 50% for villages.

The Time to repair is based on per 50 damage points lost by the item. The Cost to repair is based on per 10 damage points lost by the item

Type	Time	Cost
Wood	1 / 1½ hours	4 / 2
Leather	1 / 1½ hours	5 / 3
Padded	1 / 1½ hours	4 / 2
Mail	1½ / 2 hours	6 / 4
Full Plate	1½ / 2 hours	7 / 5
Dumenium	2 / 3 hours	10 / 6
Magical Item	3 / 5 hours	18 / 16
Combat Weapon	1 / 1½ hours	10 / 7
Phaser / Bolter	2 / 3 hours	30 / 25
Bow/Crossbow	1 / 1½ hours	6 / 4

Missile Weapons

Rate of Fire: This shows the number of bullets, arrows and other projectiles that can be fired from the weapon in a single melee.

Reloading: All missile weapons can be reloaded and fired in the same melee. However, this incurs a -2 Aim penalty for that melee.

Accuracy: Missile weapons tend to lose accuracy as they are fired over distance. To represent this, the character will suffer a penalty of -1 to their Aim attribute if they are shooting at a target that is over half of the weapons maximum range away.

Load: This is the method by which the weapon is loaded. Typically this is by magazine or individual round.

Armour Penetration (AP): Some weapons are particularly good at penetrating armour. If the character using such a weapon hits their opponent, their roll to penetrate is modified by this value.

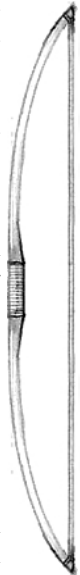
Weapon Strength: Many missile weapons do not rely upon the strength of its user and any damage inflicted is reduced by the victim's TS. Bows, with the exception of the Crossbow, use the characters ST in the same way as melee weapons. Fire and heat based weapons inflict damage that cannot be absorbed by Toughness.

BOWS

The bow has been used throughout history by every race and culture known to have existed. The common bow consists of a single piece of wood, slightly arched towards the user, with a sinew bow-string.

The Longbow is larger than the common bow, often as tall as a human, and it has a much longer range than its cousin and even some pistols or sub-machineguns.

The Composite bow is similar in size to the longbow, but is constructed from a layer of both bone and sinew attached to a wood frame. This increases the elasticity of the bow as a whole, enabling the weapon to fire an arrow farther and with greater force.



Aim: When firing one or more arrows in the same attack the character suffers an Aim penalty of -1.

Handed: All bows require two hands to use and cannot be operated with a single hand.

Flight Arrow: The hunting arrow, or flight arrow, is lightweight compared to other arrows. It is designed for distance and will increase the range of the bow by 25%.

Sheaf Arrow: These heavier arrows are designed to inflict more damage but consequently the range of the bow is reduced by 25%.

Initiative: Bows are slow to prepare and anyone using a bow suffers a penalty of -1 to their Dexterity when determining Initiative in combat.

CROSSBOW

The crossbow has been used for many centuries and by many cultures. It is a mechanical weapon made from a metal casing and yew wood for elasticity. The main advantage over a common bow is that a crossbow can be pre-loaded and be ready to fire at any time. However, to reload a crossbow, the character has to point the weapon into the ground and pull back on the bowstring, using their feet for balance, until it locks into the mechanism. This is time-consuming and as a result the crossbow has a low rate of fire.

Reload: It requires one melee to reload a crossbow. It cannot be fired in the same melee it is loaded.



BOLTERS

For countless years before the advent of Phaser technology mankind manufactured and utilized many forms of 'solid' projectile weaponry. Towards the later decades of the 22nd century these weapons were under an almost worldwide ban and millions were destroyed as part of a global peace initiative.

Bolters have proven to be the greatest weapon against Daemons, but unfortunately finding a good quality working specimen can be both difficult and expensive.

BOLTER - PISTOL

The pistol was a common handgun of the 20th - 22nd century. The style of the pistol varies greatly and they may be more than a hundred different makes available, but they all share similar properties.



BOLTER - SUB-MACHINEGUN

A cross between a pistol and an automatic rifle, the sub-machinegun is a powerful weapon for its size. The weapon is capable of causing tremendous damage but is limited by its short range in comparison with rifles.



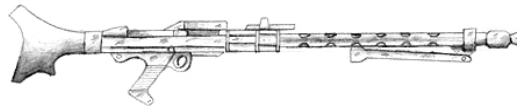
BOLTER - AUTOMATIC RIFLE

The automatic rifle has a long barrel and is ideally balanced in weight for conveniently carrying over the back. The automatic rifle is similar in power to sub-machineguns but they are capable of firing over a greater distance.



BOLTER - MACHINEGUN

The machinegun is the deadliest firearm available in the world. Although it is rare and extremely expensive when available there is no doubt that the destructive carnage it is capable of is unmatched. A large firearm, with a long barrel and nasty recoil, it is usually best to mount such a weapon.



BOLTER - SHOTGUN

Humans have used the infamous shotgun for many hundred of years. No longer made today these shotguns are relics from before the Daemornia. They are capable of using two different types of ammunition; the powerful solid slugs and the equally destructive scatter cartridges.



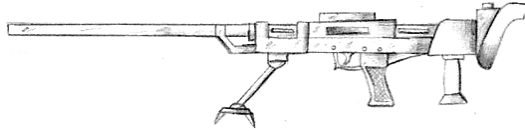
Rounds: A Shotgun can hold up to six rounds that are loaded individually. No more than three rounds can be reloaded in a melee, and if more than one round is loaded the weapon cannot be fired in the same melee

EQUIPMENT

Missile Weapons

BOLTER - ANTI-TANK CANNON

The ultimate weapon against heavy armour and fortifications the anti-tank cannon is extremely rare, as too are the explosive shells it fires. The weapon is heavy and cumbersome with a vicious recoil, making it difficult to use.



Blast Radius: The anti-tank cannon shells have a blast radius of two metres. The character rolls to hit as normal and if their target is struck it suffers the damage twice.

All other targets within the blast radius also suffer the first damage rolled. Targets may attempt to dodge as normal (see combat section). If a critical is scored all targets suffer double damage if hit.

In addition all creatures hit by the weapon, regardless if injured or not, must undergo a Dexterity Test with a -10 penalty.

PHASERS

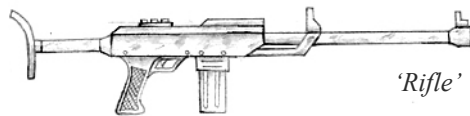
The Phasers, or lasers as they are often called, are the most common of the pre-war weapons. They come in four typical configurations; the pistol, rifle, assault gun and cannon.

The laser is created by a single generated UV light that is amplified through a series of reflective lenses, or phases. The generated 'laser beam' is typically red to blue in colour.

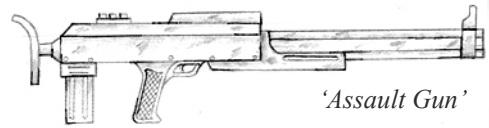


'Pistol'

Such Phaser weapons were assigned only to the UEA (United Earth Alliance) with very few finding their way into the hands of civilians

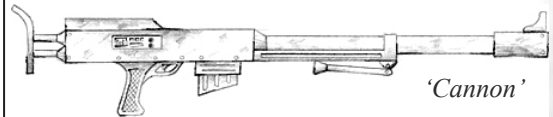


'Rifle'



'Assault Gun'

Unfortunately, it was the Humans reliance of this technology that led them to such a swift defeat, for Daemons are immune to the generated heat damage.



'Cannon'

ACCESSORIES

AMMO CLIP BELT: This belt is strapped around the waist and has six pouches designed to hold a single magazine each. **EV: 4 Availability: 80% Cost: 10**

GUN REPAIR KIT: This small box contains several bolts, screws, springs and other essential tools for the maintenance of bolter and phaser guns.

However, to use this equipment correctly the Weapon Mechanics skill is required for all 'guns' and the Physics skill is also required for Phasers. **EV: 50 Availability: 40% Cost: 75**

SILENCER: A silencer attaches to the barrel of a bolter gun, muffling the sound made by the weapon as it is fired. However, a silencer reduces the maximum range of the weapon by 10%. Silencers are available for any pistol, rifle or submachine gun that does not use explosive ammunition. Phaser guns do not use silencers as the generated heat would melt the mechanism. **EV: 5 Availability: 15% Cost: 45**

FLASH SUPPRESSER: This is another barrel attachment which conceals the flash of fire created by bolter guns. A flash suppresser reduces the range of the gun by 10%. They are available for any pistol, rifle and submachine gun. Phaser guns do not use Flash Suppressers as the generated heat would melt the mechanism. **EV: 10 Availability: 15% Cost: 40**

QUIVER: This is a long case strapped over the shoulder that is used to hold arrows or bolts. Each quiver can hold up to 20 arrows or bolts. **EV: 10 Availability: 90% Cost: 8**

MISSILE WEAPON

AMMUNITION

Length EV DP Aim ROF Range Avail. Cost

Load Rounds AP EV Tr Damage Avail. Cost

0.5m	80	80	-	1	200m	90%	70
------	----	----	---	---	------	-----	----

Crossbow

Cross-bolt	1	+5	3	+1	6D6	90%	4
------------	---	----	---	----	-----	-----	---

1.1m	50	35	*	2	ST×10m	95%	35
------	----	----	---	---	--------	-----	----

Short Bow

Standard Arrow	1	+2	3	-	4D6	95%	2
----------------	---	----	---	---	-----	-----	---

1.8m	70	35	*	2	ST×20m	85%	55
------	----	----	---	---	--------	-----	----

Long Bow

Standard Arrow	1	+2	3	-	4D6	95%	2
----------------	---	----	---	---	-----	-----	---

Flight Arrow	1	+1	2	-	3D6	80%	3
--------------	---	----	---	---	-----	-----	---

1.8m	90	50	*	2	ST×30m	65%	85
------	----	----	---	---	--------	-----	----

Composite Bow

Standard Arrow	1	+2	3	-	4D6	95%	2
----------------	---	----	---	---	-----	-----	---

Flight Arrow	1	+1	2	-	3D6	80%	3
--------------	---	----	---	---	-----	-----	---

Sheaf Arrow	1	+3	4	-	5D6	70%	4
-------------	---	----	---	---	-----	-----	---

0.3m	40	75	-	3	50m	45%	190
------	----	----	---	---	-----	-----	-----

Bolter Pistol

Magazine	16	+10	4	-	8D6	30%	25
----------	----	-----	---	---	-----	-----	----

0.5m	65	100	-1	10	200m	25%	380
------	----	-----	----	----	------	-----	-----

Sub-Machinegun

Magazine	30	+10	8	-	9D6	20%	55
----------	----	-----	---	---	-----	-----	----

1.0m	95	125	-1	10	650m	20%	700
------	----	-----	----	----	------	-----	-----

Automatic Rifle

Magazine	50	+10	15	-	9D6	15%	75
----------	----	-----	----	---	-----	-----	----

1.4m	220	200	-2	30	1350m	5%	1000
------	-----	-----	----	----	-------	----	------

Machinegun

Belt	120	+15	45	-	10D6	5%	300
------	-----	-----	----	---	------	----	-----

0.8m	60	100	-	1	200m	35%	250
------	----	-----	---	---	------	-----	-----

Shotgun

Sold Slug	1	+8	1	-	9D6	20%	5
-----------	---	----	---	---	-----	-----	---

Scatter Cartridge	1	+5	1	+4	7D6	20%	5
-------------------	---	----	---	----	-----	-----	---

1.3m	320	150	+2	1	400m	5%	1300
------	-----	-----	----	---	------	----	------

Anti-Tank Cannon

Shell	1	+25	60	+10	20D6	5%	70
-------	---	-----	----	-----	------	----	----

0.3m	40	75	-	1	100m	45%	300
------	----	----	---	---	------	-----	-----

Phaser Pistol

Magazine	40	+10	5	+2	6D6 Heat	15%	50
----------	----	-----	---	----	----------	-----	----

0.9m	80	125	-	2	450m	35%	550
------	----	-----	---	---	------	-----	-----

Phaser Rifle

Magazine	60	+10	7	+2	8D6 Heat	10%	75
----------	----	-----	---	----	----------	-----	----

1.1m	100	125	-1	5	350m	25%	750
------	-----	-----	----	---	------	-----	-----

Phaser Assault Gun

Magazine	60	+10	7	+2	7D6 Heat	10%	65
----------	----	-----	---	----	----------	-----	----

1.5m	200	150	-	1	300m	10%	1200
------	-----	-----	---	---	------	-----	------

Phaser Cannon

Magazine	20	+15	25	+5	14D6 Heat	5%	100
----------	----	-----	----	----	-----------	----	-----

* Please refer to the items description

(Tr) - Trauma

EQUIPMENT

Explosives and Gases

Explosives and Gases

EXPLOSIVE HAND GRENADE

These devastating devices come in various shapes and sizes, but all have a standard pull and release mechanism with a four-second delay.

Explosive hand grenades are extremely effective and even targets outside the blast radius are not completely safe. Any target or creature up to three metres outside the blast zone has a 50% chance of being struck by shrapnel, causing 5D6 points of damage.

There is also a 5% chance that the grenade will fail to explode.

DETONATION CAPS

These devices ignite specific explosives by with electrical discharge and are commonly used with plastic explosives. Each cap has a timing dial that can be set to detonate the explosive after a five to 60 second delay. Removing the switch will also instantly activate the cap. **EV: 1 Availability: 20% Cost: 10**

DYNAMITE

This is a nitro-glycerine based explosive used extensively in mining. Each stick of dynamite can be detonated by a cap or simple fuse. Dynamite comes with a 10-second fuse as standard. Throwing dynamite incurs a penalty of -2 to Aim.

PLASTIC EXPLOSIVE

This produces a localised blast and can be moulded like putty. Plastic explosives are typically detonated with an electrical charge. However, there is a 60% chance that it can be detonated by an explosive blast, bolter bullet or phaser beam. One EV of plastic explosive is roughly 1cm³.

KNOCKOUT GAS GRENADE

When this device activates it discharges a powerful gas to render victim, or victims, unconscious. The gas will disperse after a minute, unless it is within an enclosed area. Like explosive grenades these have the standard pull and release mechanism with a four-second delay.

To combat the effects a Save against Toxins is required at the beginning of every melee, until the gas disperses or the creature leaves the area. Any creature failing the save will be knocked unconscious for 1D6 minutes.

There is also a 5% chance that the grenade will fail to explode.

SMOKE CANISTER

Activating this canister will release a thick dense smoke over a five metres radius. While in this area, all living creatures suffer a penalty of -5 to Aim. The smoke will disperse after a minute unless it is within an enclosed area. Undead and creatures with infrared vision or sonar are unaffected by this smoke and do not suffer the penalty.

There is also 5% chance that the canister will fail to explode.

INFERNO SPHERE

This powerful daemonic glass sphere is infused with daemonic fire. When smashed, the magical bonds within the sphere explode in an inferno of searing fire.

	Blast Radius	Range (Thrown)	Damage	EV	Avail.	Cost
Explosive Hand Grenade	3 metres	ST × 6 metres	17D6	15	10%	65
Dynamite	2 metres	ST × 3 metres	10D6	5	15%	30
Plastic Explosive	Localised	-	7D6	1	5%	25
Knockout Gas Grenade	3 metres	ST × 5 metres	-	10	15%	50
Smoke Canister	5 metres	ST × 5 metres	-	8	20%	25
Inferno Sphere	3 metres	ST × 4 metres	14D6 Fire	30	5%	120

Daemonic Weapons & Artefacts

The daemons utilise an Underworld material known as Kildar Ore, a metal as black as night which has the ability to absorb magic energy and bond with runes much more easily than conventional metals. All the items described here are considered magical.

ATTACK SPEAR

A short spear weapon massed produced for the Nominod lesser daemons. It is crudely built from a single mould and hammered into shape, with the top flattened and sharpened to cause a painful wound.

BARBED WHIP

A long thin weapon made from platted threads of kildar ore entwined with small sharp barbs. The Barbed Whip is extremely deadly for few can stand the pain it inflicts

CLEAVING DAGGER

A huge heavy weapon favoured by Borlin greater daemons to cleave and stab their adversaries.

DAEMONIC BLADE

The Daemonic Blade is a powerful sword used by the Chaos Bringer Greater Daemons. Its heavy swing can easily cut a man in two, but is difficult to defend with.

DAEMON ORB

The Daemon Orb is a dangerous device designed by Erebus to aid his champions. The black glass sphere must be smashed to be activated and therefore can only be used once. The orb casts a level-9 summon chaos bringer spell. However, the duration of the spell is increased to one hour, after which the daemon will disappear. **EV: 10 Availability: 1% Cost: 800**

KAENO WAR-FORK

This crude but deadly weapon is made from both Kildar ore and chitin, often from the bodies of dead Kaeno. It consists of a long shaft or pole with six tips forming a triangular point.

PUNCHING DAGGER

This is a long weapon with a wide triangular blade that is grasped by a horizontal handle within the blade itself. A favoured weapon of the Deathgaunt Greater Daemons

SLASHING DAGGER

This is a short weapon with a long thin curved blade. Primarily used by the Dancers of Death daemons, it can also be found in the hands of fanatics where it is used in ceremonies.

EQUIPMENT

Daemonic Weapons & Artefacts

Class	Handed	Length	EV	DP	AP	DX	Att	Def	Trauma	KO	Damage	Crush	Avail.	Cost
-------	--------	--------	----	----	----	----	-----	-----	--------	----	--------	-------	--------	------

Attack Spear

Spear	Two	1.2m	50	60	+1	-	-	-	+1	-	3D6	-	55%	90
-------	-----	------	----	----	----	---	---	---	----	---	-----	---	-----	----

Barbed Whip

Whip	One	7.0m	200	400	-2	-	-1	-4	+10	-	8D6	-	5%	700
------	-----	------	-----	-----	----	---	----	----	-----	---	-----	---	----	-----

Cleaving Dagger (Dual Class)

Dagger	One	1.1m	300	450	+4	-	-	-	+2	-	10D6	-	1%	900
Axe					+2	-	-	-	+4	-	10D6	-		

Daemonic Blade

Sword	Two	2.4m	400	1000	-	-	-	-3	+2	-	9D6	-	5%	850
-------	-----	------	-----	------	---	---	---	----	----	---	-----	---	----	-----

Kaeno War-Fork

Spear	Two	2.0m	100	150	-	-	+1	-1	+1	-	4D6	-	10%	150
-------	-----	------	-----	-----	---	---	----	----	----	---	-----	---	-----	-----

Punching Dagger

Dagger	One	1.5m	250	500	+4	-	-	-2	+5	-	7D6	-	5%	650
--------	-----	------	-----	-----	----	---	---	----	----	---	-----	---	----	-----

Slashing Dagger

Dagger	One	1.2m	40	40	-	-	-	-	+1	-	2D6	-	45%	45
--------	-----	------	----	----	---	---	---	---	----	---	-----	---	-----	----

EQUIPMENT

Optics, Clothing

Optics

NIGHT-SIGHT: A Nightvision optic system, or night-sight, is an image intensifier that electronically amplifies existing light to provide a visible picture. So long as the image is within the maximum range of the night-sight no penalty is enforced for darkness.

BINOCULARS: These items magnify an area through a system of lenses to give a clear image.

TELESCOPIC WEAPON SIGHTS: These enhance the characters targeting range by the use of several optic lenses. They give a bonus of +1 to Aim, but only if used for a carefully prepared shot. It cannot be in close combat.

INFRA-RED GOGGLES: Infra-red goggles electronically separate the colour spectrum so that heat emissions can be detected. However, any emission behind a solid structural object more than 30cm thick cannot be seen.

	EV	Range	Avail.	Cost
Night Sight				
Goggles	30	400m	15%	100
Weapon Sight	15	500m	15%	160
Binoculars				
Standard	25	600m	65%	50
High	30	1000m	50%	80
Telescopic Weapon Sights				
Low	15	500m	50%	75
Medium	20	1000m	40%	120
High	25	1500m	30%	180
Infra-red Goggles				
Goggle	35	100m	10%	250

Clothing

ARCTIC PARKA: Reduces damage from sub-zero temperatures by four points each hour. Comes with breast, hip and interior pockets and is available in white or grey. **EV: 25 Availability: 70% Cost: 25**

BATTLE FATIGUES: Available in tree bark, black, white, khaki or grey colour. When used in the appropriate environment, a bonus of +3 to Hide. **EV: 10 Availability: 60% Cost: 45**

GENERAL PURPOSE CLOTHES: The list below represents standard clothing to be found in all locations. The availability of all general-purpose clothing is 90%.

	EV	Cost
Arctic Hat (fur earflaps)	2	4
Boots	4	7
Cape	2	5
Cape: Hooded	2	7
Denim Jeans	6	8
Gloves	1	3
Gloves: Rubber	1	4
Jacket	6	8
Large Brim Hat	1	4
Poncho	5	5
Raincoat	8	8
Robe	13	10
Robe: Hooded	14	13
Shirt: Dress	1	5
Shirt: Sweat	1	4
Shoes	3	5
Short Brim Hat	1	3
Skirt	1	4
Sports Cap	1	3
Belt & Weapon Sheath*	10	10
T-shirt	1	4
Trench Coat	12	9
Trench Coat: Leather	20	18
Trousers	2	5
Trousers: Leather	5	12
Women's Evening Dress	8	15

*reduces EV of carried weapon by 25%

Medical

FIRST AID KIT: This boxed medical kit contains cotton wool, surgical tape, dressing, assorted plasters, creams for minor burns, blunt ended scissors, tweezers and safety pins. It comes complete with a carrying case and strap. Injured characters successfully treated with a first aid kit will recover at double their normal rate. **EV: 30 Availability: 70% Cost: 40**

MEDICINE AND DRUGS: Most of the following can only be administered correctly by a medical doctor, paramedic or other professionally trained people. They each come in a bottle of 10 doses. **EV: 5 per bottle**

	Availability	Cost
Antibiotic	30%	40

These build up resistance to diseases and virus, giving the character a bonus of +1D3 to EN for one hour.

Sedative	30%	40
-----------------	-----	----

Relaxes the character and cancels any fear or panic effect.

Lethal Drug*	1%	250
---------------------	----	-----

Will kill the victim in four melees unless a Save against Toxins is passed, but with a -10 penalty.

Truth Drug*	1%	100
--------------------	----	-----

Will force the victim to tell the truth for 1D3+1 melees unless a Will Power Test is passed.

Knockout Drug*	3%	100
-----------------------	----	-----

This will render the victim unconscious for 1D3+1 melees unless a Save against Toxins is passed, but with a -10 penalty.

*These drugs are not commercially available and can only be acquired through illegal dealing. Possession of such drugs carries a severe sentence in some countries.

Field Equipment

	EV	Avail.	Cost
Backpack (1)	15	95%	15
Blanket (2)	15	90%	9
Compass	1	90%	4
Hammock	20	95%	10
Tent: One Man	15	80%	30
Tent: Two Man	40	80%	50
Tent: Four Man	100	80%	80
Tinder Box	2	80%	4
Sleeping Bag (3)	25	80%	30
Utensil Kit	3	80%	5
Water Skin (4)	8	90%	8

(1). Dimensions: 50×50×30cm. The EV of any items placed inside the backpack is reduced by 25%

(2). Reduces cold damage by two points each hour

(3). Reduces cold damage by three points each hour

(4). Holds enough water for three days supply, weighing +21EV

Steeds

Many creatures in the world are used as mounts. As well as the traditional horse a variety of wondrous and mysterious beasts from other worlds are available, such as Kangars, Korgs and even the powerful Fel-Shargs. The characteristics and profiles of these creatures can be found in the Bestiary.

Animal	Skill Required	Avail.	Cost
Fel-Sharg	Ride Fel-Sharg	5%	1,500
Giant Wolf	Ride Giant Wolf	30%	600
Horse	Ride Horse	70%	300
Horse: War	Ride Horse	50%	500
Horse: Winged	Ride Horse	20%	800
Kangar	Ride Kangar	20%	800
Korg	Ride Korg	10%	1,000

EQUIPMENT

Medical, Field Equipment, Steeds



There are number of vehicles used in world, though most are animal-drawn. However, in some countries there are developments being made to utilise wind and steam to power a variety of vehicles.

CONTROL TEST

Characters driving a wagon, cart or chariot are required to attempt a Dexterity Test only if exceeding 40 kph. If this is unsuccessful, an accident has occurred. Roll a D100 and add the amount by which the character failed by, comparing the result on the chart opposite to determine the outcome.

DAMAGING VEHICLES

Whenever a vehicle is reduced to 75%, 50% or 25% of its original Damage Points the pilot must make a control test.

However, at 75% of its original DP, the test is undertaken with a -1 penalty, at 50% this is increased to -2 and at 25% the penalty will be at -3.

If a vehicle is reduced to zero DP, or loses all its wheels, it is destroyed and will flip as explained opposite.

VEHICLES AND COMBAT

Trying to maintain control of a vehicle and fight at the same time is incredibly difficult to accomplish. To represent this, the character suffers a penalty of -3 to their test if they are engaged in combat while exceeding 40 kph. A test is required at the end of each melee round. If the vehicle is not exceeding 40 kph, no tests are required.

FALLING FROM VEHICLES

Any character falling from a moving vehicle suffers 3D6 points of damage for every 10 kph the vehicle was travelling. If a character chooses to leap from a moving vehicle, they must perform an immediate Dexterity Test. If this is failed, the character suffers damage in the same way as falling from the vehicle.

In this situation, armour will only absorb an amount of damage equal to its AV.

SHOOTING AT VEHICLES

Shooting at a moving vehicle is difficult. Characters will suffer a penalty to their Aim as explained in the combat section.

There is a 10% chance that any successful attack will hit the pilot instead of the vehicle. Targeting the pilot specifically will incur a further -1 Aim penalty.

For purpose of dodging the attackers Aim is used against the vehicles DX.

LOST CONTROL OUTCOME

01-85 **Lost Control:** The character temporarily loses control and the vehicle swerves slightly. The vehicle suffers no further damage and is quickly brought under control.

86-85 **Axle Damage:** The axle is damaged and for every 10 kph the vehicle was travelling any further test are undertaken with a -1 penalty.

96-99 **Wheel Lost:** A wheel disconnects and the vehicle comes crashing to the ground. Any exposed passenger on the vehicle must perform a Dexterity Test to avoid being thrown out, or to dive clear safely. Any character failing a test will suffer 2D6 points of damage for every 10 kph the vehicle was travelling. The vehicle suffers 4D6 points of damage for every 10 kph it was travelling.

100+ **Flips:** The vehicle flips over, possibly more than once, and suffers 4D6 points of damage for every 10 kph the vehicle was travelling. Characters within an enclosed vehicle suffer 1D6 points of damage for every 10 kph.

Any exposed character on the vehicle must perform a Dexterity Test to dive clear safely. If the character fails the test, they have a 10% chance of being trapped beneath the vehicle. They will suffer 1D6 points of damage for every 200EV of the vehicles complete weight, including any remaining occupants and cargo. If the character is not trapped beneath the vehicle they will suffer 2D6 damage for every 10kph the vehicle was travelling.

WOODEN WAGON

A Wagon is a four-wheel vehicle, usually pulled by an animal, or animals, such as horses. It is primarily used for transporting goods and can found throughout the world in the hands of many races.

Length	Weight	DX	AV	TS	DP
5.5 metres	1,900 EV	1	5	10	500

CHARIOT

The chariot is two-wheeled, animal-drawn vehicle that was used extensively during the bronze and iron age periods of Earth. It was widely used by the Felidites on the flat open terrain of their home world and was pulled by mighty Fel-Sharg into battle. In recent times it has seen more active used against the daemon hordes.

Length	Weight	DX	AV	TS	DP
4 metres	800 EV	2	5	10	300

Scythes: Battle Chariots are typically armed with wide blades on both ends of the axle. Any opponent successfully rammed by the chariot suffers 3D6 points of damage, and an AP of +1, for every 10 kph it was travelling. Fitting Scythes costs an extra 100 Denzon.

WAR WAGON

The War Wagon is a four-wheeled, fully encased vehicle and is typically drawn by armoured animals.

A fully rotating turret on the roof can house a single missile weapon, such as a machinegun. Each side has two slits that are big enough for a weapon barrel, but too small for items such as grenades. There are two outward opening doors on the rear and a trap door beneath the chassis that can only be opened from inside. Even the driver is completely protected, for the wagon is driven from the inside, but it can be as easily controlled from the outside, without interfering with the turrets view.

War wagons are huge and can house up to sixteen human-sized creatures.

Length	Weight	DX	AV	TS	DP
7 metres	5,500 EV	1	17	15	1,600

Pilot: It is impossible to specifically target the pilot with missile weapons. If the vehicles armour is not penetrated all damage will be inflicted on the vehicles DP.

Armoured: If a War Wagons armour is penetrated there is a 25% chance that the weapon will hit a randomly determined occupant. If that occupant is also armoured a further roll to penetrate is required, but with a AP penalty of -1D3.

EQUIPMENT

Miscellaneous Equipment

Miscellaneous Equipment

BRUSHES: Low quality or sable hair. **EV:** 2 each **Availability:** 95% (low) 80% (sable) **Cost:** 2 (low) 4 (sable)

CANDLE: Lasts for two hours. **EV:** 2 per stick **Availability:** 95% **Cost:** 3

CHAIN: Can only withstand a given measure of strain before it will break. The test type shows the maximum EV it can hold. (EV and Cost is per metre)

1,500 Test, **EV:** 5 **Availability:** 95% **Cost:** 4
3,000 Test, **EV:** 12 **Availability:** 80% **Cost:** 7

GARROTTE: A wire, about half a metre long, used to choke opponents. Garrottes increase the damage from a crush attack by 3D6 points. **EV:** 1 **Availability:** 10% **Cost:** 25

GAS MASK: Provides complete protection against gases. A gas mask may be worn under a helm, but will reducing the AV by -1. **EV:** 8 **Availability:** 30% **Cost:** 30

GLASS CANDLE LANTERN: Includes a single two hour candle. **EV:** 20, +2 for the candle **Availability:** 90% **Cost:** 33

GRAPPLING HOOK: Can be used with either 500EV or 800EV test rope. **EV:** 10 **Availability:** 90% **Cost:** 10

HANDCUFFS: Used to hold creatures around the ankles or wrists, possibly to another object or character. Handcuffs have a breakpoint of 20 (see GM section). Each handcuff comes complete with two keys. **EV:** 8 **DP:** 100 **TS:** 25 **Availability:** 50% **Cost:** 15

INK: Available in black, white, red, blue and yellow. **EV:** 2 per jar. **Availability:** 95% **Cost:** 4

LOCK-PICKS: These manipulate the position of the locking pins, enabling the character to open or close many devices. There are various types of lock picks but a complete set usually consists of about eight pieces. **EV:** 4 for a full set. **Availability:** 50% **Cost:** 20 for full set

MECHANICS KIT: This large toolbox contains several spanners, screwdrivers, pliers, wrenches and various nuts and bolts. It comes complete with a carrying strap. **EV:** 100 **Availability:** 70% **Cost:** 75

PAPER: Available in various colours, approximately 31cm × 22cm in size. **EV:** 2 per dozen. **Availability:** 95% **Cost:** 2 per dozen sheets

QUILL PEN: Made from the feather of a Great Eagle or Glasvark. **EV:** 1 **Availability:** 95% **Cost:** 3

ROPE: Rope can only withstand a certain measure of strain before it will snap. The test type shows the maximum EV it can hold. (EV and Cost is per metre)

700 Test, **EV:** 1 **Availability:** 95% **Cost:** 1
1,000 Test, **EV:** 2 **Availability:** 80% **Cost:** 2
1,500 Test, **EV:** 4 **Availability:** 85% **Cost:** 3

ROPE NETTING: Can withstand 1,200EV of tension before it snaps. **EV:** 5 per square metre **Availability:** 80% **Cost:** 8 per square metre

SNARE CORD: Snare Cord is a strong almost transparent wire used for traps and has a breakpoint of 20 (see GM section). **EV:** 3 for a roll of four metres **Availability:** 30% **Cost:** 10

WIRE-CUTTERS: These have non-conducting handles and come complete with a sheaf and belt attachment. **EV:** 15 **Availability:** 20% **Cost:** 25

WOODEN TORCHES: Treated torches give adequate light for approximately three hours. However, visibility is limited to only a few metres. **EV:** 7 **Availability:** 85% **Cost:** 4

BESTIARY

BESTIARY

The Bestiary provides you with the descriptions and characteristics of many creatures and races within the Daemornia world. It would be near impossible to cover every creature known to exist, but those that are given should give you a wide selection to use.

COMMON LANGUAGE

This shows the language spoken by all creatures of that particular species or race. Creatures without a common language have no speaking ability.

NATURAL WEAPONS

Some creatures have natural weapons at their disposal, such as claws and fangs. This shows the number of dice the creature will roll when inflicting damage. A creature can use all of their natural weapons in a single melee. For example, a dragon may attempt to snap attack, claw and breathe fire upon their opponent. When using more than one natural weapon the creature does not suffer the Att penalty as for Ambidextrous and Multiple Armed characters. Attacks marked with an asterisk have special rules explained in the creature's profile.

If a creature is armed with a combat weapon they may opt to use it instead of one of their own natural weapons. The same applies if a creature wishes to use a combat ability, such as punching.

EXP

This shows the amount of EXP to be divided among the characters that defeat the creature, although this does not necessarily mean killing it. Once a creature or NPC opponent has been reduced to zero HP it is considered defeated. Armed or armoured opponents are worth 50% more EXP if they are not normally so under their description. Opponents that are both armed and armoured are worth double their standard EXP value.

DIET

- **Carnivore:** The creature is a flesh-eater and will prey on other species to fulfil its needs. Most intelligent races (IQ7+) eat only domesticated livestock.
- **Herbivore:** The creature feeds solely on vegetation, roots, berries and fruit.
- **Omnivore:** The creature can feed on any edible material. (vegetation, fruits, meat, fish etc.)
- **None:** The creature does not feed or require any food to sustain its life.

ATTITUDE

This determines how a particular creature will react when it encounters another creature not of its own race. The Attitude represents a common individual of the given species and special cases may arise were they may fall under another attitude. Domesticated creatures are Neutral regardless of their previous attitude.

- **Friendly:** The creature greets the character warmly and shows no hostility. It may share food or provide useful information.
- **Neutral:** It is wary of the character or creature but does not show open hostility. It will probably react if attacked, but may be fairly friendly if treated accordingly. If treated badly the creature may become Unfriendly.
- **Unfriendly:** It shows obvious displeasure at encountering the creature or character, but does not leap into battle immediately. However, if provoked, it will attack. It may attempt to drive them away or prevent them from going any further. The creature is not likely to give information or share food.
- **Hostile:** The creature attacks immediately, attempting to drive them away or kill them, often for food.
- **Temperamental:** A temperamental creature is easily befriended and will act in a friendly manner. However, it is also just as easily angered or annoyed. These creatures can change their personality in a matter of seconds, greeting with open arms one moment, attacking without provocation the next.

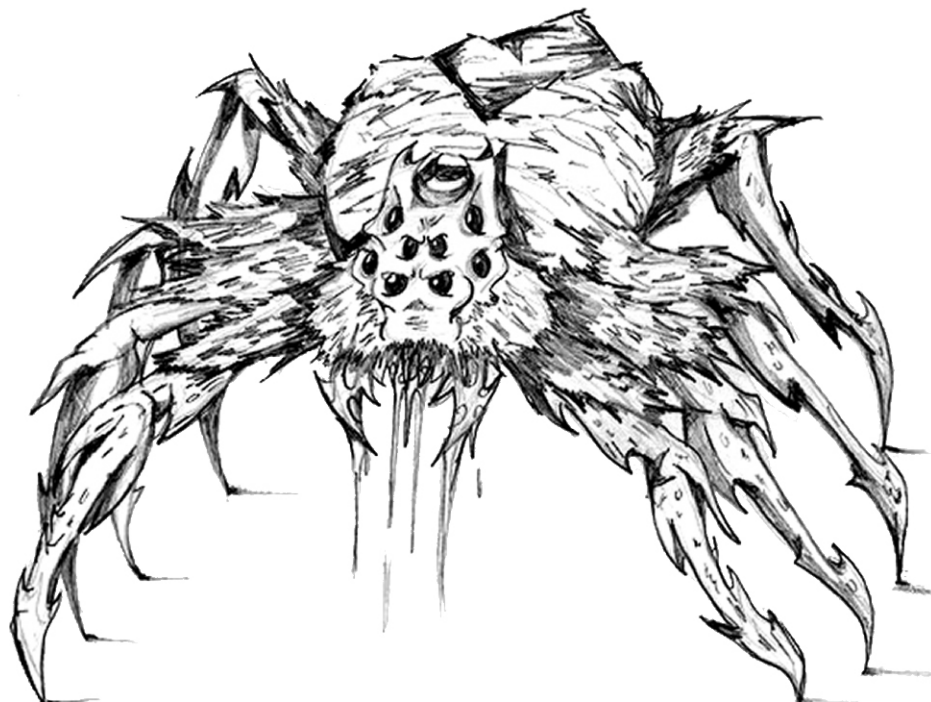
BESTIARY

Araneae Goff

Araneae Goff

An Araneae Goff is a gigantic spider from the Night Stalker world of Slarv. They are dangerous creatures and only the foolhardy would seek them out, for they are strong and powerful. On rare occasions Night Stalkers can be seen riding these creatures through their own forest domain.

Araneae Goff live in underground burrows and though they look fierce, Araneae Goff are in fact shy nocturnal creatures that stay in their burrows most of the time, coming outside at night only to hunt for food. They are formidable predators, having eight eyes to see in all directions and sharp deadly fangs that can cause a poisonous wound.



IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
5	12	18	13	13	14	12	-	10	8	11	90	70

Common Language: none

Life span: up to 20 years

Height: average 2.0 metres

Length: average 3.7 metres

Weight: average 2,000 EV

Leg-span: average 9.8 metres

Diet: Carnivore

Nightvision: 80 metres

Rate of Recovery: normal

Encumbrance: ×2

Attitude: Neutral

Natural Weapons:

Fangs*, 3D6 Snap Attack

Web Attack*

Cause Fear: Araneae Goff cause fear as explained in the Psychology & Physical Tests section.

Fangs: An Araneae Goff has a set of large fangs that inflict 3D6 points of damage in a snap attack. If a wound is suffered, the victim must perform an immediate Save against Toxins. If this is failed, they suffer one point of attribute damage in addition to the physical wound.

Web Attack: Araneae Goff can spit a sticky substance known as “Spiders Silk”. This is considered a missile weapon and a conventional roll to hit is required. Victims caught are entangled by the web and need an overpowering roll of more than 30 to break free. Characters who fail to break free are considered Prone.

The sticky web has TS of 10 and can sustain 150 DP. However, the web suffers double damage from any fire-based attack.

Draga

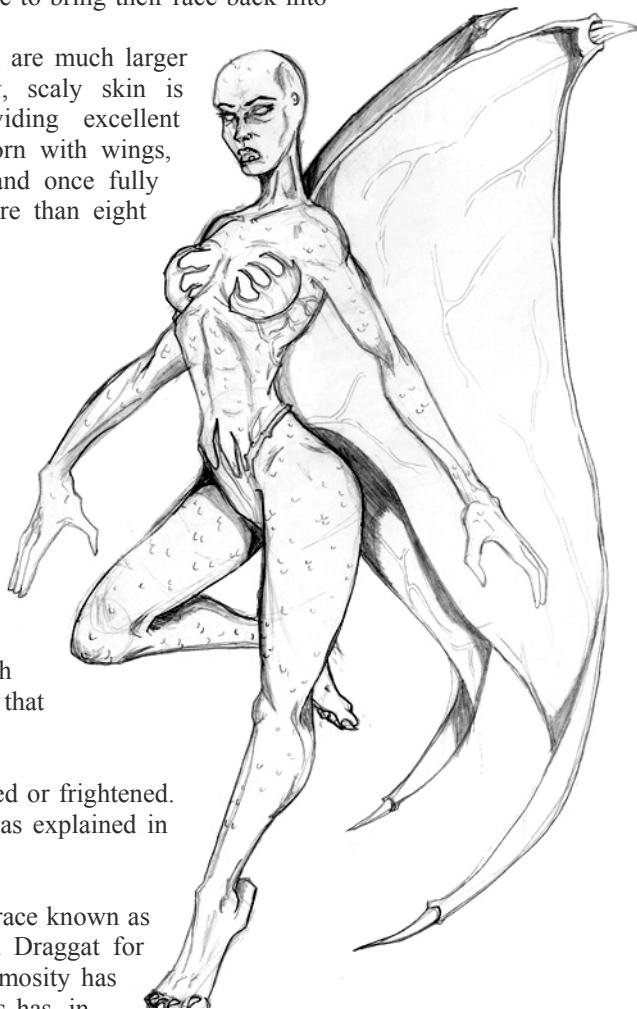
BESTIARY

Draga

The proud and noble Draga were one of the first races to fall to the daemon horde. Their mountainous world suffered from many centuries of endless warring with the daemons and eventually the Draga, so few in number against the incursion, fell and were enslaved. Their home world of Draggat was destroyed by Erebos for it held no valuable resources for his needs.

With their world now long gone, the Draga live amongst other races who have gained their trust. They are almost nomadic, being spread throughout the known worlds and are fairly common on Earth. They take to the lifestyle of their hosts quickly but the Draga once had a distinctive culture and society of their own, and many strive to bring their race back into its former glory.

Draga are human in appearance, but are much larger and more powerful. Their light grey, scaly skin is extremely tough and resistant, providing excellent protection against physical damage. Born with wings, Draga learn to fly at any early age, and once fully grown their wingspan can measure more than eight metres



Common Language: Draggatti

Life span: up to 700 years

Height: 2.5 - 2.9 metres

Weight: 400 - 600 EV

Wingspan: average 6.6 metres

Diet: Omnivore

Nightvision: 200 metres

Rate of Recovery: normal

Encumbrance: normal

Attitude: Neutral

Natural Weapons: none

Scales: Due to its nature, a Draga's flesh is impervious to fire damage, such as that caused by some magic spells.

Fearless: Draga are not easily intimidated or frightened. They are unaffected by Fear and Panic as explained in the Psychology & Physical Tests section.

Hatred: The Draga were betrayed by a race known as the Ucavarians, who had co-existed on Draggat for many millennia. Ever since, a bitter animosity has existed between these two races and this has, in turn, developed into complete hatred of one-another. Draga are affected by the rules of Hatred towards Ucavarians.

IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
10	11	14	12	8	11	10	16	10	8	10	50	10
Champion												
12	13	16	14	9	13	11	18	12	10	12	75	20
Lord												
14	16	18	16	10	15	12	20	14	12	14	100	40

BESTIARY

Dragons (Druge)

Dragons (Druge)

Fables of mighty dragons roaming the sky extend as far back as medieval Europe. Not all were true, but simple folk were terrified of these creatures they had never set eyes upon.

The humans of today know that such fables hold truth, for Erebus commands a flight of reptiles, known as 'Druge', or 'Dragons' so immense that the very sun can be blotted out by their soar. It is not known where such beasts originate from, but thankfully they are rarely seen. In fact, sightings are becoming farther apart, lending to the theory that they are leaving for another system, possibly an invasion.

Dragons are immense in size, with a long neck and tail, and short strong legs. Their powerful wings enable a dragon to fly, though not as fast as some other creatures. Their dry, teardrop shaped scaled skin toughens with age and it displays a wide variation in colour, from red, grey, black, green and even brilliant white. This coloration seems to develop from the dragon's habitat but appears to have no obvious physical effect. However, a place is rumoured to exist where the colour of a dragon can define its exact nature and where it may represent some form of hierarchy.

When a dragon reaches 300 years of age they are able to breathe fire. This is possible because they can exhale two different gases from their stomach through both sides of their jaw. When the two gases cross they ignite, causing a tremendous flame of devastating destruction.

A dragon's size is proportional to its age. They continue to grow throughout their life and some may reach huge proportions. Great Dragons are the largest and most powerful of all dragons and are sought only by the bravest and strongest individuals. Young dragons, or Dragonettes as they are more commonly known, can be tamed from birth and used as mounts after only a few years. Though, stealing a dragon egg is somewhat dangerous, for a female will defend her single egg against all odds

Common Language:

Dragonette - none
Common - often but varies
Great - always and many

Life span:

commonly up to 4,000 years
known to reach 10,000 years

Length: (head to tail tip)

Dragonette - average 7.0 metres
Common - average 14.5 metres
Great - average 19.0 metres

Weight:

Dragonette - average 12,500 EV
Common - average 55,000 EV
Great - average 74,000 EV

Wingspan:

Dragonette - average 5.0 metres
Common - average 8.4 metres
Great - average 10.0 metres

Diet: Carnivore

Nightvision: 360 metres

Rate of Recovery: normal

Encumbrance:

Dragonette ×2
Common Dragon ×5
Great Dragon ×8

Attitude: Neutral - Unfriendly

Natural Weapons:

Fangs (Dragonette), 4D6 Snap Attack
Fangs (Common), 5D6 Snap Attack
Fangs (Great), 6D6 Snap Attack
Fire Breath*
Claws, 3D6

IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
Dragonette												
12	16	18	20	13	25	12	14	12	10	6	190	225
Common Dragon												
17	20	30	25	12	50	16	16	14	9	8	315	935
Great Dragon												
22	28	38	30	10	90	14	18	17	8	10	500	1940



BESTIARY

Dragons (Druge)

Cause Fear: All dragons cause fear as explained in the Psychology & Physical Tests section.

Dragon Scales: Due to the nature of a dragon's scales they are completely impervious to all fire damage. Electrical damage is also reduced by an amount equal to half of the dragon's TS attribute, rounding fractions up.

DRAGONETTES

Dragon eggs are sometimes stolen from their parents and the young are tamed from birth and used as mounts when they are older. They grow at an alarming rate, reaching seven metres in length in less than 10 years. Unlike a fully grown adult, Dragonettes are unable to breathe fire but many of the typical characteristics can be seen.

COMMON DRAGONS

Common dragons are typically less than 16 metres in length. Though not as powerful or strong as Great Dragons, they are still mighty creatures indeed. Common dragons do not usually speak, but on some occasions they may have learnt a crude basic language.

Fire Breath: Common dragons can breathe fire. This is used like a missile weapon and requires a conventional roll to hit, but may be dodged as normal. The fire breath of a common dragon has a range of 30 metres and a blast radius of one metre. Targets struck suffer 15D6 points of fire damage. Flammable targets suffer double damage.

GREAT DRAGONS

These are the biggest and most powerful dragons and have lived for many thousands of years. Due to their long years of experience Great Dragons are superior to other dragons in almost every aspect, although old age often takes its toll on their mentality. All Great Dragons can speak fluently, often in many languages.

Fire Breath: Great dragons can breathe fire. This is used like a missile weapon and requires a conventional roll to hit but may be dodged as normal. The fire breath of a Great Dragon has a range of 50 metres and a blast radius of two metres. Targets struck suffer 20D6 points of fire damage. Flammable targets suffer double damage.

BESTIARY

Felidites

Felidites

These bipeds display similar prowess and physique to the predatory felines of the Earth. They are covered in thick fur of various coloration and stand as tall as a man, but they are much stronger and their natural speed is almost unmatched. Their powerful appearance and deafening roar can strike fear into even the bravest of souls.

A Felidite is ruled by their varying adrenaline levels and this can determine their very nature. Even though Felidites lack the stamina of other races they enjoy physical activities, especially brawling, where the flow of adrenaline can send them wild. The majority of Felidites are warriors and some are exceptionally powerful, eventually achieving the status of Banshee.

Felidites are social creatures that live in Prides, where several families form a close-knit community. They are a civilised race and are quite willing to live among other races, though they prefer their own kind. Felidites have a social structure based around 'Spiritual Believe'. They do not believe in any gods or higher deity, but are taught to follow the teachings of their ancestors and to understand the spirits around them, from those of the animals, the trees and their own kind.

There is no greater loss in a Felidite community when a young 'cub' dies without these teachings. Felidites believe in an afterlife and the spiritual sanctuary of Goar-Rora, the 'Spirit Heaven', but without these teachings their spirit would be lost to roam the land without peace.

Common Language: Grash

Life span: up to 100 years

Height: 1.6 - 2.0 metres

Weight: 300 - 500 EV

Diet: Carnivore

Nightvision: 400 metres

Rate of Recovery: normal

Encumbrance: normal

Attitude: Neutral

Natural Weapons:

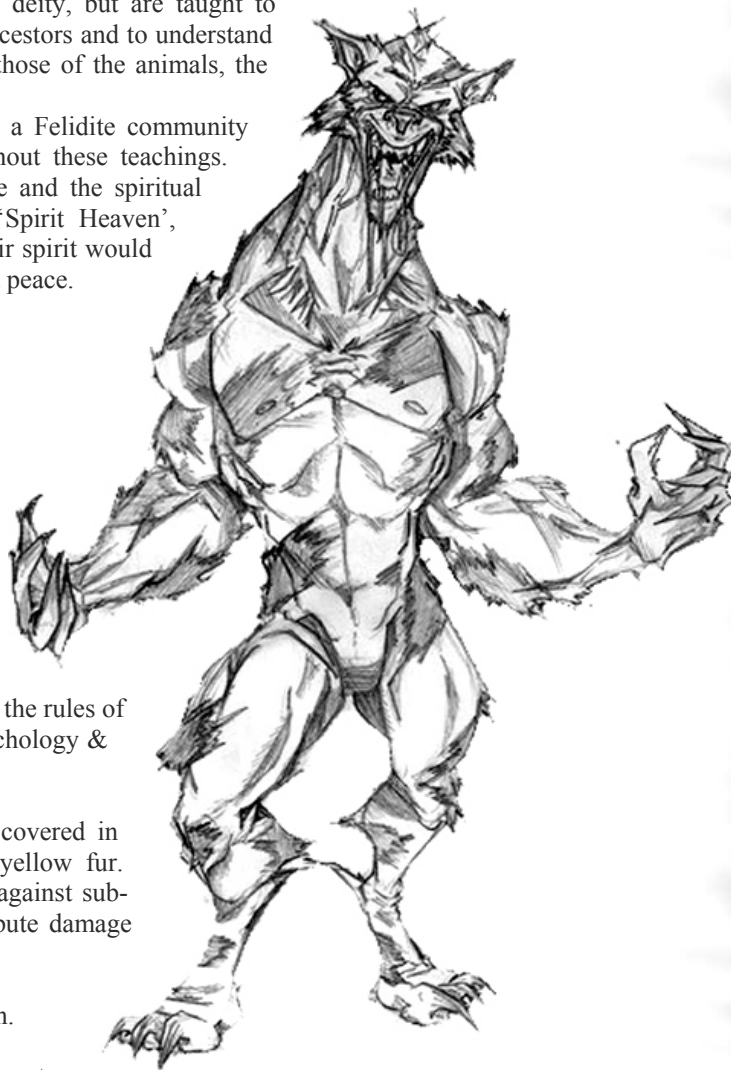
Fangs, 2D6 Biting Attack

Frenzy: Felidites are subject to the rules of Frenzy as explained in the Psychology & Physical Tests section.

Fur Coat: Felidites are fully covered in thick black, white or golden yellow fur. This provides light protection against sub-zero conditions, reducing attribute damage by three points per hour.

Natural Skills: Shadow, Stealth.

Piercing Roar: Felidites can create a deafening roar that can strike fear into nearby living creatures. Every creature within 10 metres of a piercing roar must perform an immediate Fear Test, unless they are immune. Creating a roar does not require any dice rolls and does not use their action to perform. The Felidite may perform the Piercing Roar only once per melee, but once a creature has made a successful test they can no longer be affected for a further six melee rounds. Felidites are unaffected by a Piercing Roar.



BESTIARY

Felidites

IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
10	11	12	10	12	8	18	-	11	10	10	50	10
Pride Leader												
14	15	16	14	16	10	22	-	15	14	14	100	45
Warrior of the Claw												
10	11	13	10	13	8	19	-	12	10	10	60	15
Warrior of the Fang												
10	12	14	11	14	8	21	-	14	11	10	75	25
Banshee												
11	14	16	13	16	9	24	-	16	13	10	95	40

PATH OF THE BANSHEE

Within a Felidite Pride the young, or 'cubs' are encouraged to prove their formidable strength and prowess. Many choose to become Pride Defenders, who will protect the close-knit community of families from natural disasters and hostile intruders. Some will undergo rigorous training, leading them along a warrior path through the 'Claw' and 'Fang' to join great armies, protecting the greater Pride Kingdom. On rare occasions, these warriors can learn to manipulate their own natural abilities, leading to a greater understanding of inner psychic energy and the dreaded Wail of the Banshee.

Combat Skills:

Pride Defender	-	Somersault
Warrior of the Claw	-	Tiger Punch, Roundhouse Kick
Warrior of the Fang	-	Fang Strike, Sweep kick, Jump Kick
Banshee	-	Wail of the Banshee

Psionics: Banshees and Warriors of the Fangs are psychic and are able to use the power of Battle Rage, as well as up to five more powers. A typical warrior will be a level-3 Psyker and have 22 PSI and a typical banshee will be a level-5 Psyker and have 45 PSI.

Spirit Link: At any time a Banshee can call upon the spirits of their ancestors to aid them in battle. No words are uttered and no magic is cast. In combat situations this does not require the Felidites action. Each time the Banshee creates a spirit link their EN attribute is reduced by -1D6 and this loss is added to the characters ST, Att and Def. This lasts a number of melees equal to the attribute increase. Spirit Link can be used more than once, but the player must take into account the danger of a low EN value.

BESTIARY

Fel-Sharg

Fel-Sharg

A native creature from the Felidite home world of Felnin. Fel-Sharg are highly dangerous, but fortunately rare, predatory felines which dwell in warm, hilly regions. The largest of the big cats on Earth, the Fel-Sharg has a massive, muscular body and powerful limbs. Coloration varies from reddish-orange to reddish-ochre, and some have varying patterns of dark, vertical stripes. Fel-Sharg are solitary creatures that prey on any animal they can catch, usually deer and wild boars, attacking with claws and its great fangs.



Common Language: none
Life span: up to 15 years
Height: average 1.1 metres (to shoulder)
Length: average 3.1 metres (including tail)
Weight: average 740 EV
Diet: Carnivore
Nightvision: 400 metres

Rate of Recovery: normal
Encumbrance: normal
Attitude: Hostile
Natural Weapons:
Claws, 2D6
Fangs, 4D6 snap attack

IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
8	14	16	15	15	10	20	-	15	10	-	75	110

Excellent Vision: Fel-Sharg have exceptionally well developed vision. Any creature attempting to shadow or hide from a Fel-Sharg suffers a penalty of -3 before the test is undertaken.

Natural Skills: Recognise Odour, Shadow, Stealth and Track Scent.

Giant Ants

BESTIARY

Giant Ants

Giant Ants dwell in underground nests with hundreds of passages and chambers and can be found anywhere in the world, but are quite rare. A single nest may contain as many as one million ants, though most will be workers. Giant Ants vary in colour, from a pale yellow, deep red and to black. They have six legs and a large abdomen. Their poor vision is counteracted by their sensitive antennae, which can pick up vibrations in the air. The ants also use these antennae to communicate by gentle touching.

Worker ants tend to all the needs of the colony. They will collect food, remove waste, dig new tunnels, excavate new chambers and will tend to the single queen. The protection of the colony is left to the soldiers who number in hundreds. A soldier ant is a massive creature with a large head, powerful muscles and a vicious bite. If an ant is attacked it squirts out an alarm sent. This tells the soldiers where help is needed so they can rush to the scene. Soldier ants will not tolerate an attack on the colony and few actually survive their combined assault.

There is a single queen within a nest who will conceive the eggs of each new generation. The mating habits of these creatures are unknown, for no one has ever entered the queen's chambers and lived to tell the tale. Workers, whose role is also to feed the queen, will care for the eggs once they have been placed into incubation chambers.

Common Language: none

Life span:

Worker - up to 12 years

Soldier - up to 40 years

Queen - up to 120 years

Length:

Worker - average 0.5 metres

Soldier - average 3.4 metres

Queen - average 6.0 metres

Weight:

Worker - average 60 EV

Soldier - average 1,800 EV

Queen - average 4,500 EV

Diet: Carnivore

Nightvision: 200 metres

Rate of Recovery: normal

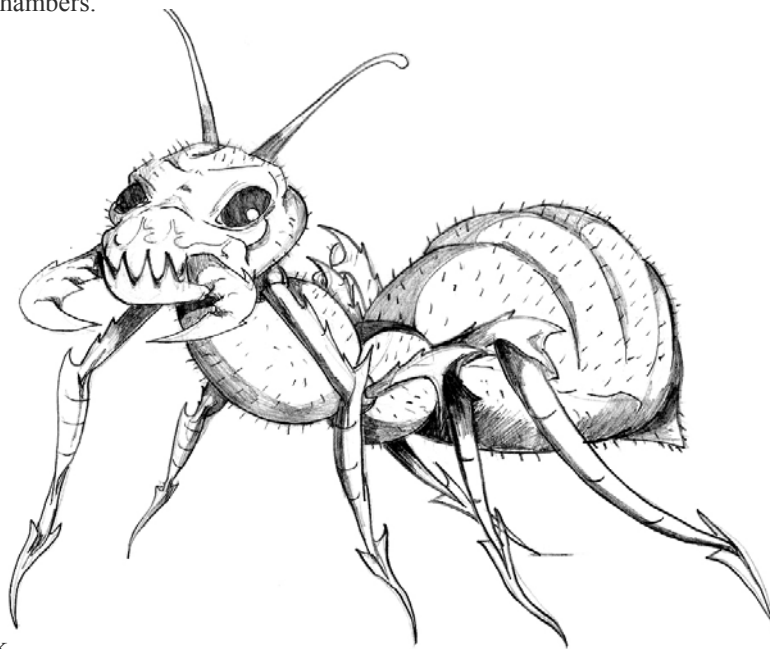
Encumbrance: ×3

Attitude: Neutral

Natural Weapons: Jaws*

Soldiers - 3D6 Snap / Grasp Attack

Queen - 5D6 Snap / Grasp Attack



IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
Worker												
7	8	4	13	11	15	12	-	7	7	-	25	5
Soldier												
10	12	15	18	14	20	16	-	15	11	-	125	80
Queen												
14	18	22	23	18	25	14	-	13	11	-	250	290

Sensitive Antennae: Anyone attempting to prowl upon a Giant Ant suffers a penalty of -4 to their Stealth and/or Shadow skill, before the test is undertaken.

BESTIARY

Giant Rats

Giant Rats

Wherever filth and waste are to be found, a rat is almost always nearby. However, unlike their ancestors, these rats are not easily sent running with a swift kick or with a sweeping brush. They can measure more than a metre in length and are extremely vicious. They feed on waste and dead animals, but have been known to attack and kill humans for food.

Unfortunately, these oversized rats are not the only things of their kind. During the invasion many people hid away and some sought refuge in the city sewers. Here they were safe from the hands of the Daemons, but suffered greatly from the plague and disease. In the darkest sewers and most filth-ridden hovels can sometimes be found the Rat-Men. These degenerate half-human, half-rat mutants are the horrifying result of the great plague.

Common Language: none
Life span: up to 6 years
Length: average 1.0 metre
Weight: average 150 EV
Diet: Omnivore
Nightvision: 40 metres
Rate of Recovery: normal
Encumbrance: normal
Attitude: Hostile
Natural Weapons:
Teeth, 2D6 Snap Attack*
Rat-Men, Claws, 2D6



IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
Giant Rat												
3	6	7	7	9	12	8	-	9	8	-	25	5
Rat Men												
5	10	14	12	10	13	11	-	10	9	-	55	15

Fearless: Rat-Men are immune to the effects of Fear and Panic

Infectious: Any character wounded by a Giant Rat or Rat-Man must undergo a Save against Toxins at the beginning of each hour thereafter. If this is failed, they suffer one point of attribute damage. This damage is accumulative and can only be recovered once a save is successfully passed, or the poison has been purified.

Swarms (Giant Rats Only): Giant Rats will breed in their hundreds in the right conditions. These swarms can devour anything in their path and very few can stand up to their ferocious charge. Any number of rats greater than 20 is considered a swarm. A Giant Rat swarm is immune to the effects of fear and panic. In close combat these swarms also increase their Att by +1 and reduce their Def by -1.

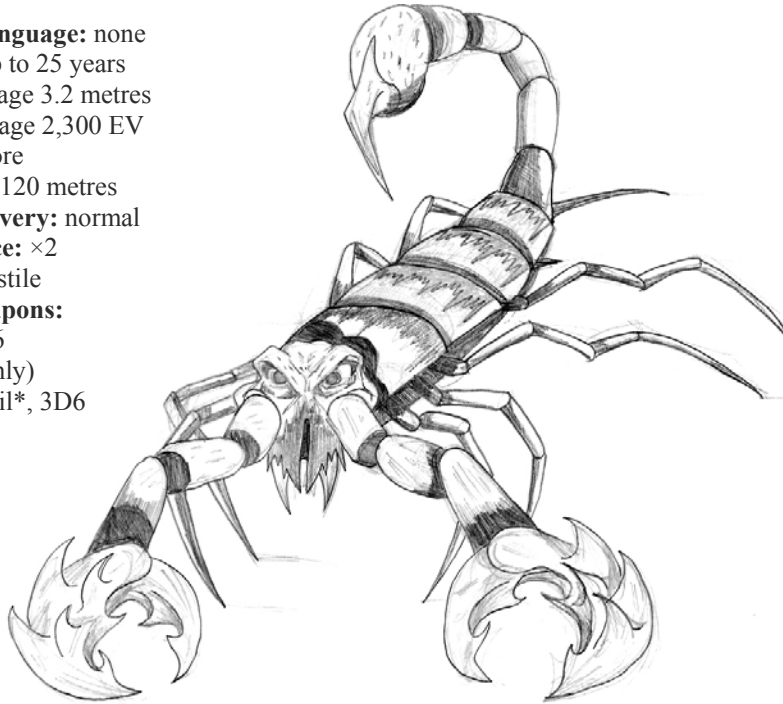
Giant Scorpion

BESTIARY

Giant Scorpion

The Giant Scorpion lives in hot or humid areas and is especially common in the forests of central Africa. It is a nocturnal creature, coming out only at night to feed. They are typically black in colouration, but other species have been seen. Giant scorpions have a set of powerful pincers with razor sharp edges that can rip and tear even the largest prey. However, they prefer to stun their victim with their long flexible tail, which is whipped forward to deliver its poison. The scorpion will then slowly devour the meal using the many tiny pincers in its mouth to cut food into chunks small enough to swallow.

Common Language: none
Life span: up to 25 years
Length: average 3.2 metres
Weight: average 2,300 EV
Diet: Carnivore
Nightvision: 120 metres
Rate of Recovery: normal
Encumbrance: ×2
Attitude: Hostile
Natural Weapons:
Pincers*, 5D6
(one attack only)
Poisonous Tail*, 3D6



IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
6	12	18	18	12	18	12	-	14	9	-	115	180

Cause Fear: Giant scorpions cause fear as explained in the Psychology & Physical Tests section.

Pincers: Giant scorpions have a set of large pincers that can be used to kill or grasp their prey. These natural weapons inflict 5D6 points of damage in close combat. A pincer can also be used to grasp an opponent as explained in the Combat section. Each time the opponent fails to break free they suffer 5D6 points of damage. If both pincers have grasped the opponent, the scorpion's 3D6 result for overpowering is doubled. An opponent that fails to break free is considered prone for the scorpion's tail.

Poisonous Tail: The long flexible tail of a giant scorpion is used to paralyse or kill an opponent. It is whipped forward with great speed to deliver its poison and inflicts 3D6 points of damage in close combat, but incurs a -2 Att penalty. If the tail wounds an opponent, they must undergo an immediate Save against Toxins. For every point by which they fail, the opponent suffers one point of attribute damage. For example, if a wounded opponent rolls a 15 on the 3D6 die, but only has EN10, they suffer five points of attribute damage.

BESTIARY

Golem

Golem

Golems are not of this world, or any other. They are created by the binding of the four main elemental forces of magic; fire, earth, water and earth. They are summoned by spell-casters to act as personal bodyguards. The magical forces that bind such a creature give it awesome power and little weakness.

The Golem may only be given a single command at any one time. Once the Golem has completed its task it will return to its creator. Refer to the Magic section for more detail on the Summon Golem spell.

Common Language:

none

Life span:

see magic spell

Height:

1.5 - 2.5 metres

Weight:

850 - 1,200 EV

Diet:

none

Nightvision:

400 metres

Rate of Recovery:

none

Encumbrance:

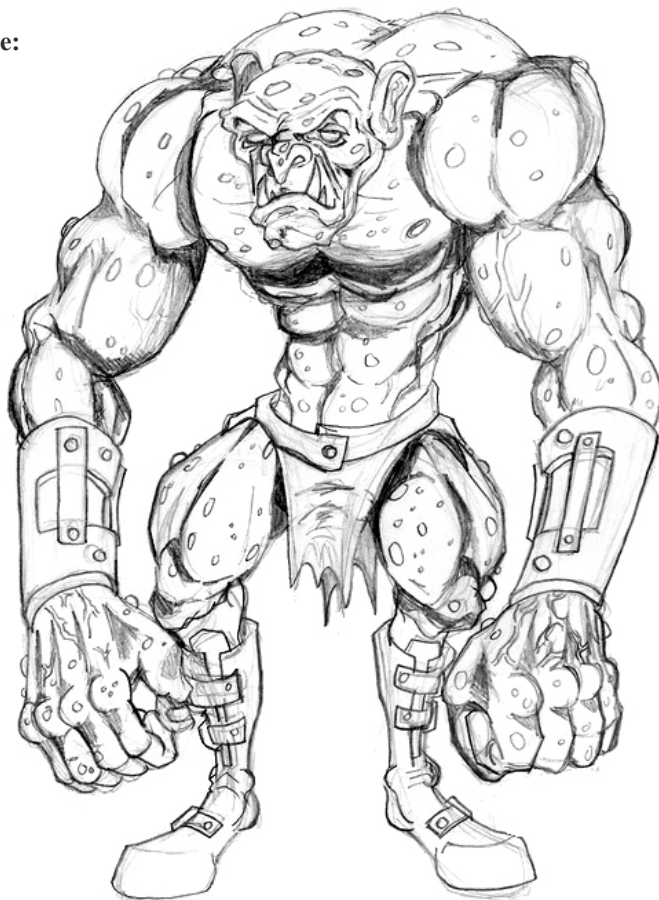
×3

Attitude:

as creator desires

Natural Weapons:

none



IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
-	-	20	20	6	-	6	-	9	4	2	200	50

Damage Points: A Golem cannot regain any lost Damage Points at all, even by magic spells. Once the Golem is reduced to zero Damage Points it is destroyed.

Immunity: Golems are completely unaffected by trauma, fire, cold, electricity and toxins. This includes psionic powers and magic spells that cause any of these effects.

Natural Skills: Ambidextrous.

Psychology: Golems are completely unaffected by psychology regardless how it is caused, including Will Power Tests induced by magic spells and psionic powers,

Weapons: The Golem will use its large fists in combat, but it can be given any type of close combat weapon.

Great Birds

BESTIARY

Great Birds

There are several species of Great Birds on Earth. Some are mutated from Earth's own stock, whilst many are from distant planets and who wandered into the world during the invasion and subsequent alliance with the Reptilians and Dankari. Of these species, the most well-known are the Great Eagle and the Glasvark.

The magnificent Great Eagles are typically brown in coloration, with a smooth and glossy plumage. They are formidable predators, with huge talons, a hooked bill and exceptionally sharp vision. Great Eagles can be found in the warmest countries where their staple diet consists mainly of large mammals and any hapless wanderer.

The Glasvark has perfect adaptations for a scavenging life. Its powerful hooked bill cuts easily into the flesh of carrion and its bare head and neck save lengthy feather cleaning after plunging deep into a messy carcass. They originate from the Night Stalkers home world of Slarv, but can be found in hot countries such as Brazil and Kenya.



IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
Great Eagle												
9	12	17	14	13	20	9	30	11	9	15	120	120
Glasvark												
6	10	16	13	11	16	8	22	12	9	6	90	65

Common Language: none

Life span: up to 25 years

Length:

Great Eagle, average 7.6 metres

Glasvark, average 6.0 metres

Weight:

Great Eagle, average 5,900 EV

Glasvark, average 4,250 EV

Wingspan:

Great Eagle, average 15.9 metres

Glasvark, average 12.7 metres

Diet: Carnivore

Nightvision:

Great Eagle, 240 metres

Glasvark, 650 metres

Rate of Recovery: normal

Encumbrance: ×2

Attitude:

Great Eagle, Neutral

Glasvark, Unfriendly

Natural Weapons:

Bill, 3D6 Snap Attack

Talons, 2D6

Excellent Vision (Great Eagles Only): Great Eagles have excellent vision that is far superior to that of many other creatures. Any creature attempting to shadow or hide from a Great Eagle suffers a penalty of -4 before the test is undertaken.

BESTIARY

Great Worm

Great Worm

Great Worms are an ancient species awakened during the Daemornia, from deep below the earth. They are rare nocturnal creatures which normally only come out at night to feed. They are entirely carnivorous and will attempt to eat any creature they can catch. Great worms are many metres in length and can be more than a metre wide. Their mouth is lined with long, razor sharp teeth that can shred flesh and break bone with ease, but Great Worms are blind and rely upon sound to find food. Often the only warning of a Great Worms presence is the slight shifting of soil, but by then it is usually too late, as they leap from out of the ground to entangle their victim

The flesh of a Great Worm is a highly prized delicacy in many parts of the world and can fetch a price in excess of 25 Denzon per 50EV.

Common Language:

none

Life span:

unknown, thought to be up 6,000 years

Length:

average 10.0 metres

Weight:

average 10,000 EV

Diet:

Carnivore

Nightvision:

none

Rate of Recovery:

Regeneration×30

Encumbrance:

×4

Attitude:

Hostile

Natural Weapons:

Teeth,

6D6 Snap Attack



IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
10	16	18	15	16	60	16	-	7	3	10	125	75

Entangle: Great Worms catch their food by leaping out of the ground and entangling their victim with their long body. This is used in close combat but incurs a -2 Att penalty. Each time the victim fails to break free they suffer 6D6 damage in the same way as a crush attack and can then be bitten by the worm.

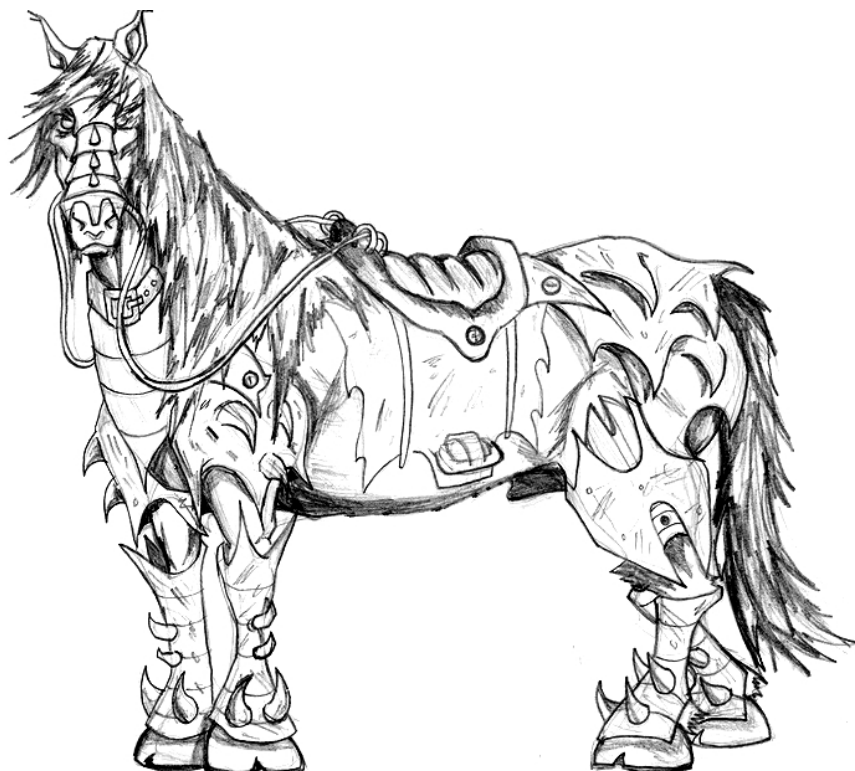
Horse

BESTIARY

Horse

Horses were the most important domesticated animal on Earth for thousands of years, being used for transport, cargo and warfare. Today, with the loss of so much technology, the horse is once again playing a vital role in the survival of man and can be found throughout the world.

However, the horse was not safe from the great plague that slaughtered man, and it too suffered from mutation. Horses with wings, those can walk on two legs, and wild daemonic infected horses can be found roaming the open countries. Some horses are even specially trained for battle and carry the name of War Horse.



Common Language: none
 Bipedal Horses display basic understanding of Earthen
Life span: up to 20 years
Height: average 1.9 metres
Weight: average 750 EV
Wingspan: average 4.5 metres
Diet: Herbivore

Nightvision: none
Rate of Recovery: none
Encumbrance: ×2
Attitude: Neutral
 Daemonic Horse, Hostile
Natural Weapons:
 Clawed Hooves, 4D6
 (Daemonic Horse Only)

IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
Common Horse												
5	8	14	13	9	16	16	-	8	3	-	40	5
War Horse												
5	10	16	15	9	17	16	-	9	4	-	50	5
Winged Horse												
6	9	14	13	10	16	15	16	8	3	-	40	5
Bipedal Horse												
7	9	13	13	9	16	15	-	8	4	5	40	5
Daemonic Horse												
5	11	17	16	9	19	16	-	8	3	-	50	15

Humans

Humans are the largest and most widespread race in the world with great skills and experience. They have a long history that has taught them many valuable lessons and indeed many other races are taught in human schools

These men and women of the new world are far different from those of their past. Mankind suffered greatly during the incursion and at the hands of the plague. It is possible to see humans with scaled skin, long claws, supernatural strength, wings and many more unnatural characteristics and mutations.

Humanity is still separated into many nations, but a universal language has replaced the hundreds of different dialects that were once spoken on the Earth.

Common Language: Earthen

Life span: up to 105 years

Height: 1.6 - 2.0 metres

Weight: 250 - 450 EV

Diet: Omnivore

Nightvision: none

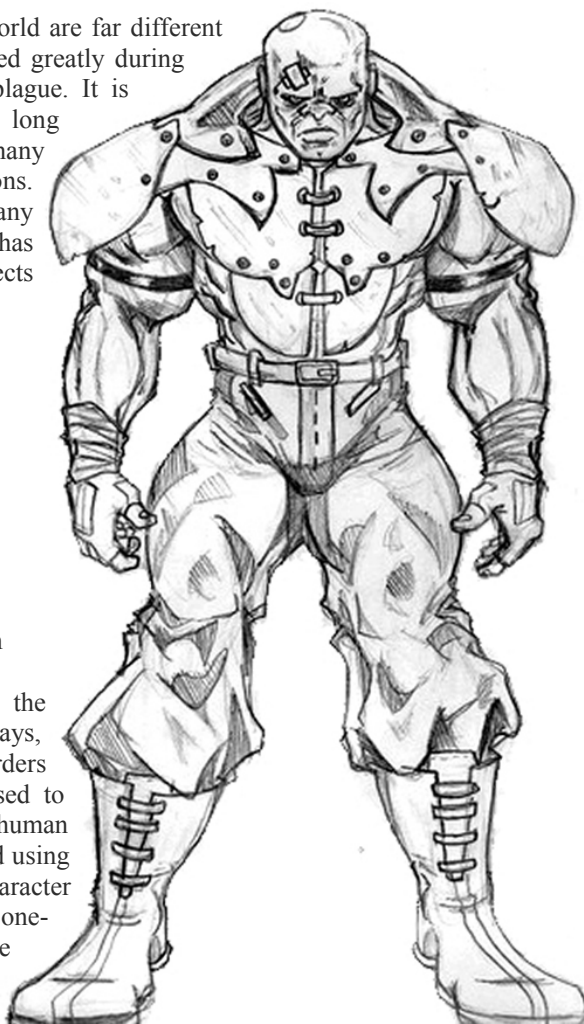
Rate of Recovery: normal

Encumbrance: normal

Attitude: Neutral

Natural Weapons: only through mutation

Mutations: The Great Plague affected the human's ancestors in many horrific ways, causing mutations and psychological disorders in the human population that were passed to their offspring. The mutations of each human can vary widely and should be determined using the guide given in the Creating a Character section. Mutations are not essential for one-use NPCs, but this is directly up to the GM.



IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
10	10	10	10	10	10	10	-	10	10	10	50	10
Champion												
12	12	12	12	12	12	11	-	12	12	12	75	20
Lord												
14	14	14	14	14	14	12	-	14	14	14	100	40

Hyterians

BESTIARY

Hyterians

Renowned for their truly unmatched mastery over Psionics, Hyterians can prove formidable foes. They are very similar in appearance to the flying bats of the Earth and many of their natural characteristics show equal likeness. Although powerful and intelligent their twilight world was conquered by the daemon horde and their race enslaved hundreds of years ago. In their dark underworld prison they offered little resistance, for they are poor sighted and rely upon their natural sonar.

The level of psychic power determines position in a Hyterian community. Hyterians with many powers and great mental strength can often be found as nobles or lords, while those with few powers will have a much lower position.

Common Language: Hytan

Life span: up to 90 years

Height: 1.4 - 1.8 metres

Weight: 200 - 400 EV

Wingspan: average 1.7 metres

Diet: Herbivore, mainly fruit

Nightvision: none

Rate of Recovery: normal

Encumbrance: normal

Attitude: Neutral

Natural Weapons: none

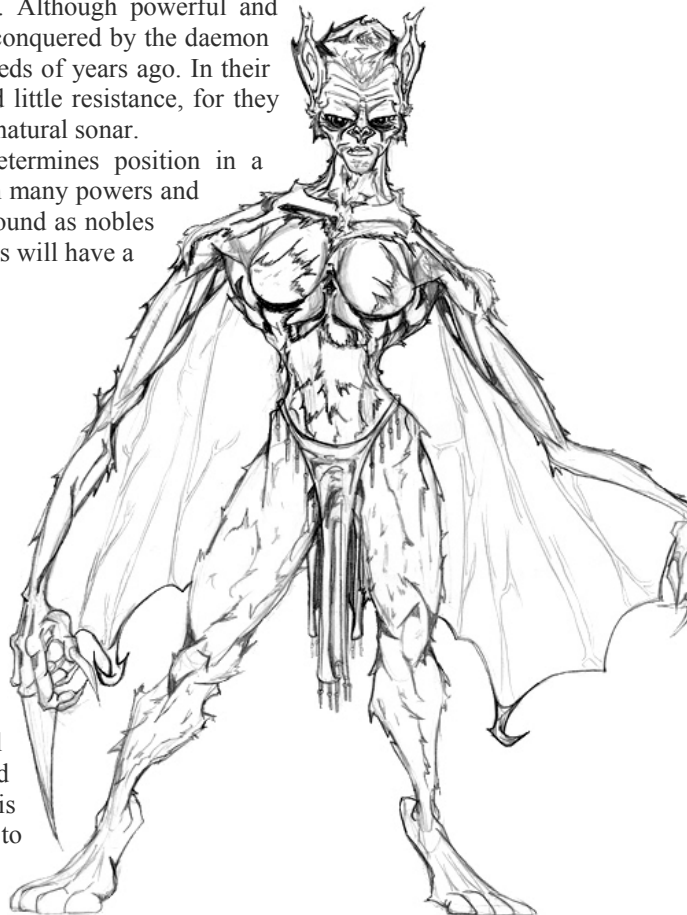
Poor Sighted: Hyterians have poor vision. Up to 200 metres most detail can be seen in daylight, but beyond this range the Hyterians vision is blurred and obscured. Attempting to fire a missile weapon beyond this maximum range will reduce the Hyterians accuracy. A penalty of -1

to Aim is enforced for each additional five metres. During twilight a Hyterian does not suffer from this poor vision.

Psionics: All Hyterians learn to control the flow of psychic energy at a very early age and eventually harness its power. All Hyterians are psychic as described in the Psionic section. The majority of Hyterians have a power level of one, champions have a power level of at least four and lords have a power level of at least eight.

Sonar: Hyterians have developed an echo-location system that can help them to 'see' when normal vision is useless. High-pitched sound waves are emitted directly in front of the Hyterian for 200 metres. Whenever a sound wave encounters a solid object, it bounces back, producing an echo which can then be interpreted by the Hyterian. This enables Hyterians to accurately judge the distance and size of all facing scenery. Creatures attempting to hide from a Hyterian using their sonar suffer a penalty of -3 before the test is undertaken. Sonar can also be used to target objects for missile weapons without incurring a penalty.

IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
12	13	8	10	10	12	10	12	10	10	6	50	10
Champion												
14	15	10	12	12	14	11	14	12	12	7	75	30
Lord												
16	17	12	14	14	16	12	16	14	14	8	100	65



BESTIARY

Kangar

Kangar

The Kangar was a native creature of the Reptilian home world of Silath and very few escaped from its invasion. A Kangar is a tall and slender bipedal lizard with dark green scaly skin. Their powerful legs are almost the same size as their body and a single kick can easily disembowel a man. Kangars can achieve a speed of up to 180 kph and are without a doubt the swiftest creatures in the known world. They can be trained and ridden, but this requires exceptional skill and bravery, and just a little bit of luck.

The Kangar Knights of Silath were the last defence of their home world. Many Reptilians had fallen in battle, unable to stop the onslaught of the largest daemons in close combat. This was a time when the Chosen were few and the Volans had yet to be born.

A charge from a Kangar Knight could tear a hole through even a greater daemon with their star-stance. Yet the Daemons were not without intelligence. The Kaeno manoeuvred to allow the knights into their ranks and once inside the weakness of the Kangar was exploited, for when in close combat the powerful knights were unable to turn and were pulled from their mounts.

Common Language: none

Life span: up to 30 years

Height: average 2.9 metres

Weight: average 700 EV

Diet: Herbivore

Nightvision: none

Rate of Recovery: normal

Encumbrance: ×2

Attitude: Friendly

Natural Weapons: Kick, 6D6*



IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
8	10	14	13	15	16	60	-	10	8	-	70	40

Kick: A Kangar has powerful legs and a single kick can easily disembowel a man. In close combat they inflict 6D6 damage and cause triple damage on a critical blow.

Keebo

BESTIARY

Keebo

The Keebo are a relatively small race and when their home world, Keb, was invaded by the daemons they offered little resistance, surrendering after 15 of their days (three earth days).

They look very much like a giant humanoid beetle and indeed their polished black chitin shell and large pincer-like jaws hold quite a resemblance. The protective shell can measure up to 3cm thick in some areas and is the source of a Keebo's natural toughness. Concealed beneath this thick shell is a pair of highly developed wings that can be uncovered and used at any time and are easily hidden away again. The transparent wings are extremely thin, but are exceptionally powerful, capable of achieving speeds in excess of 60 kph.

A Keebo's small size can be deceiving, but their offensive jaws and four arms can make short work of the foolish

Common Language: Kebbin

Life span: up to 80 years

Height: 1.0 - 1.4 metres

Weight: 350 - 550 EV

Wingspan: average 1.5 metres

Diet: Carnivore

Nightvision: 120 metres

Rate of Recovery: normal

Encumbrance: normal

Attitude: Neutral

Natural Weapons: Jaws, 3D6

Bite or Swoop attack



Multiple Arms: Keebo have two sets of arms, giving them a distinct advantage over others. Multiple Arms are explained in the Combat section.

IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
10	10	8	14	10	10	8	20	10	10	10	50	10
Champion												
12	12	10	16	12	12	9	24	12	12	12	75	20
Lord												
14	14	12	18	14	14	10	28	14	14	14	100	40
Blade Master												
11	13	11	18	14	15	8	20	14	14	10	75	215

THE BLADE MASTERS OF KEB

The Blade Masters were the peacekeepers of Keb. Their skill with sword is possibly unmatched and they are known to be able to manipulate psychic energy to their will. The Blade Masters are few but more than a match for many-a-foe. Unfortunately, even they could not prevent the fall of their world.

Combat Skills: Disarm Parry, Channel and Storm of Blades

Specialist Skills: In the Name of Keb, Deflection, Draw the Line (refer to the Education section)

Weapons: All Blade Masters are typically armed with four short swords (3D6 Damage)

BESTIARY

Korg

Korg

A Korg is a powerful creature from the world of Draggat. It is similar in appearance to the extinct rhinoceros of Earth, but is covered in layers of armoured chitin shell. They can be found throughout the world for they are prized as mounts due to their great strength, though they do tend to be very difficult and dangerous to train.



Common Language: none
Life span: up to 60 years
Height: average 1.0 metre
Length: average 2.1 metres
Weight: average 2,500 EV
Diet: Herbivore

Nightvision: none
Rate of Recovery: normal
Encumbrance: ×3
Attitude: Unfriendly
Natural Weapons: Horn, 3D6 Ramming

IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
4	14	30	20	7	14	12	-	9	9	-	100	65

KORG ARMOUR

It is possible to make armour from the hide of a Korg, and for countless centuries the Draga would breed huge herds specifically for this purpose, before they learnt the art of metal working. Blacksmiths rarely have stock of Korg hide and are always willing to pay handsomely for its trade.

Korg armour is made from overlapping pieces of chitin held together by steel rivets. Each time a character wearing Korg armour is struck the AV must be determined by rolling 2D6+6.

	AV	Fire	DP	EV	DX	Att	Def	Avail.	Cost
Korg Leather Vest	2D6+6	-	475	200	-	-	-	1%	300

Laestrygonians

BESTIARY

Laestrygonians

Laestrygonians (las-tray-go-ne-ans) are a race of carnivorous giants who inhabit high mountainous regions, especially the cold climates of Canada. They were originally human, but the plague has, what some might say, de-evolved them. They are still human in appearance, but are far bigger and stronger, though somewhat less intelligent and slow minded. Any wanderers in their realm are quite in danger of being attacked and ending up as a meal. Laestrygonians are primitive and carry weapons such as clubs and spears, and are commonly dressed in furs and skins.

Common Language: Unknown
(primitive form of Earthen)

Life span: up to 100 years

Height: average 3.1 metres

Weight: average 900 EV

Diet: Carnivore

Nightvision: 30 metres

Rate of Recovery: ×2

Encumbrance: ×2

Attitude: Unfriendly

Natural Weapons: none



IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
6	13	18	16	9	16	12	-	8	8	10	100	60

Tribe Leader

8	15	22	17	10	18	13	-	10	10	10	150	155
---	----	----	----	----	----	----	---	----	----	----	-----	-----

Natural Skills: Arctic Survival, Hunt, Trapper, and Wilderness Survival.

Weapons: Laestrygonians typically carry large crude wooden clubs (5D6, one-handed, KO19+, AP-2) or Spears (3D6, two-handed, AP+1)

Lancasin

The Lancasin are an unusual race, for no record of their home world has been found, nor has any evidence that they have ever been enslaved or invaded by the daemon hordes. They are rarely seen and have little to speak of, with even less interest in the matters of others. It is rumoured that the Lancasin travel to and from the world by means unknown and are acting as observers for a higher purpose.

Lancasin look like humanoid wolves and can stand more than two metres in height. Though they are few in number, they have little to fear from most other races, as they are powerfully built and extremely swift and agile.

The most mysterious characteristic of these creatures is they worship of the moon, which is said to protect them from harm. Lancasin are against Erebos and his ideals and many have allied with his enemies.

Lancasin are civilised and will live alongside other races, although they rarely socialise with others. A prospering Lancasin city is rumoured to exist, though many believe it to be nothing but a legend.

IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
12	14	16	15	16	18	16	-	16	16	10	80	70

Common Language: Unknown, but will know various languages.

Life span: up to 80 years

Height: 1.7 - 2.1 metres

Weight: 450 - 650 EV

Diet: Carnivore

Nightvision: 600 metres

Rate of Recovery: normal

Encumbrance: normal

Attitude: Neutral

Natural Weapons: none

Blood Bite: If a Lancasin drinks the warm blood of any living creature they regenerate 1D6 HP per melee. No more than 6D6 can be taken from any single creature and for every five points lost in this way the creature suffers 1D6 points of attribute damage

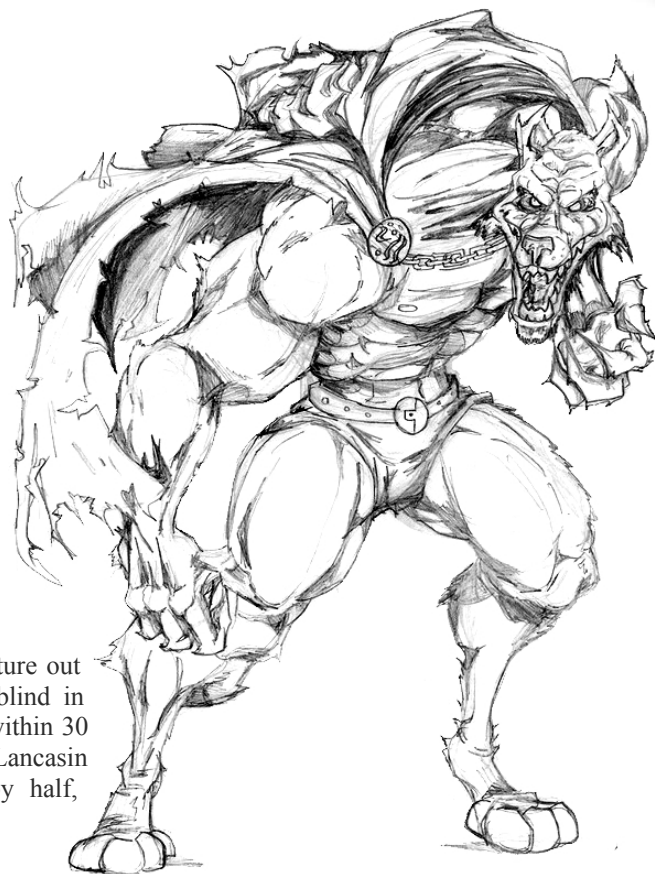
Detest Sunlight: Lancasin rarely venture out during the day for they are almost blind in sunlight and only able to see clearly within 30 metres. Under direct sunlight all Lancasin have their Aim and DX reduced by half, rounding fractions up.

Heightened Hearing: Lancasin have exceptionally acute hearing and anyone attempting to use prowl upon or nearby a Lancasin will suffer a penalty of -3 before their test is undertaken.

Natural Skills: Recognise Odour and Track Scent

Moonlight: Under direct moonlight a Lancasin becomes suffused with magical energy. This creates an aura around the Lancasin that increases their ST by +1D6 and provides a natural AV of 2D6+3, or plus 1D3+3 in addition to artificial or other armour.

However, the moon must be visible for this phenomenon to occur, but does not need to be whole. While under this effect, the EXP for defeating a Lancasin is increased by 50%.



Mantidae

BESTIARY

Mantidae

Mantidae are allied to the Daemons and the Lord of Darkness. They have a long slender body, two pairs of legs and long arms, but in place of hands a Mantidae has a pair of claws that are sharp enough to penetrate armour with relative ease.

With its green or brown colouring and its stick-like frame a Mantidae can be very difficult to detect in its forest domain, where they live in nests of several hundred individuals and a solitary queen. She is the only female of the nest and is much larger than any male, though most of her body is made up of a large egg sack.

Mantidae are carnivorous creatures that will prey upon any animal that wanders too close. They will entangle their victim with their four legs and then brutally slaughter them with their large claws. Even full plate armour will not hold out long against such attacks.

Common Language:

Unknown (high frequency clicking), but can understand Daemonic.

Life span:

Mantidae - up to 15 years

Queen - up to 40 years

Height:

Mantidae - average 2.1m

Queen - average 3.2m

Length:

Mantidae - average 2.6m

Queen - average 4.9m

Weight:

Mantidae - average 400 EV

Queen - average 1,500 EV

Diet: Carnivore

Nightvision: 40 metres

Rate of Recovery: normal

Encumbrance: ×2

Attitude: Unfriendly

Natural Weapons: Claws, 3D6 AP+3



IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
6	8	10	12	12	12	12	-	11	9	4	40	15
Warrior												
8	10	14	15	14	14	14	-	16	11	6	75	50
Queen												
12	18	20	20	17	20	14	-	17	13	8	150	160

Entangle: Mantidae catch their prey by entangling them in their four legs. The legs automatically entangle any creature that is grasped and overpowered by a Mantidae. Once entangled the victim is prone and may be struck by the Mantidae's claws. The Mantidae may only attempt to entangle once per melee in place of using its claws.

Fearless: Mantidae are immune to the effects of Fear and Panic.

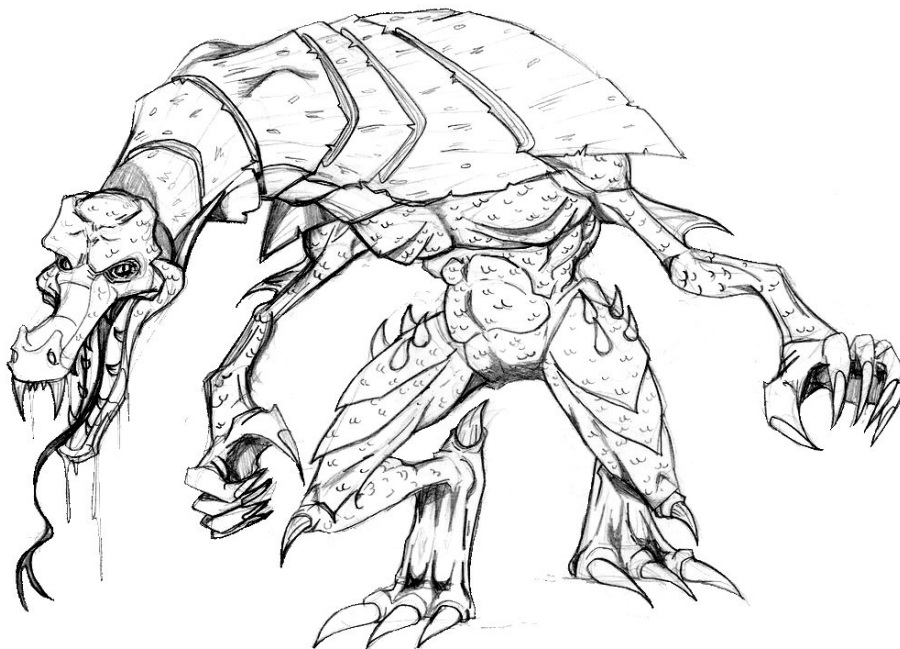
Natural Skills: Hide (forest environment only), Hunt, Shadow and Stealth.

BESTIARY

Nesrian Prowler

Nesrian Prowler

The Nesrian Prowler is a natural predator from Silath, named so from the swamps in which they were first discovered. They are dangerous creatures than hunt in packs and have been known to sneak into settlements to kill and eat. Nesrian Prowlers were a great cause of concern for the Reptilians, for they bred at an alarming rate and would devour everything in their territory before moving on to new lands.



Common Language: none
Life span: up to 45 years
Height: average 1.9 metres
Weight: average 1,400 EV
Diet: Carnivore
Nightvision: 400 metres

Rate of Recovery: normal
Encumbrance: normal
Attitude: Hostile
Natural Weapons:
Fangs, 3D6 Biting Attack
Rending Claws, 4D6 AP+1D6

IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
6	11	16	19	13	12	15	-	11	10	6	80	60

Fear: Nesrian Prowlers cause Fear as explained in the Psychology & Physical Tests section. Reptilians must undergo the test with a -1 penalty.

Pack Hunting: Nesrian Prowlers hunt in packs of three but do not attack their prey together. One Prowler will attack as the other two remain at bay. If the prey is wounded and becomes prone another Prowler will join the kill from the following melee. If the victim falls for a second time the final Prowler will attack.

If there are two prey the Prowlers will attack so that they are not outnumbered. If there are three or more prey all the Prowlers in the pack will attack. If the Prowlers fail in their attack any remaining Prowlers in the pack will flee.

Night Stalkers

BESTIARY

Night Stalkers

The Night Stalkers are named so because of their home, the forest world Slarv, which had 34 hour days of which 25 was spent in darkness. Unfortunately, most of Slarv was destroyed by fire during its invasion. Aided by the Mantidae, the daemons enslaved the Night Stalkers for more than 300 years.

It was the Night Stalkers who began the Rebellion War, although this was expected by both the Dankari and Reptilians, for the Night Stalkers had proven more trouble for the daemons during their enslavement than during their great battles on Slarv. It was only due to their revolt that Erebos lost his grip on many worlds and the alliance was free to aid the humans in their plight.

The Night Stalkers are widespread throughout Earth, but tend to remain in their forest domains. During the Rebellion War the Night Stalkers fought as one, but like on their home world they have split into their distinctive clans and tribes once more. Each have their own laws and culture, often only recognisable by scent. However, it is common to find young Night Stalkers roaming the land in small groups or along side other races in their quest for adventure.

IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
7	12	11	11	11	14	12	-	12	9	8	50	10
Lord												
9	16	15	15	15	18	15	-	16	13	10	100	55
Clan Warrior												
7	12	12	12	11	15	12	-	13	9	8	60	15
Clan Guardian												
7	13	13	13	11	17	12	-	15	10	8	70	20
Astral Walker												
8	15	15	15	12	20	13	-	17	12	8	80	35

Common Language: Slaveisk

Life span: up to 210 years

Height: 1.6 - 2.0 metres

Weight: 400 - 600 EV

Diet: Carnivore

Nightvision: 320 metres

Rate of Recovery: ×2

Encumbrance: normal

Attitude: Neutral

Natural Weapons: Claws*, 1D6

Claws: Stalkers have large claws that can be used in close combat, inflicting 1D6 points of damage. These claws are also well adapted for climbing and add +2 to the Climb skill.

Heightened Hearing: A Night Stalker's hearing is so acute that they can hear the faintest sound, usually undetected by the average man. Any creature attempting to prowl upon a stalker suffers a penalty of -3 before their test is undertaken.

Natural Skills: Ambidextrous, Concealment, Hide, Recognise Odour, Stealth, Track Scent, Trapper and Wilderness Survival.

Trauma Resilient: Stalkers are Trauma Resilient as explained in the Psychology & Physical Tests section.



Night Stalker Clans

There are many Stalker clans in the world, but their size is determined by available food sources and location, although it is not uncommon to find several such clans joined under a single lord as a larger tribe. A typical Stalker clan will be made up of 20% Clan Warriors, 1% Clan Guardians, no more than a handful Astral Walkers, several Psykers and a single Lord. The rest will be a mixture of hunter-gatherers, breeders and young.

CLAN LORD

The leader of a Stalker clan is usually the most powerful male member. They are responsible for the continuing survival of their fellow kin and while he is required to be lawful and just, he must also show the ability to lead.

Every warrior and guardian is under the direct command of the lord and they are the main fighting force of the clan. In times of war the clan lord will meet with the psykers, or Sesh-Da-Kull as it is known in Slaveisk, and other important members to discuss plans of action. Even though other members may counsel him, it is the lord who must make any final decision.

CLAN WARRIORS

A clan will have many warriors who are called to aid the guardians when such a situation arises that they are unable to cope alone. Clan warriors are highly trained in combat and many have mastered the use of selected weapons. The strength and skill of these warriors can rout even the greatest force.

CLAN GUARDIANS

Clan warriors who show an adept combat ability and great leadership may be selected to become clan guardians. It is the role of these individuals to confront intruders and take any necessary action to defend the clan.

Battle Hardened: Clan Guardians are immune to Fear and Panic, and will never fail a Save against Trauma, even if injured by a critical attack.

Skills: Jump Kick, Read & Write Slaveisk and Shadow.

ASTRAL WALKERS

These powerful warriors are trained ruthless killers with exceptional combat skill. Astral Walkers will kill their enemies without mercy and will not tolerate threats against themselves or their clan. They live solitary lives outside the clan centre and are rarely in contact with one-another. They are often unruly, but have the highest respect for their lord.

Astral Travel: Astral Walkers are able to travel through astral space, as a normal person would walk across the ground. It is the space between space, the land of limbo, a realm without borders. They can enter astral space at any time, but in combat situations this would require their action for the melee. The stalker and everything they are carrying completely disappears, although if they are over encumbered at all they cannot use this ability. They can stay inside astral space a number of minutes equal to their EN attribute.

Once inside astral space they can move freely and can pass through objects less than 30cm in thickness and all living creatures without causing any harm or effect. They cannot be seen, touched, harmed or targeted by magic spells or psionic powers. However, any creatures using astral body distortion or astral travel will be able to see the stalker. Astral travel cannot be seen with Infrared vision.

Also, once inside the astral space the stalker is unable to grasp or touch anything, as they have no physical body in the real world. If the stalker uses a psionic power, magic spell or attacks another creature they automatically leave astral space. If an Astral Walker attacks an opponent in this way they receive a bonus of +2D6DX towards determining Initiative.

Skills: Daemon Lore, Jump Kick, Read & Write Slaveisk, Shadow and Sweep Kick.

Psionics: Astral Walkers are psychic and are able to use the power of Astral Body Distortion as well as up to five more powers. A typical Astral Walker will be a level-3 Psyker and have 23 PSI.

Reptilians

BESTIARY

Reptilians

These sleek and slender creatures are related to lizards and other reptiles. They have long limbs, a slim body and their head is elongated with a wide mouth. The prowess of the Reptilians is legendary but one of their most distinctive features is their ability to discharge a powerful gas from behind the long frills covering their neck and shoulders. This gas is capable of rendering an opponent unconscious in seconds.

Reptilians are opposed to Erebos and were one of the major races involved in the Rebellion War. They believe in their own god, known as Khan, who is the father and creator of the Reptilians. They are a peaceful race but are known to be over zealous of their religion.

Common Language: Heskian

Life span: up to 150 years

Height: 1.9 - 2.3 metres

Weight: 200 - 400 EV

Diet: Herbivore

Nightvision: 160 metres

Rate of Recovery: normal

Encumbrance: normal

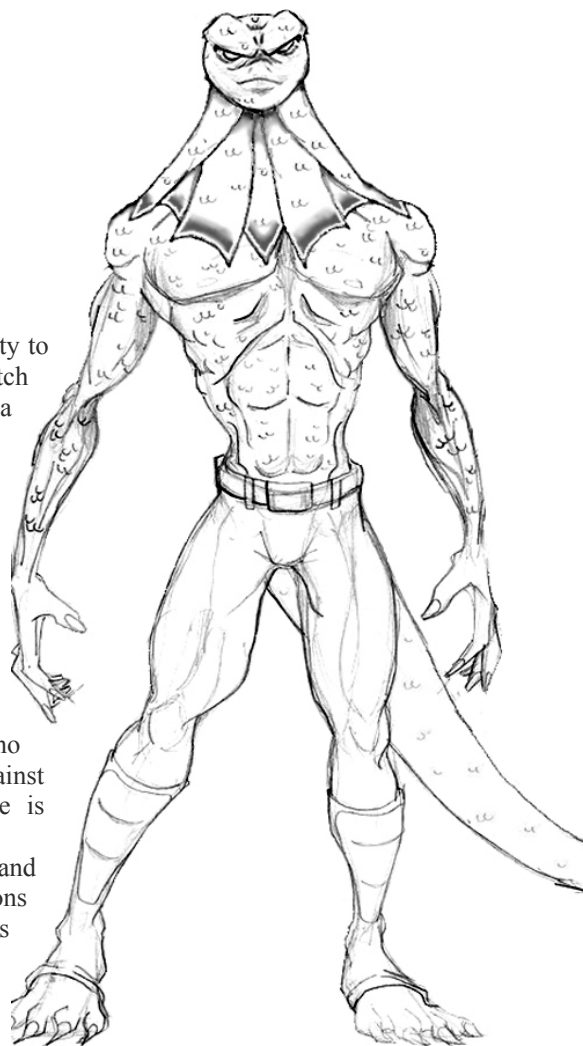
Attitude: Neutral

Natural Weapons: none

Chameleon Skin: Reptilians have the ability to alter the colour of their skin pigment to match the surrounding area. This process requires a melee round of concentration and provides a bonus of +2 to Hide, although this natural ability does not help to conceal items that are worn or carried by the hidden Reptilian.

Gas Excretion: At any time a Reptilian can spread their frills wide open and discharge a powerful green gas from the many tiny air sockets on their neck. This gas is sprayed upon a facing creature who must perform an immediate Save against Toxins. If the test is failed, the creature is knocked unconscious for 1D3 melee rounds.

The gas disperses almost instantly and causes no further effects. In combat situations spraying the gas will use the Reptilian's action for that melee, although they can still defend as normal. Once the gas has been used, it will take an hour before the supply is replenished and the Reptilian can use the gas again. The air sockets also filter any inhaled air before it enters the lungs. This provides complete protection against all forms of gases.



BESTIARY

Reptilians

IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
10	10	9	10	14	10	14	-	11	11	12	50	10
Champion												
12	12	11	12	16	12	15	-	13	13	14	75	20
Lord												
14	14	13	14	18	14	16	-	15	15	16	100	40
Fighter of Khan												
10	11	9	10	16	11	14	-	12	12	12	50	15
Priest of Khan												
11	12	10	10	19	13	14	-	13	13	12	60	35
Chosen of Khan												
13	13	11	11	23	16	14	-	15	15	12	80	60

PATH OF KHAN

It is well known amongst other races that a Reptilians devotion to their God is second only to their devotion to their family. All Reptilians believe that some day their god, Khan, will rise and lead them once more into battle against Erebos. Some undergo training in preparation for his arrival and some may be deemed worthy by their priests to walk the path of Khan. These individuals hone their reflexes and agility far beyond the capability of others, achieving prowess and skill unseen in other races.

After many years of intense studying and training the Reptilian may delve into the art of magic and teach others the ways of Khan. These Priests of Khan are regarded as the direct link between the Reptilian people and their god. They preach and maintain their religion and will exorcise rites and rituals in the name of Khan, holding ceremonies and great festivals.

Specialist Skills:

- Fighter - Ambidextrous, Read & Write Heskian, Stealth
- Priest - As above plus Read & Write Runic, Speak Runic
- Chosen - All of the above

Combat Skills:

- Fighter - Disarm Blow, Somersault, Jab Kick, Jump Kick, Roundhouse Kick, Flying Spin Kick
- Priest - As above plus Blind Foe, Paralyse Attack
- Chosen - All of the above

Honour: Reptilians that follow the Path of Khan must always give aid if possible to Reptilians in need and must protect innocent Reptilians from harm.

Magic: All Priests and Chosen of Khan are spell-casters as explained in the Magic section. Priests are on typically level-4 spell-casters with 25 MP, while Chosen are typically level-6 with 45 MP.

Chosen: Many Reptilians follow the Path of Khan, but few reach beyond the abilities of a priest. These individuals will spend many restless nights, before they are visited in their dreams. The Chosen are gifted with extraordinary powers. The character will not suffer anything other than normal damage from any critical attack. In addition, their rate of recovery is now multiplied by 10.

Traitor Daemons (Dankari)

Many centuries ago, under the inspiring leadership of their greatest warrior, the Dankari daemons turned against Erebos and his followers. During the conflict that followed many of the Dankari were slain, but many escaped and roam free on other worlds to this day. Ever since the Rebellion War they have been known as Traitor Daemons, for they spurn the name given to them by the Lord of Darkness.

Traitor Daemons were created as warriors and are immensely powerful creatures with long, muscular limbs. They have large ears, narrow eyes and two small horns atop their head, often crowned by long grey hair. Their tough flesh is typically reddish-brown in colour but darkens as they age, until it is the deepest black. Unlike other daemons, Traitor Daemons are of either male or female gender and can willingly breed, although their numbers are few and the females can only produce a single offspring once every hundred years.



IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
14	18	16	15	14	25	12	-	16	16	12	150	80
Champion												
16	18	20	19	16	27	14	-	21	21	14	200	195
Lord												
18	18	25	24	18	29	16	-	26	26	16	250	410
Dark Slayer												
16	18	18	20	16	27	12	-	23	16	12	175	395

BESTIARY

Traitor Daemons (Dankari)

BESTIARY

Traitor Daemons (Dankari)

Common Language: Daemonic

Life span: up to 4,000 years

Height: average 2.7 metres

Weight: 450 - 650 EV

Diet: Carnivore

Nightvision: 360 metres

Rate of Recovery: ×4

Encumbrance: ×2

Attitude: Neutral

Natural Weapons: None

Cause Fear: Traitor Daemons cause Fear as explained in the Psychology & Physical Tests section.

Daemonic Flesh: Due to its nature the flesh of a Traitor Daemon is impervious to all fire and electricity, such as that caused by many magic spells. The daemonic flesh is so resilient that these daemons can even swim across a lava lake without injury.

Excellent Vision: Any creature attempting to shadow or hide from a Traitor Daemon suffers a penalty of -3 before the test is undertaken.

Heightened Hearing: Traitor Daemons have a superb sense of hearing and are able to detect even the faintest sound. Any creature attempting to prowl upon a Traitor Daemon suffers a penalty of -3 before the test is undertaken.

Natural Skills: Ambidextrous, Read & Write Daemonic, Spelunking and Stealth.

Psychology: With the exception of Hatred, all Traitor Daemons are unaffected by Will Power Tests, even that induced by psionic powers and magic spells.

Trauma: Traitor daemons are completely unaffected by Trauma, regardless how it is caused.

DARK SLAYERS

Once in their new world most Traitor Daemons left their past behind to begin a new life. However, some vowed vengeance for those of their brood murdered in the Underworld. These individuals travel the known worlds keeping their oath and slaughtering any follower of Erebus they encounter. Dark Slayers are powerful and skilful fighters who have very few equals.

Hatred: Dark Slayers are subject to the rules of Hatred towards all followers of Erebus, including all daemons of Erebus. However, for the purpose of Hatred they suffer a penalty of -3 to their WP attribute before the test is undertaken.

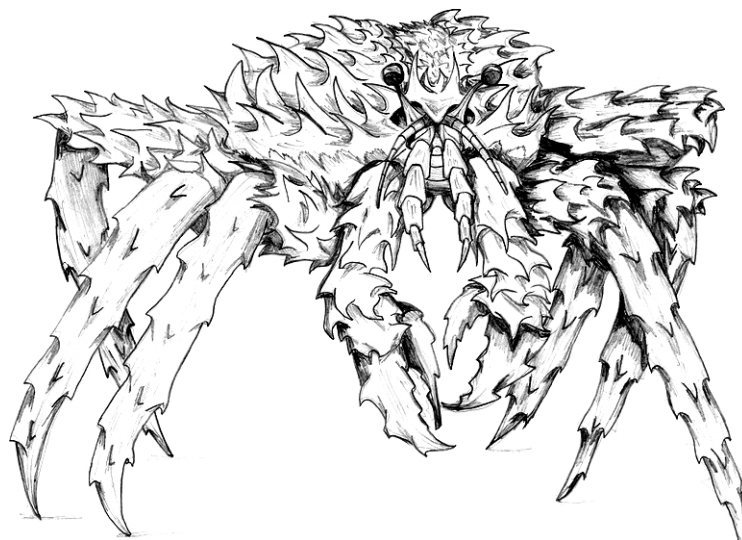
Weapons: All Slayers are armed with a Dankari Dread Axe. (6D6, two-handed, AP+5, Trauma+2)

Ucavarians

BESTIARY

Ucavarians

These daemonic allies closely resemble the common crab. Their entire body is covered in a thick layer of protective orange chitin shell and in place of hands they have a pair of powerful pincers that are used to beat or crush their opponents. An Ucavarians head is large and flat with two bulging eyes and a small mouth. They have no established kingdom or territory and tend to live in uncivilised tribes. They can be found anywhere in the world but dwell in coastal areas, where they will spend most of their time near the shore and underwater.



IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
8	12	14	18	8	12	9	-	10	7	2	65	30

Common Language: Daemonic

Life span: up to 35 years

Height: average 2.6 metres

Weight: 450 - 650 EV

Diet: Carnivore

Nightvision: 40 metres

Rate of Recovery: normal

Encumbrance: normal

Attitude: Unfriendly

Natural Weapons:

Pincers*, 4D6 (one attack)

Acid Spit*

Acid Spit: Ucavarians can spit a toxic acid that can cause temporary blindness. In combat situations this requires a conventional roll to hit, but with a -3 Att penalty. Opponents struck must undergo an immediate Save against Toxins. If this is failed they are blinded for 1D6 melees and their Dexterity (DX), Attack (Att) and Defend (Def) attributes are all reduced to one (1). All skills suffer a penalty of -3 but those requiring vision are impossible to perform successfully. An Ucavarian can only use their Acid Spit once every six melees.

Only helms and shields will protect against Acid Spit and opponents are unable to use an AV provided by other armour. Magic spells and psionic powers that provide an AV will protect as normal.

Breathe Underwater: Ucavarians can breathe underwater without the need of air for a number of minutes equal to their EN attribute multiplied by 10.

Pincers: Ucavarians have two large pincers that can be used in close combat. A punch from an Ucavarian inflicts 4D6 points of damage, but the pincers can also be used to grasp or crush an opponent as explained in the Combat section. If the attack is successful and the opponent fails to break free they will suffer 4D6 points of damage. If both pincers are grasping the opponent the damage is increased to 6D6 and the Ucavarian doubles their 3D6 result when overpowering. Only one pincer can be used per attempt to grasp.

Undead

Relentless and cruel, they can devastate the land and willingly murder the innocent without mercy or remorse. These are the Undead, the animated corpses and skeletons of long dead warriors fallen in battle. They are difficult to kill for they are nothing more than bones held together with a little magic.

Undead are bound obediently to their master and will end their existence if ordered. They have very little intelligence and although they can be given commands of up to twenty words long, they can think for themselves and do not entirely depend upon their master.

Skeletal warriors are the favoured servants of those who delve into the magic of darkness and evil, especially necromancers. They are easy to animate and hundreds can be controlled at a time. They are formidable foes, able to withstand environmental conditions and injuries living creatures simply could not

Zombies are recently dead corpses that have been partially animated by magic, removing their soul and turning them into mindless slaves. Unlike skeletal warriors, zombies decompose quickly and can only be risen from nearby corpses.

An Undead Champion is a powerful warrior summoned by the great power of necromancy. They are similar to warriors, being only a skeletal form, though their bones are as black as night and as tough as steel. They are bestowed with intelligence so that they can lead other Undead.

The only sure way to completely destroy an Undead army is to kill the necromancer and burn the body until it is ash. At which point all Undead creatures summoned by the necromancer instantly crumble and fall apart.



IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
Undead Warrior												
3	12	8	8	8	-	6	-	8	8	2	25	15
Zombie												
3	10	*	*	4	-	6	-	7	7	2	*	*
Undead Champion												
10	18	12	12	13	-	8	-	14	12	4	55	100

Common Language:

The language of the creator

Life span:

Warriors & Champion - can be indefinite

Zombies - 1 month per magic level

Height: average 1.7 metres

Weight:

Warriors - average 150 EV

Zombies - average 200 EV

Champion - average 300 EV

Diet: none

Nightvision: 100 metres

Rate of Recovery: none

Encumbrance: normal

Attitude: Unfriendly - Hostile

Natural Weapons: none

Cause Fear: The Undeads' supernatural existence causes Fear as described in the Psychology & Physical Tests section.

Damage & Injuries: Undead only suffer half damage from physical injuries and this is applied after TS has absorbed its limit. However, blunt weapons (those that have a Knockout value) inflict double damage. This rule does not apply to zombies who suffer damage as normal. In addition, all undead are completely unaffected by attribute damage, regardless how it is caused.

Trauma: Undead are completely unaffected by Trauma, regardless how it is caused.

Psychology: Undead creatures are unaffected by all psychology, including Will Power Tests induced by psionic powers and magic spells.

Rate of Recovery: Undead creatures cannot regain lost Hit Points through rest and recovery. However they may be healed by magic spells or psionic powers.

Stamina and Endurance: Unlike living creatures the Undead do not suffer from exhaustion. They do not sleep and can survive without rest, food and water.

Weapons and Equipment: All bonuses have already been applied to the creature's attributes.

Warrior - a short sword (3D6) and an old steel shield (AV6, DP60)

Zombie - own natural weapons or anything on their corpse.

Champion - a bastard sword (4D6, two-handed) and an old chain mail vest (AV11, DP300)

ZOMBIE SUMMONING & ATTRIBUTES

The MP cost of summoning a zombie varies according the creature being risen. For every 25EXP, of part thereof, of the creatures original profile the summon spell will cost 1MP.

The ST, TS and HP attributes of a zombie are equal to half of their original profile. The EXP for defeating a zombie is the same as in their original profile.

BESTIARY

Wild Bear, Wild Dog

Wild Bear

Wild Bears can be found almost anywhere in the world and the most common species are the black bear and grizzly bear.

Although known as the black bear, its coat colour in fact ranges from black, to black with blue tinges, a reddish-cinnamon and even creamy white. The black bears habitats are the woodlands and forests of North America.

The grizzly bear is the fiercest and most aggressive of all the bears. Its name derives from the silver tipped hairs on its shoulders and back, which give its dark brown coat a grizzled appearance. It is found only in Canada, Alaska and North America. Grizzly bears lead an almost solitary life in the wild mountains and thick forests of its homeland.



Common Language: none
Life span: up to 25 years
Height: average 1.8 metres
Weight: average 480 EV
Diet: Omnivore
Nightvision: 30 metres
Rate of Recovery: normal
Encumbrance: ×2
Attitude: Unfriendly
Damage: Claws - 1D6

Natural Skills: Recognise Odour and Track Scent.

IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
6	10	15	16	9	16	10	-	11	8	6	65	20

Wild Dog

Possibly the most common creature to be found in the old city ruins around the world is the wild dog. Numerous and passive, they tend not to be dangerous unless in packs.



Common Language: none
Life span: average 15 years
Height: average 0.8 metres
Weight: average 150 EV
Diet: Omnivore
Nightvision: 40 metres
Rate of Recovery: normal
Encumbrance: normal
Attitude: Friendly - Unfriendly
Damage: Fangs, 1D6 Snap Attack

Natural Skills: Recognise Odour and Track Scent.

IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
6	10	8	10	10	16	12	-	10	8	-	30	5

Wolves

BESTIARY

Wolves

The wolf is a powerful muscular animal with a thick bushy coat and tail. They vary in colour from almost white in the Arctic to yellowish-brown or almost black farther south. Intelligent, social animals, wolves live in family groups known as packs. The pack members hunt together, co-operating to run down prey such as deer, caribou and wild horses. Some wolves can even grow to an exceptional size as a result of the Great Plague, often much bigger than a man.

Common Language: none

Life span: up to 15 years

Height:

Common - average 0.7m

Giant - average 1.5m

Length:

Common - average 1.3m

Giant - average 2.3m

Weight:

Common - average 230 EV

Giant - average 410 EV

Diet: Carnivore

Nightvision: 100 metres

Rate of Recovery: normal

Encumbrance:

Common - normal

Giant ×2

Attitude: Neutral - Unfriendly

Natural Weapons:

Fangs, (Common), 1D6 Snap Attack

Fangs, (Giant), 2D6 Snap Attack



IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
----	----	----	----	----	----	----	----	-----	-----	-----	----	-----

Common Wolf

8	16	12	10	12	18	12	-	11	8	-	35	5
---	----	----	----	----	----	----	---	----	---	---	----	---

Giant Wolf

9	18	16	12	13	18	14	-	12	9	-	55	15
---	----	----	----	----	----	----	---	----	---	---	----	----

Natural Skills: Recognise Odour and Track Scent.

DARKNESS & ITS MINIONS



The Underworld and the Capital City of Hades

The Underworld once had another name, long ago, long before Erebus walked its land. However, that name is gone, as are its original inhabitants. It is believed that this world was once very much like our own, with lush green lands, endless oceans and wild woodland. The Underworld today is a world in darkness, with its land barren and dead. This is a kingdom of caverns beneath the surface of the planet, linked together by long tunnels, with some stretching half way across the world.

Many of the largest caverns in the Underworld contain vast cities and there are many underground rivers and lakes; the longest being the Cocytus River stretching for almost 24,000km, and the largest, the Lethe Sea, covering over 21,000 square kilometres. However, many rivers can be both poisonous and dangerous, with all manner of hostile plants and beasts. For wanderers in the Underworld the three-dimensional structure of the realm can prove confusing, with many cities deeper than others and sheer drops meant only for those that can fly.

More than a thousand years ago, the Rebellion War divided the kingdom. Many cities were ransacked or destroyed and have been abandoned every since. Hell Hounds still wander the never-ending tunnels searching for lost cities and forgotten races.

Hades is the largest city of the Underworld with a population of over 30 million and is the capital of Erebus' domain. There are many races, with some unseen on Earth, but almost three-quarters of the population are daemons.

The Taca mines below the city provide a vast supply of Kildar Ore. This material can be fused with magic runes much more easily than conventional steel or Dumenium. It is used to make items and weapons for Erebus' armies, such as the Daemonic Blades used by greater daemons. There are almost two million slaves in Hades and more than half work in the mines, although most only live for two to three years.

The city is heavily overpopulated with many inhabitants living in buildings that are built on the rock walls. Conditions are harsh, but Hades is similar to a human city. There are traders, taverns and markets, with all manners of items for sale, including many slaves.

In the centre of Hades is a black fortress-like building with stone gargoyles leering over its towers and walls. The large golden doors of its entrance bleed continuously through the joints and gaps, filling the surrounding moat. The bloodstained steps leading to the doors are guarded at all times by a single Borlin greater daemon. Within this building, the Lord of Darkness resides on his throne of bone. To his right sit the Three Judges of Hades; Minos, Rhadamanthys and Aeacus. To his left his generals and leaders sit when summoned. Above him are cages containing prisoners and personal trophies. Two passageways in this room head into the inner chambers, where unspeakable horrors and unseen secrets are kept.

The Signs of Daemornia

When the human gateway was opened on Earth it was the Fire Mercs who heralded the Daemornia. At first only a handful came, and they were taken as a sign of new intelligent life. The humans communicated to them as best they could, learning as much as possible from their unknown language and dialect. They responded to the openness of their hosts with relative curiosity and gentleness, taking part in examinations and games to test their limitations. Unknown to the humans of that time, those creatures were malevolent and cruel, willing to use others for the goals of their master.

Fire Mercs are sent before a Daemornia or attack to spread fire and carnage, weakening any resistance. They are followed by the lesser daemons; Dancers of Death, Berserkers, War Mongers and countless numbers of Nominods. Although, not strategic in any sense, the daemons are led by the Greater Daemons, commonly the Chaos Bringers. The goal is to strike forward in a constant wave killing and destroying everything in their path, slaying all would be defenders.

Once a city or land is conquered the Rogrots will arrive to enslave any survivors. The fate of these individuals is often too horrific to behold.

Very few armies have been able to stand against the might of a daemon invasion and many races have been eradicated in the attempt. Countless worlds have fallen to the lord of darkness and many more will to follow.

The Daemon Hierarchy



Erebos, The Lord of Darkness



High Lords
Judges of Hades
Kaol



Prime Daemons
The Prime Daemons are governors of the worlds conquered by Erebos. Only the great lord of darkness himself knows of their true nature and very few creatures have seen such a Daemon and lived to speak its name. Some names are rumoured to be true, such as the Unseen and the Basilisk, but the one that is known to the humans of Earth is Cerberus, the Watchdog of Hades.



Greater Daemons
Chaos Bringer, Minoan, Deathgaunt, Borlin, Engines of Erebos and more



Lesser Daemons
Berserker, Daemonette, Dancer of Death, Fire Merc, Kaeno, Nominod, Oni, Shadow Daemon, Warmonger, Daemonette and more



Daemonic Beasts
Black Serpent, Brinor, Hell Hound, Rogrot and more.

DARKNESS & ITS MINIONS
The Signs of Daemornia, The Daemon Hierarchy

DARKNESS & ITS MINIONS

Erebos, The Lord of Darkness

Erebos The Lord of Darkness

Erebos is the master of the daemons and the lord of darkness. He stands more than ten metres tall and is crowned with two large curved black horns. Erebos is a powerful warrior, capable of tearing his enemies limb from limb with great ease and his deep red flesh is tougher than steel and is almost impervious to mortal weapons.

Scholars believe that his daemons have visited Earth long ago and many of his cities and creatures share identical names to those in human mythology, but very little is known of the great lord, for few ever leave his dreaded capital.

From Hades, Erebos rules his vast empire and through his daemons he spreads fear and terror to all beings. He is rarely away from the city and has never been seen on Earth, although his influence has touched the creatures of every land.

Followers of Erebos show their loyalty by displaying the distinctive symbol of darkness - a black moon eclipsing a white sun. This is usually tattooed upon a visible area, worn as a badge or painted on clothing. Erebos' armies also carry banners and flags adorned with such symbols. With his powerful armies and tools of destruction, he aims to drag the world into darkness, where light and freedom is banished forever.



DARKNESS & ITS MINIONS

Erebos, The Lord of Darkness

Common Language: all known forms
Life span: Indefinite
Height: 10.6 metres
Weight: 32,000 EV
Diet: Carnivore

Nightvision: 1,000 metres
Rate of Recovery: ×100
Encumbrance: ×20
Attitude: Unfriendly
Natural Weapons: none

IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
88	56	80	55	18	100	25	-	40	40	20	5000	-

Cause Terror: Erebos causes Fear as explained in the Psychology & Physical Tests section. However, the test is undertaken with a -2D6 WP penalty.

EXP: If a character or group of characters defeats Erebos by forcing him to yield, or even by slaying him, they will share an EXP reward of 140,000. Such a monumental task would change the known universe, freeing countless worlds from his daemons. If Erebos is slain the three Judges will take control until his prophesised return.

Flesh: Erebos' tough red flesh is almost impervious to mortal weapons and renders him immune to all fire and electrical damage, such as that caused by many magic spells.

Hatred: The betrayal of his own creations has left Erebos with a bitter hatred of the Dankari Daemons. He is subject to Hatred towards all Traitor Daemons (Dankari) as explained in the Psychology & Physical Tests section.

Skills: Ambidextrous, Biology, Botany, Cryptography, Daemon Lore, History, Magic Lore, Numerate, Read & Write all known languages, Speak all known languages and Spelunking.

Magic: Erebos is a level 24 spell-caster and has a total of 235 Magic Points (MP). He knows of hundreds of different spells, many of which are unique to him. He has the following spells from this book; Age, Blind, Bone Breaker, Call Wind, Call Storm, Cause Confusion, Cause Frenzy, Cause Hatred, Create Darkness, Create Fog, Create Portal, Curse, Deaf, Destroy Magic, Dispel Magic, Dome, Embracing Death, Fireball, Fleshrot, Heal, Heartseeker, Life, Lightning Bolt, Magic Blast, Magic Net, Mighty Strength, Mind Burst, Paralyse, Plague, Puppet, Summon Daemons, Summon Undead and Weaken.

Psychology: Other than Hatred, Erebos is unaffected by all Psychology, including Will Power Tests induced by psionic powers and magic spells.

Sunlight: Erebos has only one weakness, his vulnerability to sunlight. Under direct sunlight his flesh will burn and dissolve causing 4D6×10 damage per melee, which cannot be absorbed by his TS. This vulnerability is known only to Erebos himself. Indeed, if any other creature knew this secret, Erebos would have them immediately killed.

THE HELLBLADE

Always at Erebos' side is Hellblade, a weapon of such incredible evil that if a mortal being touched it their hands would thereafter continually bleed. Should this happen, the creature suffers 2D6 points of damage every day. Only a successful heal spell will prevent any further bleeding. Damage suffered in this way cannot be regained through rest and recovery.

The Hellblade is a massive two-handed sword made from a unknown black metal. It cannot be damaged by any means and is eternally sharp. It can penetrate the thickest armour easily and a single blow can cut a man clean in two. Toughness offers no protection against the Hell-Blade's magical properties and for every natural '6' rolled on the damage dice, the wounded creature also suffers one point of attribute damage.

Class	Handed	Length	EV	DP	AP	DX	Att	Def	Trauma	KO	Damage	Crush
Sword	Two	8.9m	1200	-	+15	-	-	-	+10	-	20D6	-

Kaol General of the Dark Armies

Kaol is the largest and most powerful of the known dragons or Druge. He is a vicious and callous murderer that will kill and plunder without mercy or care. Kaol takes great pleasure in watching others suffer and will often torture a victim for several hours before ending their life.

In a great battle many millennia ago, the lord of darkness was brought to his knees and his life was saved only by the intervention of Kaol. His general's action was not forgotten and he was well rewarded for his loyalty. He was granted eternal youth and powerful runes of protection were carved upon his deep red flesh. Kaol is Erebos' most trusted follower and is utterly loyal to his lord and master.



IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
22	32	40	40	15	100	14	22	22	10	10	700	5530

Common Language: All known Languages

Age: Unknown

Life span: Indefinite

Length: 21.3 metres

Weight: 77,600 EV

Wingspan: 10.0 metres

Diet: Carnivore

Nightvision: 360 metres

Rate of Recovery: normal

Encumbrance: ×10

Attitude: Hostile

Natural Weapons:

Claws, 3D6

Fangs, 6D6 Snap Attack

Fire Breath*

Cause Fear: Kaol causes Fear as explained in the Psychology & Physical Tests section

Dragon Scales: Kaol is completely impervious to all fire and electrical damage. He is also marked with many powerful magic runes, gifted by Erebos for his loyalty. They nullify any magic spell cast against Kaol with a level less than 10. Spells with an equal or higher level take full effect.

Fire Breath: Like all great dragons, Kaol can breathe fire. This is used like a missile weapon and requires a conventional roll to hit, but may be dodged as normal. The fire breath has a range of 50 metres and a blast radius of two metres. Targets struck suffer 20D6 points of fire damage. Flammable targets suffer double damage.

Skills: Air Navigation, Biology, Botany, Desert Survival, History, Hunt, Read & Write Daemonic, Read & Write Earthen, Recognise Odour, Speak Daemonic, Speak Earthen, Spelunking, Track Scent and Wilderness Survival.

Psychology: Kaol is unaffected by all Psychology, including Will Power Tests induced by magic and psionics.

The Three Judges of Hades

The Three Judges of Hades are supernatural beings shrouded in mysticism and known only as Minos, Aeacus and Rhadamanthys. They stand almost three metres tall and are hidden beneath thick black robes. No living creature, other than Erebus, has ever seen their face. Only their skeletal hands are visible, with long and cruel fingers.

They each sit on identical silver chairs in Hades, often in the presence of Erebus. It is their role to pass sentence on those who have dared to commit a crime against the Lord of Darkness. Although they all may be present, only one of the brothers will pass judgement. On rare occasions, a judge may be sent to another world to carry out a death sentence, using their powerful double-handed weapon, the Scythe of Judgement.

Each of the judges is different in attitude and behaviour. Minos is cruel and willing to put any creature to death, even the innocent. Rhadamanthys is utterly loyal to Erebus but he has a fair sense of judgement and is always willing to listen to reason. The last judge, Aeacus, is completely temperamental. On some occasions, he may be fair and just, but on others, he may be almost like his brother Minos.

Common Language: all known forms

Lifespan: Indefinite

Height: 3.0 metres

Weight: 550 EV

Diet: none

Nightvision: 900 metres

Rate of Recovery: ×10

Encumbrance: ×8

Attitude:

Minos, Hostile

Aeacus, Temperamental

Rhadamanthys, Neutral

Natural Weapons: none

IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
42	32	36	50	20	100	12	-	30	5	12	700	4750

Cause Fear: The Judges cause Fear as explained in the Psychology & Physical Tests section.

Immortal: Only magical weapons and spells can harm the judges. Mortal weapons have no effect and cause no injury. In addition, environmental conditions, such as extremes of temperature, do not affect the judges. Non-magical fire and electrical damage also have no effect.

Skills: Ambidextrous, Biology, Botany, Cryptography, Daemon Lore, History, Magic Lore, Numerate, Physics, Read & Write all known languages and Speak all known languages.

Trauma: The Judges are unaffected by Trauma, regardless how it is caused.

Psionics: Each of the judges has a psionic power level of 15 and a total of 145 PSI Points. They are capable of using the following powers; Animal Control, Blind, Cause Panic, Cause Wounds, Choke, Deaf, Destroy Psychic Energy, Detect Psionics, Doom, Empathy, Exorcism, Hallucination, Heal, Hypnotic Suggestion, Induce Pain, Levitate, Mesmerism, Mind Link, Negate Psychic Energy, Open, Paralyse, Psychic Knockout, Psychic Slam, See Aura, Sense Presence, Smash, Soul Fire, Spontaneous Combustion, Telekinesis, Telepathy and Total Recall.

DARKNESS & ITS MINIONS

The Three Judges of Hades



Stamina and Endurance: The judges do not suffer from exhaustion. They do not sleep and can survive without rest, food or water.

Transformation into Mist: The Judges of Hades have the ability to transform themselves, and anything they are carrying into mist at will. If used in combat they may not attempt any other action in the same melee. Once transformed, they cannot be damaged by any means and cannot be held or grasped. If a judge is carrying a living creature then they too are transformed, although if the judge is over encumbered transformation is impossible. To escape from the mist a living creature may perform a Will Power Test with a -2D6 penalty. Only one test per hour may be attempted and only when a test is successful may the creature escape. If the judge returns from the mist, the creature also returns.

The judge will travel as mist at a fixed speed of 20 kph and can return to their true form at any time. A judge may remain in his mist form indefinitely and will not suffer any consequences. However, any creature being carried by the judge will be automatically released after 10 hours. All equipment carried by such a creature is also returned after this period.

THE SCYTHE OF JUDGEMENT

This massive and deadly weapon is used to carry out death sentences. The magical blade of the scythe grows according to the size of the victim and has been known to exceed five metres in length alone, but is usually no more than two metres. For every 25 HP the victim has, or part thereof, the scythe will inflict 1D6 points of damage, with a minimum of 7D6. So for example, against a creature with 500 HP the scythe would inflict 20D6.

Class	Handed	Length	EV	DP	AP	DX	Att	Def	Trauma	KO	Damage	Crush
Scythe	Two	Varies	800	1500	+10	-	-	-	+5	-	7D6+	-

Daemons of Erebos



There are hundreds of different daemon breeds, many of which are unseen in this world. There are some that can walk between shadows, those that can possess other creatures and even those that manipulate time. However, every breed of daemon will share common characteristics according to its hierarchy; Prime, Greater, Lesser or Beast.

Prime Daemons / Greater Daemons

Cause Fear: Prime and Greater Daemons cause Fear as explained in the Psychology & Physical Tests section.

Daemonic Flesh: The flesh of these daemons is extremely thick and continues to toughen throughout their long life, providing excellent protection against physical damage. Due to its nature, daemonic flesh is impervious to all fire and electricity, such as that caused by many magic spells. The daemonic flesh is so resilient that the daemon can even swim across a lava lake without injury.

Excellent Vision: Any creature attempting to shadow or hide from a Prime or Greater Daemon suffers a penalty of -3 before their test is undertaken.

Heightened Hearing: These daemons have a superb sense of hearing and are able to detect even the faintest sound. Any creature attempting to prowl upon the daemon suffers a penalty of -3 before their test is undertaken.

Natural Skills: Ambidextrous, Daemon Lore, Hunt, Read & Write Daemonic, Recognise Odour, Spelunking, Track Scent and Trapper.

Psychology: Prime and Greater Daemons are unaffected by psychology, including Will Power Tests induced by magic spells and psionic powers

Trauma: Prime and Greater Daemons are unaffected by Trauma, regardless how it is caused.

Lesser Daemons

Impervious to Fire: Lesser Daemons cannot be harmed by fire or heat, including fire damage caused by many magical spells.

Natural Skills: Ambidextrous and Spelunking.

Psychology: Lesser Daemons are unaffected by psychology, including Will Power Tests induced by magic spells and psionic powers

Trauma: Lesser Daemons are unaffected by Trauma, regardless how it is caused.

Daemonic Beasts

Impervious to Fire: Daemonic Beasts cannot be harmed by fire or heat, including fire damage caused by many magical spells.

Psychology: Daemonic Beasts are unaffected by psychology, including Will Power Tests induced by magic spells and psionic powers

DARKNESS & ITS MINIONS

Cerberus, Prime Daemon of Earth, Watchdog of Hades

Cerberus

Prime Daemon of Earth, Watchdog of Hades

Cerberus is a massive three-headed dog-like creature that inhabits the island-of-no-name within the Acheron Lake of the Darklands. According to rumour this mighty creature guards the Daemornia Gate to the Underworld and Hades, the capital of Erebos' kingdom.

Each of his heads bears a powerful jaw with razor sharp fangs. Unwelcome or hostile travellers could easily find themselves surprise attacked and tore limb from limb in a matter of seconds. He is a wild and vicious daemon that is likely to attack any creature that wanders too close. Only those allowed passage by Erebos will be safe from attack.



Common Language: none
Lifespan: Indefinite
Height: 5.2 metres
Weight: 8,500 EV
Diet: Carnivore
Nightvision: 1,000 metres

Rate of Recovery: ×5
Encumbrance: ×5
Attitude: Hostile
Natural Weapons:
Fangs, 6D6 Snap Attack, AP+4
(three attacks)

IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
16	22	58	42	22	100	30	-	26	14	10	800	10585

See All: The Lord of Darkness will bear witness to anything Cerberus sees. Through this, Cerberus can be commanded to allow passage to a traveller.

Borlin Greater Daemon

The lord of all Greater Daemons, the Borlin is a rare beast, so monstrous and dangerous only the greatest heroes, the foolhardy, or the insane would dare seek out. They are the keepers of secrets, guardians of the unseen and the caretakers of long forgotten places. Its four long and slender arms can disguise its natural strength for with a single slash of its sharp blades it can slice a large creature clean in two. Very few that encounter a Borlin live to tell the tale and those that do are seldom the same again. However, it is slow to give chase for it has no legs, only slithering with its long snake-like body.



Common Language: Daemonic

Lifespan: up to 5,000 years

Height: 5.0 metres

Length: 10metres

Weight: 6,500 EV

Diet: Carnivore

Nightvision: 500 metres

Rate of Recovery: ×10

Encumbrance: ×5

Attitude: Hostile

Natural Weapons:

Claws, 5D6 (4 attacks)

Cause Insanity: Any creature engaged in combat with a Borlin must perform a Will Power Test at the end of each melee. If this is failed they permanently lose -1WP. This continues each melee, but if a character is reduced to zero WP in this way they are killed instantly, regardless of their remaining attributes. The loss will also affect any maximum limit provided by the characters career.

Weapons & Equipment: All Borlins are armed with four Cleaving Daggers (10D6, One-Handed). All modifiers have already been applied to the attributes.

IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
18	20	40	35	20	35	8	-	22	17	16	450	7190

DARKNESS & ITS MINIONS

Deathgaunt

Deathgaunt Greater Daemon

The Deathgaunts are Erebos' personal guards and in times of need they are brought together to form the Legion of Darkness, with many thousands in its ranks. They are powerful creatures with a goat-like head with large horns curving down to their neck, large cloven feet and long muscular arms. Their black flesh is tough and resilient, able to withstand the mightiest of blows, but is typically scared from many battles. They are all skilled warriors, trained in the use of their deadly poisonous punching daggers and numerous combat techniques.



Common Language: Daemonic
Lifespan: up to 5,000 years
Height: 4.5 metres
Weight: 3,200 EV
Diet: Carnivore

Nightvision: 500 metres
Rate of Recovery: ×10
Encumbrance: ×5
Attitude: Unfriendly
Natural Weapons: none

IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
16	20	35	30	18	35	14	-	20	20	14	350	3080

Combat Skill: Jump Kick, Killing Blow, Roundhouse Kick and Sweep Kick

Weapons & Equipment: All Deathgaunts are armed with two Punching Daggers (7D6, One-Handed). All modifiers have already been applied to the attributes

Minoan Greater Daemon

Minoan DARKNESS & ITS MINIONS

A fiercely powerful greater daemon, armed with two long barbed whips capable of tearing a man to pieces. Its prime role is that of the hunter, to seek out and destroy individuals that oppose the Lord of Darkness. The Minoan stands four metres tall with long muscular arms and powerful cloven feet. Its head is huge and similar in appearance to that of a bull, with a pair of long black horns which it will use to toss its enemies.

It is rumoured that a single Minoan accidentally wandered into a freak portal to Earth many thousands of years ago. There are many stories regarding its eventual demise, but many believe it was slain by a young human male as it lay asleep.

Common Language:

Daemonic

Lifespan:

up to 5,000 years

Height: 4.0 metres

Weight: 2,500 EV

Diet: Carnivore

Nightvision: 500 metres

Rate of Recovery: ×10

Encumbrance: ×5

Attitude: Unfriendly

Natural Weapons: Horns*



IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
14	20	33	25	17	35	17	-	19	13	15	300	1425

Horn Toss: The Minoan is able to toss its enemy aside with its great horns. In combat this incurs a -2 Att penalty. If successful, the opponent must perform an immediate Dexterity Test, but with a -5 penalty. If this is failed they are tossed away and considered out of combat for 1D3+2 melees (flying opponents, 1D3 melees). The GM section gives detail on throwing if necessary. The maximum EV a Minoan can toss is STx40 (ST33 = EV1320). This EV is not further increased by the Minoan's Encumbrance ratio

To land safely the opponent must perform a further Dexterity Test, but unmodified this time. If this is failed they suffer 7D6 points of damage from the fall. Flying creatures are not required to perform this test and do not suffer any further damage.

Weapons & Equipment: All Minoans are armed with two Barbed Whips (8D6, One-Handed, Trauma+10). All modifiers have already been applied to the attributes.

Chaos Bringer Greater Daemon

Greater Daemons are the most feared of all Erebos' creations and their natural strength and incredible might are almost unmatched. There are four known breeds of Greater Daemon on Earth, but the most common are the Chaos Bringers. They are by far the most numerous greater daemons and can often be seen roaming the Earth and leading armies. They have long arms with extended fingers and long legs with cloven feet. Their head is massive with a long dog-like snout and enormous jaw, containing many long, razor sharp teeth. Chaos Bringers have a tough, almost blistered flesh that is usually deep red in colour.



Common Language: Daemonic
Lifespan: up to 5,000 years
Height: 3.0 metres
Weight: 1,600 EV
Wingspan: 7.0 metres
Diet: Carnivore
Nightvision: 500 metres

Rate of Recovery: ×10
Encumbrance: ×5
Attitude: Unfriendly
Natural Weapons:
 Claws, 3D6
 Fangs, 3D6 Biting Attack

IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
14	20	30	25	16	35	14	18	17	15	12	250	830

Weapons & Equipment: All Chaos Bringers are armed with a Daemonic Blade (9D6, Two-Handed). All modifiers have already been applied to the attributes.

Warmonger Lesser Daemon

Standing more than two metres tall, broader than three humans, with an enormous flat-faced head and a gaping jaw with huge fangs the Warmonger is easily recognisable. Its entire muscular body is covered in sharp barbs and its black flesh is tougher than steel. The Warmonger is a psychotic, battle-crazed, bloodthirsty killer. Erebos had only one purpose for this daemon, to cause as much widespread slaughter as possible, and the Warmonger is more than capable. It can kill using its sharp claws, huge fangs or deadly head-butt. The Warmonger typically lurches forward due to the weight of its upper body, but in combat it will stand upright to show its full menacing figure.



Common Language: Daemonic
Lifespan: up to 1,200 years
Height:
 2.5 metres upright
 1.5m lunched forward
Weight: 650 EV
Diet: Carnivore
Nightvision: 300 metres

Rate of Recovery: ×5
Encumbrance: ×3
Attitude: Hostile
Natural Weapons:
 Claws, 4D6 (2 Attacks)
 Fangs, 5D6 Biting Attack
 Bone Cranium, 5D6 Head-butt, KO18+

IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
6	20	26	23	11	35	12	-	12	8	6	125	310

W
a
r
m
o
n
g

Berserker Lesser Daemon

Berserkers are humanoid in shape but their entire body is covered in folds of fatty red flesh. They are unintelligent creatures, whose only thought is to kill. Berserkers are completely uncontrollable and will attack anything in their path, although they do know not to attack other Daemons of Erebos.



Common Language:
none, but they understand Daemonic
Lifespan: up to 2,000 years
Height: 2.5 metres
Weight: 1650 EV
Diet: Carnivore

Nightvision: 200 metres
Rate of Recovery: ×10
Encumbrance: ×4
Attitude: Hostile
Natural Weapons:
Gigantic Fists*

IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
2	20	26	25	6	35	8	-	7	7	0	190	375

Berserk: Berserkers are extremely hostile in combat and use every ounce of their rage to kill. Every melee after the first the Berserker gains +1 Att and loses -1 Def. This is accumulative, so for example, after four rounds of combat it would have an Att of 11 and a Def of 3.

Gigantic Fists: Berserkers only fight with their gigantic fists in combat. Their ferocity enables them to attack twice each melee, causing 5D6 damage and a knockout blow on 18+.

Daemonette Lesser Daemon

The Daemonettes are half-human, half-demon cross-breeds that are almost impossible to recognise, if not for the two small horns on their bald head. Daemonettes are powerfully built, sharing similar strengths to their daemon cousins. Erebus created many Daemonettes after invading the Earth and roving bands can still be encountered, although thankfully these are quite rare.

Though they are not the most powerful daemons, they have one distinct advantage over other breeds. Daemonettes can walk among the humans and other races without being noticed. Their horns and supernatural strength can be hidden until they need to call upon their daemonic nature. This makes the Daemonettes possibly the most dangerous breed known, for they can be anywhere and anyone, being the perfect spy for the Lord of Darkness.

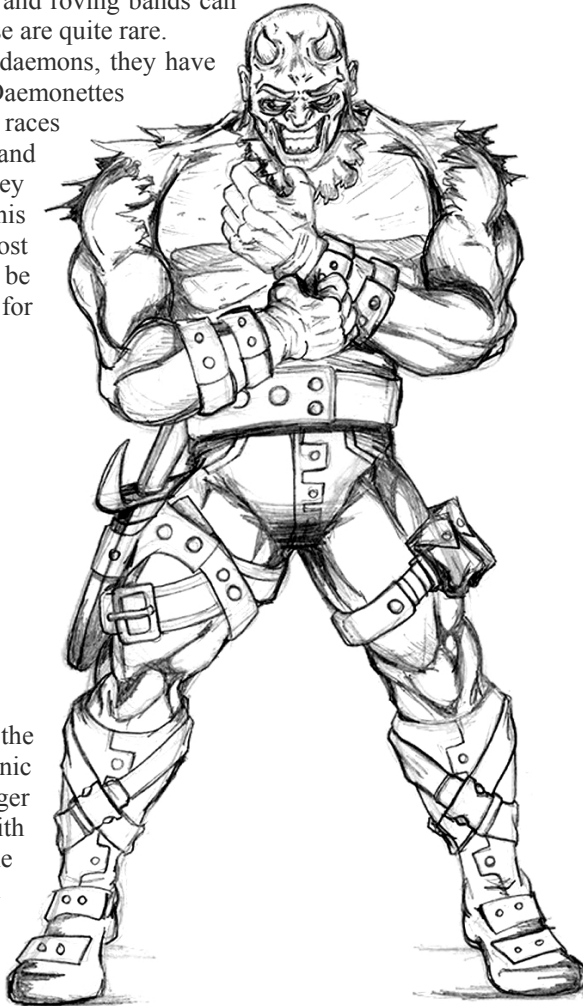
Common Language: Daemonic
Lifespan: up to 900 years
Height: average 1.8 metres
Weight: average 250 EV
Diet: Carnivore
Nightvision: 300 metres
Rate of Recovery: ×3
Encumbrance: normal
Attitude: Neutral
Natural Weapons: none

Daemonic Calling: At any time the Daemonette can call upon their daemonic nature. Their short black horns grow larger they immediately turn deep red in colour, with black veins pulsating around their body. The Daemonette doubles both their Strength (ST) and Toughness (TS) attributes. This daemonic flesh is impervious to fire and electrical damage, such as that caused by some magic spells and psionic powers. The Daemonette can remain in their daemonic state a number of melees equal to their EN attribute. When they return to their human state the effected attributes are returned to normal.

Equipment: To benefit from their brute strength, Daemonettes tend to favour a bastard sword (4D6, Two-Handed).

Natural Skills: Ambidextrous, Read & Write Earthen, Speak Earthen, Spelunking.

IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
12	20	12	10	13	35	12	-	16	14	10	100	180



Dancer of Death Lesser Daemon

Dancers of Death are the swiftest daemons of the Underworld. Their natural prowess and agility rivals even the legendary Reptilian Fighters of Khan. They are slender creatures with four elongated arms and a long serpent-like head. Their scaly skin varies from fiery red, to reddish-brown and even deep black.



Common Language: Daemonic
Lifespan: up to 2,000 years
Height: 2.3 metres
Weight: 250 EV
Diet: Carnivore

Nightvision: 320 metres
Rate of Recovery: ×3
Encumbrance: normal
Attitude: Unfriendly
Natural Weapons: none

IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
9	20	10	13	18	35	18	-	16	14	8	50	100

Weapons & Equipment: Dancers of Death are armed with four Slashing Daggers (2D6, One-Handed, Trauma+1, 4 attacks). All modifiers have already been applied to the attributes.

Fire Merc Lesser Daemon

Fire Mercs look like tiny bald humans with bright red flesh, but do not let this deceive you for they are truly evil creatures. They are not physically powerful and so rely upon their natural swiftness and weight of numbers to overcome an enemy.

They are able to create and use fire with the simplest thought, and can multiply whenever wounded. However, the most dangerous characteristic of these daemons is their sense of humour, which often involves some act of mindless slaughter or arson.



Common Language: Daemonic
Lifespan: up to 700 years
Height: average 0.2 metres
Weight: average 50 EV
Diet: Carnivore

Nightvision: 300 metres
Rate of Recovery: ×5
Encumbrance: normal
Attitude: Unfriendly
Natural Weapons: none

IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
10	20	3	8	16	35	18	-	12	16	8	15	5

Magic: Fire Mercs are level-1 spell-casters and are able to cast the spells of Fireball and Spontaneous Combustion. However, Fire Mercs do not have any Magic Points. Instead, they use their own Endurance to power a spell, at the rate of one EN per MP.

Splitting: If a Fire Merc is injured by a blunt weapon (a weapon with a Knockout value) and not reduced to zero or less HP they will split apart, creating another Fire Merc for every five points of damage or part thereof that is taken from their HP. For example, if a Fire Merc suffers eight points of damage from an attack they would immediately split apart and three new Fire Mercs would be created. If the Fire Merc suffered 15 or more points of damage in a single attack it is killed and cannot split. When a Fire Merc splits their HP is recovered instantly.

Water: Due to their nature Fire Mercs suffer damage from water in the same way as fire. For example, a Fire Merc suffers 3D6×5 points of damage from a bucket of water, while it would suffer 3D6×20 points of damage per melee from light rainfall. It is plainly obvious that even the slightest amount of water will kill a Fire Merc and they know this.

Nominod Lesser Daemon

Nominods are the most abundant of all daemons and make up the greater portion of Erebos' armies. They are humanoid in shape but have large heads with massive bulging eyes and a long pair of antennae. Their pale yellow, hairless flesh is soft and placid, but surprisingly tough and some are even winged. Despite their small size, Nominods are formidable foes and are quite capable of killing a creature much larger than themselves



Common Language: Daemonic
Lifespan: up to 2,000 years
Height: 1.4 metres
Weight: 400 EV
Wingspan: 2.5metres
Diet: Carnivore

Nightvision: 300 metres
Rate of Recovery: ×3
Encumbrance: normal
Attitude: Unfriendly
Natural Weapons: none

IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
Nominod												
8	20	10	14	10	35	10	-	10	10	10	50	25
Winged Nominod												
8	20	9	13	11	35	10	16	10	12	10	50	25

Weapons & Equipment: Nominods are armed with a Daemonic Attack Spear (3D6, Two-Handed, Trauma+1). All modifiers have already been applied to the attributes.

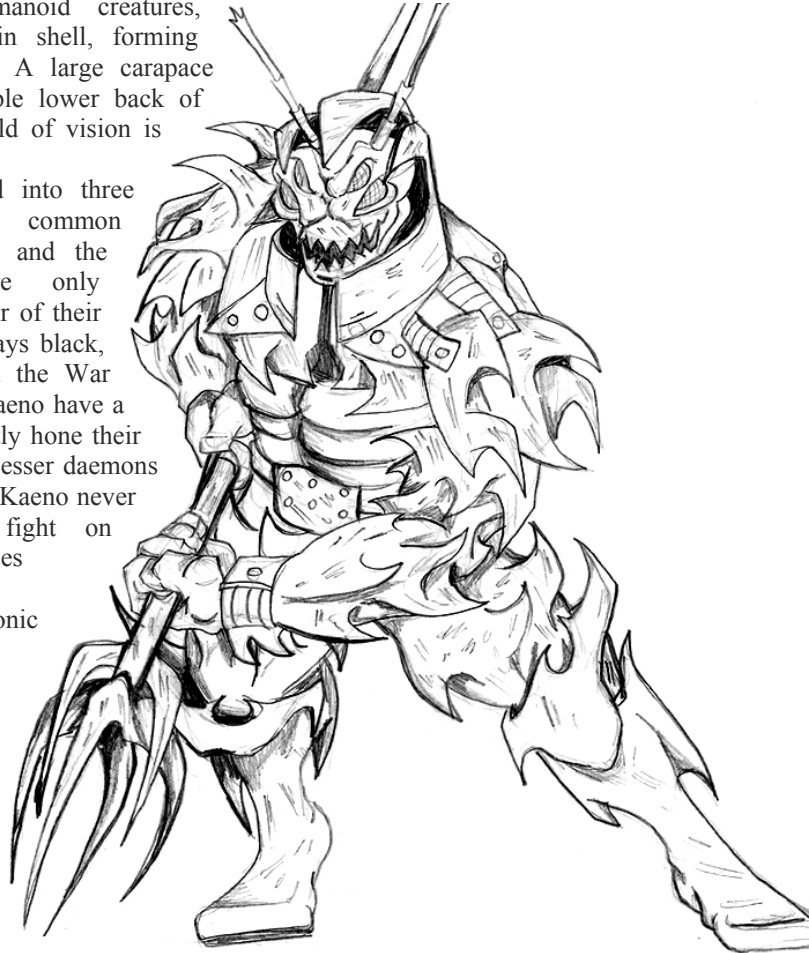
Kaeno Lesser Daemon

Kaeno DARKNESS & ITS MINIONS

The Kaeno are an elite fighting force of the lesser daemons. Though they are few in number, they are more intelligent than other lesser daemons and are tactically greater in the heat of battle. Erebos will send the Kaeno into war when a greater force apposes him.

Kaeno are large humanoid creatures, covered in layers of chitin shell, forming unusual peaks and shapes. A large carapace collar protects the vulnerable lower back of their skull, though their field of vision is severely impaired by this.

The Kaeno are divided into three militaristic groups; the common Slaughterers, the Sentinels and the War Lords. They are only distinguishable by the colour of their chitin. Slaughterers are always black, the Sentinels are grey and the War Lords are pure white. All Kaeno have a war-like nature and constantly hone their warrior skills. Where other lesser daemons may turn when defeated the Kaeno never give ground and will fight on regardless of the circumstances



Common Language: Daemonic

Lifespan: up to 600 years

Height: 1.9 metres

Weight: 400 - 600 EV

Diet: Carnivore

Nightvision: 400 metres

Rate of Recovery: normal

Encumbrance: normal

Attitude: Unfriendly

Natural Weapons: none

IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
Kaeno Slaughterer												
10	20	12	15	10	35	10	-	14	12	6	50	40
Kaeno Sentinel												
12	20	16	20	12	35	10	-	17	14	8	75	105
Kaeno War Lord												
14	20	20	25	14	35	10	-	20	16	10	100	205

Kaeno Slaughterer

10	20	12	15	10	35	10	-	14	12	6	50	40
----	----	----	----	----	----	----	---	----	----	---	----	----

Kaeno Sentinel

12	20	16	20	12	35	10	-	17	14	8	75	105
----	----	----	----	----	----	----	---	----	----	---	----	-----

Kaeno War Lord

14	20	20	25	14	35	10	-	20	16	10	100	205
----	----	----	----	----	----	----	---	----	----	----	-----	-----

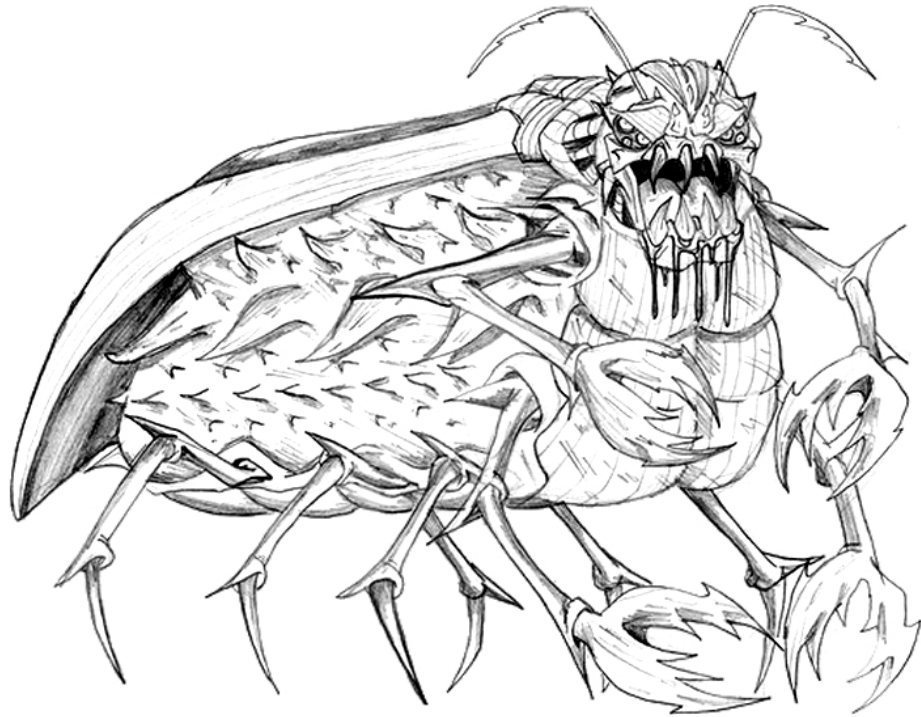
Limited Vision: The Kaeno's field of vision is limited to directly ahead. Therefore, any creature prowling upon or shadowing a Kaeno receives a bonus of +1 to their attribute before the test is undertaken.

Weapons & Equipment: Kaeno are armed with a Kaeno War-Fork (4D6, Two-Handed, Trauma+1). All modifiers have already been applied to the attributes.

Rogrot Daemonic Beast

Rogrots were created shortly after the fall of Keb and are believed to be the result of horrific experimentation by the Judges of Hades.

Rogrots have three pairs of legs and four powerful pincers. They are covered in thick polished black chitin and their upper body is encased within an enormous shell, which the Rogrot can retreat into if threatened. Due to their lack of intellect, Rogrots are not entrusted with missions or important tasks. They are typically used to harvest prisoners, food...or both!



Common Language: none
Lifespan: up to 40 years
Height: 1.8 metres
Length: 2.5 metres
Weight: 2,500 EV
Diet: Carnivore

Nightvision: 60 metres
Rate of Recovery: ×2
Encumbrance: ×3
Attitude: Hostile
Natural Weapons:
 Pincers, 4D6 Punch* (4 attacks)

IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
3	14	18	23	8	14	8	-	9	9	2	100	300

Chitin Shell: If the Rogrot retreats into its shell, their TS attribute is increased by +12, although the Rogrot is considered prone. Retreating into its shell requires its action in combat situations.

Pincers: Rogrots have four large pincers that can be used in close combat. A punch from a Rogrot inflicts 4D6 points of damage and the pincers can also be used to grasp or crush an opponent. If the attack is successful and the opponent fails to break free, they will suffer 4D6 points of damage, plus a further 2D6 for each pincer used beyond the first.

Brinor Daemonic Beast

The Brinor is a large reptile beast with black scaled flesh and fiery red eyes. It is a slow methodical creature but can be dangerous if challenged. They are used by the lesser daemons as beasts of burden, but are often trained for city fighting were it can flush out any resistance with its fiery breath from its great gaping jaw, burning everything in its path.



Common Language: none
Lifespan: up to 320 years
Height: average 1.6 metres
Length: average 5.5 metres
Weight: average 3,800 EV
Diet: Carnivore

Nightvision: 200 metres
Rate of Recovery: ×1
Encumbrance: ×4
Attitude: Unfriendly
Natural Weapons:
Claws, 4D6
Fire Breath*

IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
7	20	22	17	12	35	14	-	11	10	12	125	180

Fire Breath: A Brinor can breathe fire. This is used like a missile weapon and requires a conventional roll to hit, but may be dodged as normal. The fire breath has a range of 40 metres and a blast radius of one metre. Targets struck suffer 12D6 points of fire damage. Flammable targets suffer double damage.

Hell Hound Daemonic Beast

Hell Hounds are large dog-like beasts used as assassins and hunters, often by the Lord of Darkness himself. The daemon's flesh is black in colour with a red underside and like other breeds, it is characteristically tough. Hell Hounds are powerful daemons with sharp fangs that can administer a deadly poison and are capable of killing creatures much larger than themselves, though they tend to hunt in packs of up to three.



Common Language: Daemonic
Lifespan: up to 400 years
Height: 1.2 metre
Length: 2.1 metres
Weight: 500 EV
Diet: Carnivore

Nightvision: 500 metres
Rate of Recovery: ×10
Encumbrance: ×3
Attitude: Hostile
Natural Weapons:
 Fangs, 3D6 Snap Attack AP+2*

IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
12	20	20	15	16	35	18	-	17	12	-	75	85

Fangs: The Hell Hound's fangs inflict 3D6 points of damage in a snap attack. Each time an opponent is wounded by the fangs of a Hell Hound, they must perform an immediate Save against Toxins. If this is unsuccessful, they also suffer 1D6 points of attribute damage in addition to the physical injury.

Natural Skills: Ambidextrous, Hide, Recognise Odour, Shadow, Spelunking, Stealth and Track Scent

Dark Fanatics (Humans)

Fanatics believe that order must be brought to the world and Erebos is their saviour in this time of need. Dark Fanatics are loyal and zealous worshippers who continually try to prove themselves to the Lord of Darkness, believing he is watching and guiding them to a great destiny. Most fanatics are easily recognisable by their dark robes and symbols of darkness, although some more sinister followers hide their disposition beneath a false personality of smiles and kind nature.

The followers usually form a dark sect, which will consist of up to 200 fanatics, up to 20 guards, at least 10 druids and a single sorcerer. The druids are the leaders of the fanatics and they will organise the rituals and festivals, while the sorcerer is the leader of the entire sect and is well versed in the powers of darkness. It is also commonly known that many sects have a number of mutants, bred through experimentation and vile acts.

Once every month a sect will make an offering to the Lord of Darkness. This is typically a treasure horde they have stolen, but they have been known to kidnap and sacrifice a virgin in Erebos' name.

Despite the growing numbers of fanatics, many creatures that follow Erebos do so in a somewhat religious manner, truly believing that his ideals are the best for all creatures. They do not form dark sects or fanatical groups.



Common Language: Earthen and Daemonic

Lifespan: up to 105 years
(some sacrifice themselves before 50)

Height: 1.6 - 2.0 metres

Weight: 250 - 350 EV

Diet: Omnivore

(some sects practice cannibalism)

Nightvision: none

Rate of Recovery: normal

Encumbrance: normal

Attitude: Unfriendly

Natural Weapons: none

DARKNESS & ITS MINIONS

Dark Fanatics

IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
Fanatic												
10	12	10	10	10	10	10	-	10	9	10	50	15
Sect Guard												
10	12	13	12	10	10	10	-	12	10	10	65	75
Druid												
12	14	10	10	10	12	10	-	10	10	10	50	15
Sorcerer												
14	16	12	10	11	14	10	-	11	10	11	65	100
Big Mutant												
7	11	18	16	9	16	10	-	10	7	10	100	80

Equipment: All modifiers have been applied to the fanatics' attributes.

Fanatic	- ball & chain (3D6, one-handed, KO19+, AP-3)
Sect Guard	- trident (4D6, two-handed), chain mail vest (AV13, DP750).
Druid	- mace (4D6, one-handed, KO19+, AP-2)
Dark Sorcerer	- quarterstaff (4D6, two-handed, KO20+, AP-2), leather vest (AV9, DP350)
Big Mutant	- maul (5D6, two-handed, KO18+, AP-1)

Fear: All fanatics, including sect guards, druids, sorcerers and big mutants, are unaffected by Fear and Panic.

Frenzy: Fanatics are subject to the rules of Frenzy, as explained in the Psychology & Physical Tests section. Sect Guards, Druids, Sorcerers and big mutants are not subject to Frenzy.

Magic (Druids): Druids can cast the following spells: Blind, Deaf, Heal, Life, Purify, Restore Health, Sleep, and Weaken. They have a total of 16 MP and a Magic Level of 2.

Magic (Sorcerers): Sorcerers can cast the following spells: Cause Confusion, Cause Fear, Cause Hatred, Create Darkness, Curse, Dispel Magic, Fireball, Flesh Rot, Lightning Bolt, Paralyse, Resist Pain, Summon Berserker, Summon Chaos Bringer, Summon Dancer of Death, Summon Fire Merc, Summon Nominod. They have a total of 31 MP and a Magic Level of 6.

THE WORLD GUIDE

THE WORLD GUIDE

The world as it was known is long gone. The daemons left little in their wake and the humans with their weapons almost destroyed all that remained. Despite this, many cities abandoned or destroyed during the Daemornia have since been reclaimed, though necessarily by the humans and their allies.

The greatest loss of the war with the daemons was in the field of science and medicine. Often the knowledge remains, but the will and means are gone. Hospitals are typically basic and those in smaller towns are usually rife in disease. Magic has taken some roles from conventional medicine, with power and skill beyond the reach of doctors.

Many cities have little, if any, electricity and those that do face regular blackouts and power spikes. Custom-built generators provide heating and light for chosen areas, but usually only for those that can pay. Fossil fuels are non-existent and most do with an open wood burning fire and wax candles.

Even within these cities there are areas beyond repair and completely inhospitable to all but the most determined and hardy. Wandering bands of Night Stalkers will take to such conditions where their skill of survival is unmatched by many races, as too do the daemons of Erebos, where they can act out their tasks without interference.

The economy within the larger cities is strong with the trade of many commodities, such as livestock, food, building materials and antiquities. Denzon, the currency developed between the humans and the Offworlders, is in worldwide use, although some remote towns or independent countries may still use their own coinage. Wealth is important for survival in the world, but it is not always determined by the amount of currency a man holds. In some smaller towns and especially remote villages, the best way to obtain goods is by trade alone.

Despite the growth of many cities the greatest killer and bringer of sorrow, is through poverty alone. Many do not have the skills to earn their living and some can barely read or write. The poor and homeless take to surviving in those places than others turn away from, and in the cold, dark and wet, they scrape a meagre existence. For many, their life is short, sometimes preyed upon by unseen horrors. Often, those that do survive take to a life of crime, stealing and taking that which they desire, or simply need.

Human Tech Town

A human tech town is a marvel of lost technology and a valuable resource of difficult to obtain items. With a typical population of less than a hundred thousand, almost all are human. They are governed by laws passed down from their ancestors and do not take kindly to outsiders breaking such strict rules. Tech towns are the last surviving communities from before the daemon incursion. They are in a preserved state, with schools, libraries, religious houses and recreational buildings. They will also have their own militia who will defend their home with all the tools at their disposal.

- Phasers, Bolters, Explosives, Optics and Medical Equipment are available at +10%, with cost reduced by 20%
- All other equipment is available at -10%, with an increased cost of +20%
- Non-Humans receive a penalty of -2 CR in a Tech Town

Shantytowns

Shantytowns are the den of scum, criminals and the lowlifes that prey on the weak. They are an unpleasant place to be in, and are becoming far too common in this world. They have a typical population of between ten and twenty thousand, of which almost all have something to sell. They tend to form in the burnt out shells of old cities and towns that fell during the incursion. Living conditions are generally poor with many self-claimed territories and internal borders. Despite their obvious dangers, they are an invaluable source of information and hired hands. Almost anything can be bought here, from illegal drugs, exotic weapons, off-world artefacts and even slaves.

- The availability of any item may be increased by +5%, but this incurs a cost increase of +25%. This may be applied as much as desired, increasing the availability and cost proportionally. The more a character requires an item the more likely the trader will find it, but at a cost.
- Hired hands typically cost 50 Denzon per day for characters with common attributes, 100 Denzon per day for champion attributes and 150 Denzon per day for those characters with lord attributes. This only applies to the races available as player characters.

Reptilian Sanctuaries

There are only maybe a dozen or so Reptilian Sanctuaries in the known world, but they are all splendid to behold. These self-contained cities typically have a population of around 75,000 with almost 90% Reptilian. All races are welcome in a sanctuary, but the priest order and the devoted fighters of khan do not tolerate chaos or violence.

A sanctuary is protected from many would-be invaders by a white stone wall as much as 10 metres in height. Inside, the city is clean, with good sanitation and a variety of traders and resources. Each sanctuary is known to have many temples, the I'Alis, but only a single Cathedral of Khan, or I'Alis'Lathrus in Heskian. These colossal buildings are made from the whitest stone and marble, with ornate carvings and tall spires. They can hold up to 5,000 devotees in a single mass and their hymns can be heard for many miles beyond the city walls.

- All food, drinks and other consumables are available at +10%
- All medical attention and healers cost -20% less.
- All weapons are available at -20% and cost +20% more.
- Reptilians receive a bonus of +2 CR in a sanctuary.

The Forsaken

Forsaken is a general term given to those cities and towns that have fallen to, or been captured by the forces of Erebos and his followers. Ruled by the daemons who demand loyalty to Erebos and his ideals, Forsaken cities can be a harsh place to live, with strict rules and little, if any, tolerance of non-believers. The smaller towns do not survive long, for the lesser daemons tend to destroy everything in their path. However, the larger towns and almost all cities will be governed by one or more Chaos Bringers, or even a Minoan.

- Only Ke-Shta is accepted in Forsaken towns or cities. Denzon has no value.
- All daemonic weapons and artefacts are available at +30%, but cost +20% more.
- Reptilians, Night Stalkers and Dankari are not welcome, and will be attacked by daemons if encountered.
- All close combat weapons are available +10%

Travelling the World of Daemornia



THE WORLD GUIDE

Travelling the World of Daemornia

The highways of yesteryears were bustling with traffic, with humans travelling to and from cities every day, transporting goods, going to their place of work, and even for leisure.

However, those days are gone. The roads that once stretched for miles are still laded with those vehicles, though often only their burnt out carcasses remain. The smooth asphalt that glistened in the morning sun is now cracked and holed, with many miles nothing more than rubble. The incursion that befell this world turned much into ash, as the war with the daemons raged on.

The mixed race communities that have co-build many cities now look to improve the economy and trade with their neighbours. Indeed, in some parts of the new world vast networks of roads join many cities and towns.

However, such travel is slow, as working motorised vehicles are almost unheard of, as too is the fuel they need. Wagons and steeds, such as Horses, Kangars and Korgs, are the typical mode of transportation for most, but exotic creatures such as Araneae Goff, Giant Ants and Dragonettes are also seen.

Travelling these roads can be long and arduous, with many miles of often unforgiving land between each town or city. The ancient highways and byways are often home to many dangerous and sometimes-depraved creatures, with some unseen by human eyes. However, the humans and their allies have reclaimed a great number of cities and many such roads are used everyday by all manner of creatures and traders. It is always advisable to take care of such derelict roads, for many cities have been long forgotten and lay waiting to be discovered. As too, may their new occupants.

Despite the re-building of the world, many races create remote communities, living from the land and its resources. Travelling between such villages can take many days, often over mountainous or hilly regions with little more than dirt tracks to guide your way. Villages usually hold less danger than a busy overcrowded city, but many have fallen to daemon or barbarian hands, unable to defend themselves with such a small populace.

Random Encounter Chart

The chart below may be used to randomly determine an encounter during long journeys.

01-40 Trader: The party happens upon a trader travelling by wagon to the nearest city, usually dealing in small goods, such as spices, food, cloth and so on, with a typical stock value of 400 - 700 Denzon. They may assist the party, selling their goods or providing transport.

41-55 Protected Trader: Some traders deal with the sale of weapons, armour and other such goods. These traders employ at least a trained bodyguard and some may have as many as a dozen soldiers. Their stock will often have a value in excess of several thousand Denzon and they are less willing to assist the party

56-65 Injured Traveller: The party encounters an injured traveller in need of assistance. They have been attacked by a wild animal (use the Creature Encounter table below) and there is a 25% chance it may still be in the area. If the character is aided, reward the party with 50 EXP each.

The traveller will give thanks if aided and will offer assistance to the party during their journey. There is a 50% chance that the traveller will remain with the party for the entire journey and a 10% chance they will offer to join the party at the end of the journey as an ongoing NPC.

66-75 Worshippers: The party encounters a travelling group of Dark Fanatics, consisting of 1D3 Druids, 7D6 Fanatics and 1D3 Big Mutants. Unless the party is actively showing their loyalty to Erebos the worshippers are not likely to offer assistance and will attack if provoked.

76-85 Caravan: Many cities are overcrowded and some inhabitants leave to form their own community far away. The party encounters a caravan of these travellers with as many as 30 wagons. They will have very little stock to trade but may offer assistance in exchange for services along their journey.

86-98 Creature Encounter: The party encounters a randomly determined creature or creatures that will act accordingly. (D100)

01-04 Araneae Goff (forests only) (1)	55-59 Laestrygonians (2D3)
05-08 Fel-Sharg (1)	60-63 Nesrian Prowler (3)
09-14 Giant Ant (Worker) (2D6)	64-67 Wild Bear (1)
15-18 Giant Ant (Soldier) (1D3)	68-78 Wild Dog (1D2)
19-31 Giant Rat (3D6)	79-88 Wolves (Common) (2D6)
32-34 Giant Scorpion (1)	89-96 Wolves (Giant) (2D3)
35-36 Glasvark (1)	97 Brinor (1)
37-38 Great Worm (1)	98 Rogrot (1)
39-44 Horses (1D3) - 20% Daemonic	99 Hell Hound (1D3)
45-49 Kangar (1D3)	100 Chaos Bringer Greater Daemon (1)
50-54 Korg (1)	

99-100 Daemon Horde: The party encounters a large daemon horde consisting of 1D2 Berserkers, 2D3 Dancers of Death, 5D6 Nominods and 1D2 Warmongers. It is advisable for the party to hide, for the daemons may attack without provocation. The horde will not have any items for trade and will not offer any assistance to non-worshippers or non-daemons of Erebos

United Earth Alliance
'The New Order of Mankind'
- Great Britain -



United Earth Alliance
THE WORLD GUIDE

The United Earth Alliance (UEA) was a well established global defence and peacekeeping force and was at the forefront of the war against the Daemons during the Daemornia. They suffered terrible defeats for their reliance on their phaser technology and were thought to be disbanded shortly after the end of the plague.

In the last decade more sightings of their forces have been spotted in Great Britain. The exact location of their headquarters is unknown, but is believed to be hidden underground in North Yorkshire, with little surface evidence to disclose this base. Despite the loss of the world-wide economy and any governmental formation on Earth they still have extensive resources and its operatives are regularly sent out to 'obtain' specific materials.

There is a visible organisational structure in the UEA, with its soldiers dressed in either khaki or jungle fatigues with a suitable combat helmet bearing their logo and identification number. The UEA logo bears a striking resemblance to the LEO symbol of authority and many speculate that the LEOs are a division of the UEA working towards a higher human goal. This is something the LEOs and their government bodies claim as propaganda from anti-human extremists and deny any such involvement. The UEA is typically unfriendly to non-humans and many suggest that they may also be linked to the Human World Order (HWO), a fanatical group devoted to restoring Earth to humankind. There are even rumours that claim that the UEA, HWO and the LEOs are all part of an elaborate world-wide secret organisation. Although without evidence this is no more than pure hearsay.

Rumour also suggests that they have manufactured new weapons against the daemons that utilise plasma and particle projection technology. It is widely believed that they have the means to travel to other worlds, and several 'alien' vehicles bearing the UEA logo have been spotted over the years, lending to the theory of off-world technology.

It is obvious that the UEA has access to a higher level of technology than available elsewhere in the world and their 'agents' are by far more skilled than other humans. It is also well documented that the 'super-soldier' was a project under development before the Daemornia and un-mutated humans have been encountered in London recently that showed physical attributes beyond that of the mutated populace. Whether these individuals are the part of the UEA is pure speculation and they disappear almost as quickly as they turn up.

Despite their superior weaponry, advanced technology and powerful soldiers the UEA has not taken part in any major conflict for many years – many believe that they either simply do not have the numbers to do so or are building up their forces for a major offensive.

Cairo

'The Kadanta Menace'

- Egypt -

Cairo is the capital city of Egypt with an estimated population of seven million, although the uncounted number of homeless may well increase this closer to 12 million. Almost half of the population are human, with a number of Felidites, Draga, Keebo and Hyterians. As many as four million of the estimated population are loyal to Erebos, with an increasing number of fanatical worshippers.

The city is located on the banks and islands of the river Nile, the longest in all of Africa. Eastern Cairo was relatively unscathed by the Daemornia, but the Western suburbs were savagely attacked by the Daemons in the first year of their invasion and many of its burnt and crumbling buildings remain abandoned.

West from the city, in the desert, are the remains of the ancient necropolis of Memphis, with its three large pyramids. The largest of these, The Great Pyramid of Giza is believed to house a number of Lancasin.

The population of Cairo is divided into two factions; the followers of Erebos and the followers of Islam. Clashes between these followers occur occasionally, but the city is governed by the Deathgaunt Bia'Draan and his council of worshippers and daemons, with a Daemonic legion to enforce order and curfews.

South from the city are the reason the Daemons have remained for so long; Kadanta Dust Mines. Kadanta Dust is a highly addictive hallucinogenic drug that is taken on the tongue. It is made from the grounded black stones of Kadanta – named so after the first Underworld city in which they were discovered. It is believed that the existence of the mines is due to a cross-world phenomenon that may harbour an open portal to the Underworld.

The drug trade generates vast wealth for Erebos to maintain his non-daemon armies on Earth. He knows too well that action and loyalty is more easily bought than forced by aggression. With over a million slaves, the mines are in production every day, shipping the dust from Port Suez in the east to around the world, helping to subjugate the population and spread the influence of Erebos.

Nathrad

'The Stronghold of the Dankari'

- Australia -

The fortress-city Nathrad is in the southern most part of Australia. It is the home of nearly one million Traitor Daemons and a safe haven for those trying to escape Erebos and his followers. Nathrad's impenetrable walls have ensured lasting peace since its construction almost a hundred years ago.

The city is governed by several Traitor Daemon lords and their overall leader, D'Kara. His presence alone inspires fear into his enemies for he is a formidable warrior, quite easily capable of killing greater daemons in combat. However, he is often roaming the world with many of his Dark Slayers and is rarely in Nathrad.

The city's main source of economy is the construction of steel from the two mills in its southern sector. Though it is not as rich as its eastern neighbouring city, Sydney, it does benefit from a stronger and more resilient workforce.

Tor-Keep & The Keltorkar Night Stalker Tribe - Brazil -

The city-port of Tor-Keep is located at the mouth of the Amazon River of Brazil and is famous for the quality of the ships built in its great yards. Ship-building is the main source of income for most inhabitants, though there are still many other trades and commodities, such as livestock and fisheries. Tor-Keep even has its own gladiator and blade hockey stadiums.

Tor-Keep has a population exceeding 10 million from many diverse races, including almost a thousand Traitor Daemons and several thousand Night Stalkers from the nearby tribe. LEOs maintain order within the city, ensuring that crime is low, despite the antics of some Night Stalkers who have difficulty understanding some laws. D’Kara sometimes resides in Tor-Keep and many of his warriors will patrol the streets at night alongside the human LEOs.

It is estimated that one percent of the population worship Erebos and hide their activities behind legitimate practices. It is possible that there are loyalists in every major organisation, including the council.

The Keltorkar Night Stalker tribe occupies almost the entire Amazon forest. The main tribe is situated close to Tor-Keep, but there are several small villages spread throughout the forest. In exchange for domain over the forest, the Night Stalkers offer the inhabitants of Tor-Keep protection from inland Erebos forces. This has ensured a lasting peace for Tor-Keep, but there have been several attempts lately as destabilising this alliance, for what some speculated as a prelude to invasion.

The tribe is the largest in the world, with an estimated population of nearly 1.2 million. It is difficult to keep an accurate census on their numbers for the outer villages are continually growing and moving, but it is estimated to have at least 500,000 warriors. The remaining Night Stalkers are farmers, hunters and breeders. There are even eight members of a Night Stalker blade hockey team, known as the Forest Hunters in Earthen, or Sanshka Dath in traditional Slaveisk.

Sydney ‘Home of the New Olympic Games’ - Australia -

Sydney is the largest city that lies on the east coast of Australia, in the far south of the country. It has a population over just over four million and is made up of various races, including many Traitor Daemons and several Lancasin, although almost two million of the population are human.

Sydney did hold the largest port in the world, Port Jackson, but the black sea serpents that plagued the Australian coast during the Daemornia eventually destroyed most of its structure. Despite this, Sydney is a well developed city with a good trade in livestock and grain.

Many travellers seek refuge in Australian cities and Sydney is no exception. However, to control the population the council has introduced a means tested application for residence. The manual labour force is already at its limit, with extensive periods of unemployment and those without useful skills are turned away.

Religion is a mixed affair in Sydney, with a large number of devoted Christians of mainly Anglican, Roman Catholic and Uniting Church denominations, but there is also Buddhism, Islam, Judaism and an increasing number of Khan worshippers (Reptilians). There has never been an incident of open Erebos worshipping, though this does not mean it is not happening.

Sydney holds Olympic Games every four years and is open to all countries, bringing in tens of thousands of tourists and millions of Denzon to its economy. There are many traditional events, including sprints, jumps and swimming, but there have been considerable changes to account for the Offworlder races – no one wants to race against a Felidite!

The Fallen City of New York, North America 'Hell on Earth'

Known amongst the humans as 'Hell on Earth', New York City was targeted by the daemons during the Daemornia for both its importance to the global economy and the dense population of over eight million. It was the largest city of the United States and was the headquarters of the United Earth Alliance.

Many important buildings were either destroyed or captured, including the City University along with almost 60,000 students who were used for experimentation and food.

The libraries were of great interest to Erebos, for him to understand this new race, in particular and curiously the Torah scrolls of the New York Public Library. There have been several missions financed by nearby cities in recent years to rescue as many books as possible from the libraries in an effort to benefit the current state of education and to provide information for technological advancement. Such books fetch a high price in the current human market.

The cities airports were besieged with people trying to escape. Keeping these gateways open was of the highest importance to the military and for several weeks they remained safe. Eventually though, the daemons bombarded the runways and waited in ambush for the aircraft as they took off.

As the daemons ran rampant in the city, many of its population fled into the city subway system. With over a thousand kilometres of track and hundreds of stations they hid together, believing that the UEA would prevail and defeat the 'monsters'

When the daemons poured into the system they killed or captured everyone they encountered. Whole sections of the system were deliberately collapsed to protect against the onslaught and some now believe that communities of 'Subway' people still live in those dark places, only venturing into the city for food and supplies.

New York City was comprised of five boroughs; The Bronx was the first to be lost to the daemons as they invaded from the north. The UEA had mobilised what little force they could – fighting had spread throughout the northern states at this time. The Daemons set fire to everything in their path and forced the city defence to fall back into Manhattan.

Manhattan was the business centre of the city with a horizon of skyscrapers and was the most densely populated. Using mighty 'Engines of Erebos' the borough was completely devastated as the daemons targeted the skyscrapers to bring them down against their enemy.

Queens, the largest borough, was captured with relative ease as more daemons arrived from the east. Here, the Shea Stadium was used to mass execute unusable prisoners.

Brooklyn was the last stand for many of the beleaguered soldiers. The bridges to Staten Island had been destroyed and the airports had been lost. As the Daemons pushed from the north and east and with the sea to their south and the bay to their west, the end was inevitable. Despite this, the population fought valiantly and the fiercest fighting took place on Coney Island where many people had fled.

Staten Island was the last borough to fall. The New York Bay separated Staten Island from the rest of New York City and for a while held back the daemons. However, when the subway system was breached Staten Island, like the rest of the city, eventually fell.

New York City is now little more than an empty carcass; gutted of all its life and resources. There are areas that remain relatively untouched and hold great treasure for the willing mercenary or adventurer, but many daemons still remain, moving between the fallen and burnt landscape to prey on anyone they meet.

The Fortress-City of Drakas - The Darklands -



THE WORLD GUIDE

The Fortress-City of Drakas

The fortress-city of Drakas, a Borlin Greater Daemon, lies in a part of the Earth known as the Darklands. Originally populated as 'Newfoundland', its sky is now eternally black, only occasionally being lit by firestorms. The black ashen land is covered in volcanoes and lava lakes. Most of the inland rivers and lakes are poisoned or have dried-up as a result of the consistently high temperature.

Drakas has a population of nearly two million daemons of Erebos, including many Chaos Bringer and Deathgaunt greater daemons, though there are several thousand human slaves. The conditions are harsh, sanitation is virtually non-existent and filth forms a blanket over the entire city. Such conditions are ideal for daemons of Erebos.

Drakas has no commodity, nor does it need one. From here, the armies of Erebos on Earth are controlled and organised. Any resources required by the daemons of Drakas are either supplied from the Underworld or are taken from another city on the mainland.

The greater daemons control Drakas and their word is law. The only punishment for disrespect is death. For a prisoner in Drakas life becomes a hellish existence. They are put to tasks under conditions so harsh and unbearable they often commit suicide to escape.

Just beyond Drakas lies the Acheron Lake and is one of the few inland lakes that still exist in the Darklands. It is covered in a blanket of mist so thick visibility is reduced to only a few metres. In the centre of the lake is the 'island-of-no-name'.

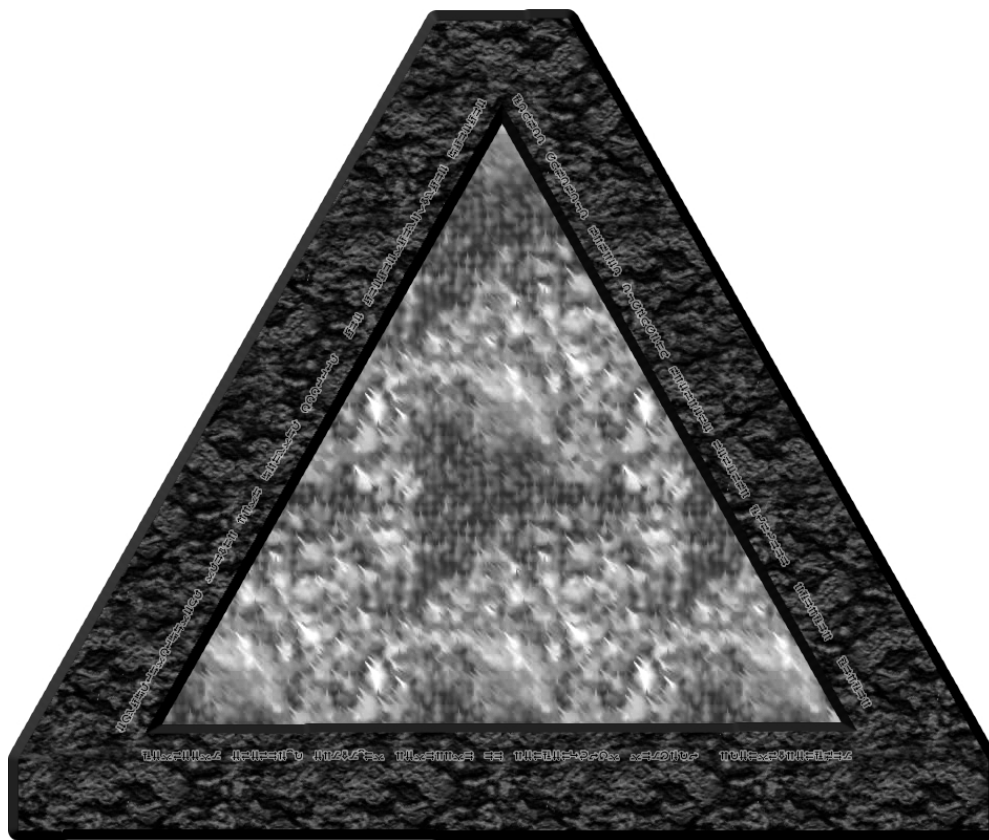
The island bears ancient ruins; crumbling buildings that once formed a massive city that surrounded a single peaked mountain. At the base of the mountain a solitary cave contains the only known Daemornia Gate to the Underworld.

However, wandering adventurers should beware, for Cerberus inhabits the ruined city. A massive three headed dog-like creature, with powerful jaws and razor-sharp fangs. Unwelcome visitors could easily find themselves attacked and torn limb from limb in a matter of seconds.

THE WORLD GUIDE

The Daemornia Gates

The Daemornia Gates



Passage between the conquered worlds of Erebus is through the Daemornia Gates. Triangular in shape of varying size but with equal sides and a solid centre, these constructions can measure up to 20 metres in height alone. The gates are bound with untold power as it quietly ‘hums’ with a pulsating beat.

The gates are adored with powerful inscriptions of part daemonic and part runic nature. Using both languages it is possible to direct the destination of its portal, although most are permanently fixed between worlds. When activated, the solid centre will ignite into flames that can be passed through without effect or harm, but cannot be seen or heard through.

Many gates lead to the Underworld, as does the Daemornia Gate on Earth, and some even open onto the surface of the planet. However, Daemornia Gates are unstable and those that require a fixed location must be paired to another on the target world.

Those that are not paired to another gate tend to be fragile and prone to exploding, destroying everything in a six kilometre radius. Random locations can be opened through a gate, but the chances are the portal will open in space. Erebus has sacrificed many of his daemons in this way to find new conquests.

Once a new location is discovered his daemons act quickly to build another gate. Gates without such a link will only remain open for a few hours and should the daemons fail there is little change of reopening the original gate to the exact same location.

It is through these gates that Erebus maintains control on his worlds, for the daemonic armies can be sent across whole galaxies in a few seconds.

Destroying a paired gate on either side will tear the fabric of space between, preventing Erebus from restablising contact for many centuries. Daemornia Gates weigh 15,000 EV, have a TS of 50 and 10,000 Damage Points. They are unaffected by fire, electrical and attribute damage.

The Known Worlds

Erebos has invaded countless worlds, controlling, enslaving, or even murdering entire civilisations. The following briefly lists the known home worlds of the races on Earth and their daemonic language symbol



Draggat: The mountainous world of the Draga. Draggat was a warm hospitable planet with an established level of technology similar to that of bronze age Europe.

Draggat was also home to the smaller race of Ucavarians, who for a time co-existed alongside the Draga. However, when the Daemons arrived, the primitive Ucavarians accepted their new masters without question and turned against the Draga in a brutal war.

Draggat was destroyed by Erebos shortly after the Draga were enslaved.



Felnin: The Felidites surrendered their home world after the daemons began burning the endless flat plains that make up much of their land.

Felnin was a hot planet with a typical daytime temperature of between 30 and 40°C (104°F), but often much colder at night. The Felidites lived in close-knit family communities of wooden shacks and huts, known as Prides. Many Felidite males on Felnin are warriors; trained against the many hostile creatures of their world. Felnin is currently under the control of Erebos.



Hyta: Hyta is a large twilight world, with only two land masses and a large red ocean. There had never been a war on Hyta and physical violence had been unrecorded for centuries, with disagreements simply settled by 'Mind Duels'.

Without an army or the physical means, and with the daemons immune to their psychic abilities, Hyta fell quickly and the Hyterians were enslaved. However, there has been news from Hyta recently of an uprising against the daemons, with rumour of devices that make the daemons susceptible to the Hyterians powers.



Keb: The small world of Keb is a hot planet with a large desert covering two-thirds of its land with strong winds and irregular rain. With such an inhospitable surface the Keebo built vast cities under the desert of their home world and powered their technology using wind traps.

It was several weeks before the invading Daemons discovered the cities. Offering little resistance, the Keebo surrendered after only 15 of their days. Keb is currently under the control of Erebos.



Silath: The home world of the Reptilians. Silath was once a world much like Earth, with lush green land and immense oceans. Their cities were vast, with tall spires and white stone buildings. A deeply religious people, the Reptilians sought advances in medicine, construction and the arts, but not warfare. It is only since their enslavement that so many walk the Path of Khan.

Silath was conquered by the Daemons after three years of warring. The current state of the world is unknown as contact was lost during the Rebellion War.



Slarv: The rain-forest world of the Night Stalkers. Slarv has 35 hour days of which only nine is spent in daylight, but little actually penetrates the dense trees and interlocking canopy. Where there are open areas, vines and shrubs line the floor, with an assortment of brightly coloured flowers

Despite their primitive nature and lack of co-operation with each other, the Night Stalkers never accepted their Daemonic masters and the occupation was eventually pushed from their world after 300 years of brutal slavery.

Slarv is now a free world, but much of it has been destroyed by fire.

HEROES OF THE WORLD

D'Kara

Leader of Traitor Daemons

D'Kara (Da-kar-ra) is possibly the most experienced and skilled Traitor Daemon living. His supernatural strength and power are legendary throughout the world. It is these qualities, and many more, which make him the leader of the Traitor Daemons.

D'Kara first displayed his powerful leadership at the tender age of 276, when he led more than sixty of his brood to safety after a series of poorly constructed tunnels collapsed close to Yithul, the Underworld city of the Dankari. Almost 3,000 years later, his natural ability to lead would save his race during the Rebellion War.

Two months before their rebellion, Erebos summoned the Dankari brood. Rumour had spread about their planned revolt. In his chamber, Erebos selected one hundred of the Dankari and personally executed them as a lesson to the others. Those hundred that died included D'Kara's breeding mate.

The Rebellion War cost the lives of millions, both Dankari and their allies, and followers of Erebos. Eventually, the Dankari fled to other worlds, before joining the Humans and showing them how to defeat the Daemons of Erebos. However, during this time the Dankari were without their Leader, for D'Kara remained in the Underworld with vengeance his only thought.

Slaying the guards, D'Kara entered the throne room of the Lord of Darkness. What took place inside remains a mystery, for D'Kara does not talk of the confrontation. He is the only creature known to ever injure the Lord of Darkness in single combat and escape unharmed, leaving Erebos with a reminder of the day - a large scar just below his left eye.

D'Kara's powerfully build body has darkened with age and is now deep black in colour. He has many scars from centuries of conflict and many times he has been close to death. D'Kara is an intelligent individual with a great deal of wisdom and fairness. He is of good nature, but is prone to anger and rage if provoked or annoyed and is strongly affected by his hatred of Erebos and his followers, although he rarely undertakes a task without devising a plan.



Common Language: Daemonic
Age: 3,255 years
Height: 2.85 metres
Weight: 1,250 EV
Diet: Carnivore

Nightvision: 360 metres
Rate of Recovery: ×4
Encumbrance: ×2
Attitude: Neutral
Natural Weapons: none

IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
18	22	32	25	28	35	18	-	32	32	18	300	2795

Cause Fear: D'Kara causes Fear as explained in the Psychology & Physical Tests section.

Daemonic Flesh: Due to its nature, daemonic flesh is impervious to all fire and electricity, such as that caused by many magic spells. The daemonic flesh is so resilient that D'Kara can even swim across a lava lake without injury.

Excellent Vision: Any creature attempting to shadow or hide from D'Kara suffers a penalty of -3 before their test is undertaken.

Hatred: D'Kara is subject to the rules of Hatred against all Erebos followers and daemons. For purpose of the test, D'Kara's WP is reduced by -5.

Heightened Hearing: D'Kara has a superb sense of hearing and is able to detect even the faintest sound. Any creature attempting to prowl upon D'Kara suffers a penalty of -3 before their test is undertaken.

Skills: (all at +10) Ambidextrous, Arctic Survival, Botany, Concealment, Cryptography, Daemon Bane (Combat Skill), Daemon Lore, Desert Survival, First Aid, Hide, History, Hunt, Land Navigation, Numerate, Read & Write all known languages, Smithing, Speak all known languages, Spelunking, Stealth, Stone Masonry, Swim, Trapper, Wilderness Survival.

Trauma: D'Kara is completely unaffected by Trauma, regardless how it is caused.

Psychology: With the exception of Hatred, D'Kara is unaffected by all psychology including Will Power Tests induced by magic spells and psionic powers.

THE WIDOW-MAKER

The Widow-maker, or more correctly, the Shada-jaidu in daemonic, is a mighty double-headed axe. It was forged by D'Kara's father more than five thousand years ago and contains an extremely powerful combination of runes. The axe was handed down to D'Kara on the eve of his first battle and has been at his side ever since.

Any creature wounded by the Widow-maker must perform an immediate Toughness Test in addition to a Save against Trauma. For every point by which they fail the test the damage from the Widow-maker is increased by a further 1D6.

Class	Handed	Length	EV	DP	AP	DX	Att	Def	Trauma	KO	Damage	Crush
Axe	Two	2.7m	400	750	+10	-	-	-	+6	-	8D6	-

THE ARMOUR OF LA'MORKAR

During the Rebellion War D'Kara took part in many battles, defeating enemy after enemy. Many times his life was saved by the Armour of La'Morkar. It is believed that the deep black armour may be more than 30,000 cycles old and was created by Erebos for his first Dankari general.

If struck, the armour will try to shatter the weapon of its enemy with a powerful magic shockwave. For every '1' that is rolled on the damage dice against the armour, the weapon will suffer 10 points of damage to itself.

	AV	Fire	DP	EV	DX	Att	Def
Armour of La'Morkar	25	-	3500	1700	-	-	-

Marcko Volans The Disciple of Khan

The Volans name carries with it an important history, for their family has earned the respect of many Reptilians, if not the entire nation. It would take quite some time to tell of the adventures of these famous brothers. There is Draco, Lunaco and Ladrilyn, but let us concentrate on the youngest and possibly the most renowned, Marcko Volans.

No one actually knows where Marcko was born or where he lives, in fact a lot about this character still remains a mystery to this day. Some say he came from a land of pure magic, where he was taught the true art of Vallusan, the magic of Khan. Others believe Khan himself sent Marcko and his brothers to Khan-Silath.

In their young years, Marcko and his brothers disappeared without explanation and on their return many years later they had each mastered many weapons and combat techniques. Marcko's magic had more than tripled in strength and he had learnt many powerful spells. The brothers were gowned in golden scale armour and red robes. Sheathed at their side they also carried a magical diamond edged sword. None would speak of their experience or where they had been. However, it is now understood that Marcko had received a vision of Khan's last resting place during a troubled night and that a quest had been placed on him and his brothers. Today, they are rarely seen together and some have not been seen for many years.

Marcko is a Disciple of Khan who travels around the globe, strengthening the beliefs of other reptilians with his teaching and prayers. He will give aid to any just cause and will side with anyone against the Lord of Darkness. Erebos knows of Marcko and his brothers, for they have spoiled his best laid plans on many occasions. He has ordered the deaths of the brothers, but even the dreaded judges of Hades have failed in this task. Marcko often works alongside D'Kara and together they have accomplished the seemingly impossible. Marcko even aided D'Kara during the Rebellion War, but this was long before Marcko was even born!

Marcko's religious beliefs and absolute faith in Khan forbid him to use violence against others, unless it is absolutely necessary. He is a friendly and trustworthy character who can be reasoned with and will keep his word if given. All Reptilians will trust him and female Reptilians adore him (CR 20)

Common Language: Heskian

Age: unknown

Height: 2.10 metres

Weight: 250 EV

Diet: Herbivore

Nightvision: 160 metres

Rate of Recovery: ×10

Encumbrance: normal

Attitude: Neutral

Natural Weapons: none

Chameleon Skin: Reptilians have the ability to alter the colour of their skin pigment to match the surrounding area. With a melee round of concentration a Reptilian can change their skin to any shade of colour. This provides a bonus of +2 to Hide, although this does not help to conceal items worn or carried.

Combat Skills: Blind Foe, Disarm Blow, Flying Spin Kick, Jab Kick, Jump Kick, Paralyse Attack, Roundhouse Kick, Somersault and Sweep Kick.

Gas Excretion: At any time a Reptilian can spread their frills wide open and discharge a powerful green gas from the many tiny air sockets upon their neck. This gas is sprayed upon a facing creature and they must perform an immediate Save against Toxins. If the test is failed, the creature is knocked unconscious for 1D3 melee rounds.

The gas disperses almost instantaneously and no further effects are caused. In combat situations spraying the gas will use the Reptilians action for that melee, although they can still defend as normal. Once the gas has been used it cannot be used again for a minimum of one hour. The air sockets also filter any inhaled air before it enters the lungs. This provides complete protection against all forms of gases.

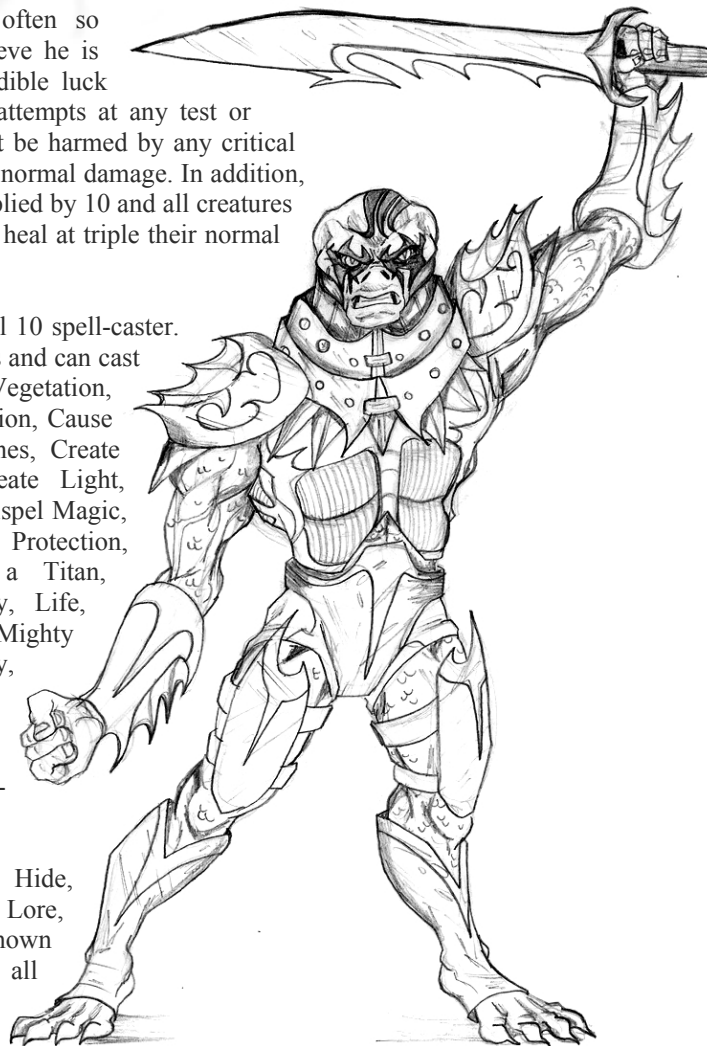
HEROES OF THE WORLD

Marcko Volans, The Disciple of Khan

Khan's Blessing: Marcko is often so lucky that many Reptilians believe he is blessed. To represent this incredible luck Marcko Volans may have two attempts at any test or save. In addition, Marcko cannot be harmed by any critical attack, instead only suffering the normal damage. In addition, his rate of recovery is now multiplied by 10 and all creatures within 10 metres of Marcko will heal at triple their normal rate.

Magic: Marcko Volans is a level 10 spell-caster. He has a total of 99 Magic Points and can cast the following spells: Animate Vegetation, Blind, Call Wind, Cause Confusion, Cause Fear, Cloak of Protection, Clones, Create Darkness, Create Illusion, Create Light, Create Portal, Destroy Magic, Dispel Magic, Dome, Embracing Death, Fire Protection, Fireball, Flight, Growth of a Titan, Hallucination, Heal, Invisibility, Life, Lightning Bolt, Magic Armour, Mighty Strength, Mind Burst, Purify, Resist Cold, Resist Pain, Rock Skin, Sleep, Teleport and Time Travel. He has also mastered many spells unknown to earth-bound spell-casters.

Skills: (all at +10) First Aid, Hide, History, Land Navigation, Magic Lore, Numerate, Read & Write all known languages, Ride Horse, Speak all known languages and Swim



IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
20	20	8	13	36	12	12	-	18	25	12	50	285

GUARDIAN ARMOUR

Marcko's golden armour is forged from a magical ore that has almost no physical weight. It can be touched and felt but will not encumber Marcko at all.

	AV	Fire	DP	EV	DX	Att	Def
Guardian Armour	22	-	2500	1	-	-	-

DIAMOND SWORD

The diamond edged sword wielded by Marcko is inscribed with powerful runes. Whenever a natural 6 is rolled on any of the D6 dice, a further D6 is rolled and the result is added to the overall total damage. This applies to every '6' rolled, so if three '6's are rolled, an extra three more D6 are rolled. If the result of these extra dice is also a natural '6', another D6 is rolled and so on.

Class	Handed	Length	EV	DP	AP	DX	Att	Def	Trauma	KO	Damage	Crush
Sword	One or Two	1.2m	100	250	+15	-	-	-	-	-	4D6	-

Graan Banshee Lord of Felnin

Without a doubt the most famous of all Felidites, possibly even more so than many of their ancestral spirits, Graan is a warrior without equal among his own people.

At a young age he showed great prowess and leadership skills, with more understanding of the spiritual nature of the Felidite culture. He quickly established himself as a powerful warrior with an unquenchable rage during the invasion of Felnin.

Graan is the only known Felidite to defeat a Greater Daemon in combat and this single act drove his people to continue their defence for almost another two years. He led a network of resistance against the invaders; sabotaging supply routes, freeing slaves, routing daemonic allies and slaying thousands of daemons. Unfortunately, despite the valiant acts of the Felidites, the daemons eventually conquered Felnin through their vast armies.

Graan has been seen on many worlds and throughout many generations, although his actual age remains a mystery. He certainly shows signs of late years, with greying hair between the dark stripes of his brown fur coat.

He has travelled in the company of D’Kara, Marcko Volans, Ranarak the Slayer and the Deathgaunt, N’Tark, whose hidden location only he knows.



HEROES OF THE WORLD

Graan, Banshee Lord of Felnin

Common Language: Grash
Age: unknown
Height: 2.0 metres
Weight: 675 EV
Diet: Carnivore

Nightvision: 400 metres
Rate of Recovery: normal
Encumbrance: normal
Attitude: Neutral
Natural Weapons: Fangs, 2D6 Biting Attack

IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
13	16	23	18	18	12	29	-	19	16	14	150	1400

Ancestral Link: Graan can call upon the spirits of his ancestors to aid him in battle. No words are muttered and in combat situations this does not require Graan's action. Each time he creates a link his EN attribute is reduced by -1D6 and this loss is added to his ST, Att and Def. However, unlike a common Spirit Link, Graan is shrouded in a psychic armour that provides an AV equal to the total of these attribute bonuses. For example, rolling a '3' would reduce Graan's EN by -3, increase his ST, Att and Def by +3, and provide an AV of 9. The psychic armour will also absorb electrical attribute damage up to its AV. The effect of Ancestral Link lasts a number of melees equal to the attribute increase.

Battle Frenzy: Graan is a powerful warrior and possibly the most ferocious of all Felidites. In close combat he is subject to the rules of Frenzy. If the test is failed or ignored, Graan's number of attacks are not doubled, but tripled. All other Frenzy rules apply.

Combat Skills: Daemon Bane, Fang Strike, Jump Kick, Roundhouse Kick, Somersault, Sweep Kick, Tiger Punch, Wail of the Banshee

Fur Coat: Graan's fur coat provides light protection against sub-zero conditions, reducing attribute damage by -3 points per hour.

Natural Skills: Ambidextrous, Daemon Lore, Hunt, Shadow, Stealth, Trapper.

Piercing Roar: Felidites can emit a deafening roar that can strike fear into nearby living creatures. Every creature within 10 metres of a piercing roar must perform an immediate Fear Test. Emitting a roar does not require any dice rolls and does not use a combat action to perform. The Felidite may perform the Piercing Roar once per melee, but once a creature has made a successful test they can no longer be affected for a further six melee rounds. Felidites are unaffected by a Piercing Roar.

Psionics: Graan is a level-6 psyker with 56 PSI and can use the following powers: Battle Rage, Cause Fear, Negate Psychic Energy, Sixth Sense and Telepathy

SICKLE CLAWS

Graan uses a pair of razor sharp sickles to tear his enemies limb from limb. As he is ambidextrous he may attack twice each melee, but while under the effect of Battle Frenzy his number of attacks with the Sickle Claws is increased to six.

Class	Handed	Length	EV	DP	AP	DX	Att	Def	Trauma	KO	Damage	Crush
Axe	One	0.8m	120	100	+6	-	-	-	+5	-	5D6	-

THE CITY GUIDE



During the daemon incursion countless cities were destroyed or left in ruins, including many of the worlds' capitals. Together, with the Offworlders, the humans have rebuilt many of their homes. Once charred shells left behind after the war, now house many culturally different races. Although, almost medieval in existence, these new cities flourish with activity. Humans and Offworlders, both together and individually, have formed many kingdoms and trade between cities is continuously high.

There are obvious racial differences evident in this world, not just between humans and Offworlders, but also between the Offworlders themselves. However, most races have learnt to live along side each other in relative peace, with the exception of the daemons of Erebos and many of his fanatical believers

It wasn't always relatively peaceful between the races. When the Offworlders first arrived, the humans were struggling to survive and many were looking for someone or something to blame. Feuds were commonplace in the war-torn cities all those years ago, but the Hyterians played a major role in bringing peace between the races. The most famous of all Hyterians, Frendoh Yi-Narcess, a powerful lord of his people negotiated with the humans at the height of the racial anger, when war was beckoning again. He brought peace with his seemingly endless wisdom and experience. Sadly, he was slain by a Hell Hound sent by Erebos, who had desired a war between the humans and the Offworlders.

Many ruined cities can still be found in the world and they can be home to all manner of creatures, most notably the daemons of Erebos, but other races rarely seen before have taken to these abandoned ruins. In every tavern, adventurers tell stories of unusual encounters and of mysterious and dangerous beings. There are rumours of a race of human children in South America that prey on other creatures and have turned to cannibalism, a monstrous creature controlling the Undead in India, and even short and powerful alien creatures that feed on sunlight living in Switzerland. As all travellers know, the world is once more an unknown place and every day brings new adventures of discovery, excitement and danger.

Law Enforcement Officer (LEO)



Many cities live under a combined human and Offworlder law, but these exact laws can vary between locations. Law Enforcement Officers, or LEOS, are the police force of the new world and it is their duty to protect civilians and to uphold their laws. For some time the majority of LEOS have been human but more Offworlders are taking to this role.

The LEOs of any given station are under the direct control of the ruling body, council or government. A LEO division consists of a single sergeant and up to 25 officers, with typically one officer per 500 population. Despite their relative low numbers they are well trained and equipped, with most bolters and phasers finding their way into the hands of the LEOs. Gun control is an important task of each force and many cities have found themselves in the hands of ruthless crime lords without such LEO management.

The role of a LEO is varied and ever expanding; from street patrol, harbour police, crowd control and even local militia. With few countries having a maintained army the LEOs are often the only defence a city may have.

IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
11	12	12	12	10	12	10	-	14	13	13	70	95

Human LEO

Equipment: Most, if not all LEOS are armed with a bolter pistol and a close combat weapon (3D6, One-handed), and wear a studded leather vest (AV10, DP450)

Skills: Ambidextrous, Botany, Demolitions, First Aid, Hunt, Pick Locks, Land Navigation, Read & Write Earthen, Ride Horse, Wilderness Survival, Shadow, Stealth and Swim.

SUPPORT OFFICERS

In times of need LEOS can draft a number of support officers from the local populace. Typically they will select the youngest and fittest available, but all too often when support officers are needed the situation is so bad that anyone that can hold a weapon may be drafted.

It is legal to decline this 'offer', but generally most do not, preferring not to have the scorn of their local officers. Support officers are typically paid 40 Denzon for their days duties.

HIGHWAY PATROL

The highways are the most dangerous patrol a LEO can be given. All manner of creatures, daemons and bandits dwell in these ancient routes. Highway Patrols are the most heavily armed, with some carrying bolter assault guns or better. They are always mounted, typically on a horse, but on rare occasions they may have a working combustible engine vehicle, running on a concoction of fuel.

CORRUPTION

Corruption is in every government department, from the lowly road sweeper to the highest office, and the LEO is no exception. LEOs are well paid, but for some more is better. Some are paid by gang leaders, some work for powerful organisations with secrets to hide, and some simply take what they want from those they protect. LEOs proven corrupt are publicly flogged by members of their own division, but if their crime is severe enough to warrant they may be hung.

Blade Hockey

Blade Hockey is the most popular sport in the world today. It is a fast and brutal sport played on a long rectangular concrete area. Teams compete against each other wearing specially padded armour and wielding the renowned bladed hockey stick that gives the sport its name.

The aim of the game is to score points by using the hockey blade to hit a Dumenium puck into the opposition's goal. Linesmen ensure that if possible the rules are enforced, though cheating still occurs in the lower divisions. The professional Blade Hockey league consists of ten divisions with a hundred places in each. The amateur leagues may have tens of thousands of teams throughout the world.

A full team has five players and up to three reserves. Many races compete in the game of Blade Hockey and on rare occasions even Traitor Daemons may compete, and no one can deny their skill. Most teams are made of mixed races to achieve good all round abilities.

Professional teams are owned and trained by their manager, who is often also a player. The manager pays the players on a per game basis. In the lower divisions some players receive as little as 20 Denzon per game, while those in the top divisions may receive in excess of 500 Denzon per game. However, many players make a great deal of money through sponsorship.

Reaction (RE): The Reaction (RE) of a player gives their speed and general nimbleness in a game. This is equal to their SP and DX attributes added together and then divided by 5, ignoring any fraction.

Skill (SK): Undoubtedly, a lot of skill is required for Blade Hockey. A player cannot simply charge in and expect to win. Adding a player's IQ, EN and Aim attributes together and dividing the total by five gives their Skill (SK), ignoring any fractions.

Rules of Play: The following rules apply to all Blade Hockey games. Breaking a rule awards a point to the opposing team.

1. No flying.
2. No psionic powers may be used.
3. No magic spells may be used.
4. No missile weapons are allowed.
5. No holding down opponents.
6. No eating of the opposition. (Take note Night Stalkers!)
7. No artificial armour may be worn, other than a Hockey suit.
8. Players may not kill spectators, no matter the reason!
9. No bribing the linesmen.
10. Definitely NO explosives.
11. No weapons may be used other than the Hockey Blade.
12. Players are not permitted to kill prone opponents.

GAME PLAY SUMMARY

Game play is measured in three ways: Possession, Tactic and Drive. Each game is made up of two halves, each made up of 10 Drives. Once the first half is over (after the 10th Drive) both teams take a 20 minute rest period, during which substitutions can be made or reserves brought into play to make up their number for the second half. This is the only time reserve players or previously injured players can participate. Reserve players cannot take the place of any player removed from play in the second half.

If a fielded team is completely removed from play the game is ended and the opposing team wins by default (1-0), regardless of the current score.

Step 1 - POSSESSION

Both teams must add the RE of their fielded players and add this to the result of rolling 4D6. The team with the highest total gain possession of the puck on this Tactic and Drive.

Step 2 - TACTIC

Every fielded player must roll a number of D6 equal to their SK, taking note of the number of 6's rolled. The defending teams total is then subtracted from the possessing teams total. For example, if the possessing team rolled seven 6's and the defending team rolled four 6's this would give a +3 difference, or Tactic.

Step 3 - DRIVE

The possessing team rolls 4D6 and adds their Tactic value, comparing the result on the chart below. Remember once 10 Drives have been determined the game half is over.

0 or less - Own Goal

A clumsy mix-up ends in an own goal. The defending team gains one point and possession is re-determined.

1 to 6 - Wild Puck

A pass is sent too wide. Re-determine possession.

7 to 9 - Interception

The defending team intercepts a pass and gains possession of the puck. Begin again with a another Tactic

10 to 13 - Passing Blow

A player from the defending team strikes a player on the possessing team. Randomly determine both players involved. This is regarded as a sneak attack and the opponent is prone. The linesman does not see the passing blow and the game continues with another Drive and the same Tactic

14 to 16 - Confrontation

The player in possession of the puck (randomly determine from the possessing team) is tackled by a random player from the defending team and have clashed in a brawl.

Both opponents spend one melee in combat and at the end of which they will attempt to overpower one another as explained in the Combat section (they can make any other attack during the melee). The winner gains possession of the puck and the game continues with a new Tactic. If no clear winner is determined the players spend a further melee in combat and so on.

The confrontation will only continue for three melees before it is broke up by other players or linesmen, although It is rare for any official to get involved. The 'linesman role of honour' is enough to scare anyone!. If neither player has won after the third attempt possession is re-determined as in Step 1

If an opponent chooses to flee combat the opposing team gains possession and a new Tactic is determined. If a player is attacked while fleeing there is a chance that their team is awarded one point and the opponent is sent off and may not return to the game at all. Possession is then determined as in Step 1. The attacker must perform a successful Dexterity Text in order to 'get away with it' and gain possession.

Opponents knocked out in a Confrontation may not take part in the next immediate Tactic and will not contribute their SK.

17 to 21 - Successful Push Forward

The possessing team has performed a successful push. Re-determine the Tactic and Drive, but with a +1 Tactic bonus for the possessing team. This bonus is accumulative, so further successful passes will increase the Tactic.

22+ - Goal Scored

The possessing team has scored a goal and gained a point. Once a goal is scored, possession is re-determined.

If you wish, the scoring player can be determined. To do so each controlling player rolls a number of D6s equal to their character's SK. The player with highest total scored the goal. If two or more players have the same total roll a further D6 until a winner is found.

Four 6s - Outstanding Drive

With incredible skill the possessing team scores a fantastic goal. Each player in the possessing team, whether fielded or not, receives 150 EXP.

Rolling four 6's is always a goal, regardless of the Tactic or Drive. Players of this skill are likely to be head-hunted by scouts.

THE CITY GUIDE

Blade Hockey

HOCKEY BLADE

Hockey Blade is simply a long metal pole with a wide right-angle blade on one end. Effective and heavy, the hockey blade is a dangerous weapon.

Class	Handed	Length	EV	DP	AP	DX	Att	Def	Trauma	KO	Damage	Crush	Avail.	Cost
Staff	Two	1.4m	100	100	-	-	-1	+1	-	-	4D6	-	65%	150

HOCKEY ARMOUR

The typical body armour of a roller hockey player is made up of layers of both padded material mixed with steel plate covering their torso and is usually accompanied with a re-enforced helmet, groin guard, gauntlets and joint pads.

	AV	Fire	DP	EV	DX	Att	Def	Avail.	Cost
Hockey Suit	10	-	300	120	-	-	-	50%	135

Includes pads, gauntlets and groin guard.

	AV	Armour	Initiative	DP	EV	Avail.	Cost
Hockey Helmet	7	+2	-2	200	40	50%	60

NPC BLADE HOCKEY PLAYERS

The profiles that follow are for professional Blade hockey players. Star players in the top divisions will have greater attributes than shown here. NPC Blade hockey Players are assumed to be wearing a hockey suit, helmet and using a hockey blade.

IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP	RE	SK
Draga														
10	11	15	14	8	13	12	16	12	8	12	65	65	4	7
Felidite														
10	11	13	12	12	10	20	-	13	10	12	65	65	6	6
Human														
10	10	11	12	10	12	12	-	12	10	12	65	65	4	6
Hyterian														
12	13	9	12	10	14	12	12	12	10	8	65	65	4	6
Keebo														
10	10	9	16	10	12	10	20	12	10	12	65	65	4	6
Night Stalker														
7	12	12	13	11	16	14	-	14	9	10	65	65	5	6
Reptilian														
10	10	10	12	14	12	16	-	13	11	14	65	65	6	7
Other Races														
		+1	+2		+2	+2		+2		+2	+15	+55	-	-

Gladiator Arena

THE CITY GUIDE

Gladiator Arena

The Gladiator Arena, once long forgotten in human history, has now become one of the biggest sports in the world. The Offworlders brought the sport from the Underworld where it was known as 'Kalen Ta-Marck', translating to 'Death Challenge' in Earthen. Arenas are vast, often seating more than 60,000 spectators, with as many as two dozen combatants in view.

Many races will fight in an arena and many do so out of choice, in the hope of fame, glory and fortune. However, there are some that are nothing more than slaves sent to their deaths for the benefit of the crowd and the pocket of the arena master. Horrific, but in this world it happens all too often. Sometimes, but usually quite rare, a monstrous or fantastic beast is unleashed against the gladiators, such as an Araneae Goff, Giant Scorpion or even a fully grown Dragon.

Professional gladiators are trained to kill without mercy and as quickly as possible. A gladiator will have only one thought, 'Victory', and the cheer from their audience can encourage them to fight on against all manner of odds. Successful gladiators can be very wealthy and many will have a fan following. Some are famous worldwide and are legends in the arena. Ranarak the Slayer, a human of simple mind but powerful stature, was one such gladiator and had successfully slain more than a thousand opponents in the arena. Sadly, age and injury got the better of his mind and he retired a few years ago.

Entrance Fee: Entry to fight in a Gladiator Arena is not free and a typical price will be between 25 and 40 Denzon. A typical spectator fee will be up to 50 Denzon.

Buying Weapons: Arenas are fully aware that the gladiators will want the biggest and meanest weapons available, and the arena will usually have their own in-house weapon smith. Characters can buy any close combat weapon from an arena with a +10% Availability, but the cost is increased by +30%.

Betting: The arena master will decide the odds of a character's victory and this will vary according to the might of the character and their opponent. Gladiators may only wager up to 100 Denzon on their own victory. Spectators can wager up to 300 Denzon on the outcome of a challenge.

Rules of Contest:

1. The challenge is always to the death.
2. Mercy is not an option
3. Fixing a challenge is punishable by death.
4. Victors have the right to the opponent's body.
5. Slaves are not permitted to wager on the outcome.
6. If a slave wins 10 contests, they win their freedom. (This may not always be the case)

RANDOM CHALLENGE LIST (D100)

01-80 (roll a further D100)	Common Encounter	81-96 (roll a further D100)	Uncommon Encounter	97-100 (roll a further D100)	Rare Encounter
01-12	Night Stalker	01-18	Wild Bear	01-16	Araneae Goff
13-24	Draga	19-34	Korg	17-32	Dragonette
25-36	Felidite	35-50	Nesrian Prowler	33-49	Giant Ant (Soldier)
37-64	Human	51-66	Ucavarian	50-66	Giant Scorpion
65-76	Hyterian	67-84	Giant Wolf	67-83	Fel-Sharg
77-88	Keebo	85-100	Mantidae (Common)	84-100	Traitor Daemon (Common)
89-100	Reptilian				

THE CITY GUIDE

Gladiator Arena, Healers

NPC GLADIATORS

The profiles given below are for professional gladiators. NPC gladiators are assumed to be wearing at least a leather vest (AV9 DP350) and using a 4D6 two-handed weapon.

IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
Draga												
10	13	16	14	8	13	10	16	12	8	10	70	85
Felidite												
10	13	14	12	12	10	18	-	13	10	10	70	80
Human												
10	12	12	12	10	12	10	-	12	10	10	70	70
Hyterian												
12	15	10	12	10	14	10	12	12	10	6	70	80
Keebo												
10	12	10	16	10	12	8	20	12	10	10	70	75
Night Stalker												
7	14	13	13	11	16	12	-	14	9	8	70	80
Reptilian												
10	12	11	12	14	12	14	-	13	11	12	70	70
Other Races												
	+2	+2	+2		+2			+2			+20	+60

Healers

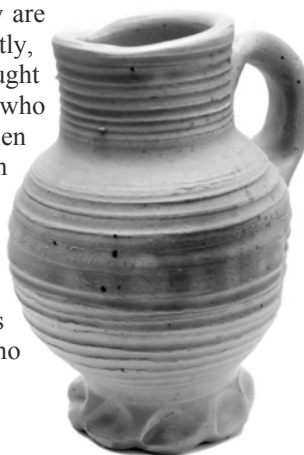
Most major or large cities will have at least one, if not many, magic or psionic healers. Clerics are the greatest of these healers with their understanding of protective magic. They can heal wounds, restore health, negate poisons and some are even able to bring the dead back to life. However, these talents have a price and many clerics will have amassed considerable wealth in only a few short years.

A healer will usually have a single residence within the city centre or nearby. They will be well known throughout the city and will rely upon word of mouth for their business. Although expensive, no one can deny their power, as injuries that could take weeks of recovery in a hospital would take a matter of minutes in hands of a healer.

Dispel Magic	- 50 Denzon
Exorcism	- 100 Denzon
Heal (Magic or Psionics)	- 10 Denzon per level
Life	- 1,000 Denzon
Purify	- 30 Denzon
Restore Health	- 20 Denzon per level
Total Recall	- 50 Denzon

Taverns

Taverns, whether you call them pubs, bars or 'your local', they are the source of entertainment, food, drink and most importantly, information. Every adventurer knows that information can be bought with a few rounds of drink and every tavern has a few regulars who seem to know everybody around. If you want to know who sells stolen weapons, where to get the best armour at discount prices, or even who can be hired as a thug, then the tavern is the place to be. They are invaluable, but beware, for it is not uncommon for adventurers to be threatened by others, end up in a brawl or be mugged, stripped naked and thrown out on the street. It is always best to be careful whom you upset, as they may have friends. However, many taverns are quiet and friendly, with pretty waitresses and a barkeeper who treats you like a brother, especially if he wants your money!



Taverns

THE CITY GUIDE

DRINKS

Low Quality Beer: It smells like dishwater, looks like dishwater, and often tastes like dishwater! Characters can drink as many mugs equal to their Endurance (i.e. one mug per EN point) before becoming intoxicated. Low quality beer costs one Denzon per mug.

Good Quality Beer: A good strong taste with a variation in colour from dark brown to red. Characters can only drink up to one mug for every two EN before becoming intoxicated. Good quality beer costs three Denzon per mug.

Stalker Grendu Beer: Whoa! Be careful, for this has been known to kill. The Night Stalkers created Grendu (Slaveisk) and only they seem to love it. After every mug of Grendu the character must undergo an immediate Save against Toxins, but with their EN attribute halved. For every point by which they fail, they suffer a penalty of -1 to their IQ, DX, EN, Att and Def. These may be recovered as normal. If the character successfully passes the save, they receive a bonus of +1D3 ST but with a -1D3 DX penalty. This is not accumulative.

Stalkers do not half their EN before undergoing this save. Grendu beer costs 4 Denzon per mug.

Black Amber: This typical black daemon ale may look like beer, it may even smell like beer, but its likely to be anything but beer! Anyone foolish enough to try this drink must undergo an immediate Save against Toxins, but with their EN attribute halved. If this is failed they succumb to the 'Black Dream' for 4D6 hours, during which they sweat, hallucinate and scream uncontrollably. Their IQ, DX, Att, Def and Aim are all reduced to 1. Those that do pass this test have heightened senses for 4D6 hours and receive a bonus of +2D6 to their DX. These affects are not accumulative. Black Amber costs 4 Denzon per mug if you're brave enough or insane.

Wine: Comes in various strengths, colours and flavours. Characters can drink up to one glass for every two EN before becoming intoxicated. Wine costs three Denzon per glass.

Water: What! There's a watering hole outside, get out!

THE CITY GUIDE

Taverns

FOOD

There are many various meals than can be bought in a tavern and as a guideline, if your not going to buy a drink then buy some food, otherwise you may upset the barkeeper.

Below is a sample list of meals available, however, in cleaner or better-refined taverns the meals will be of considerably better quality.

Bowl of fruit	- 6 Denzon
Bowl of oats and milk	- 3 Denzon
Giant Rat Burger! (not pleasant)	- 4 Denzon
Good quality dinner	- 12 Denzon
Great Worm steak	- 14 Denzon
Meat breakfast	- 11 Denzon
Salad bowl	- 5 Denzon
Sandwich (various fillings)	- 6 Denzon
Soup (per bowl)	- 6 Denzon
Steak pie	- 8 Denzon
Stew (meat or vegetable, per bowl)-	9 Denzon
Vegetarian pie	- 6 Denzon
Salted Raw Meat for provisions	- 5 Denzon (1 day supply)

ACCOMMODATION

A bed for the night can be rented in almost any tavern, though some are little more than straw on a wooden floor. Tariffs range from 20 Denzon for a small room with shared amenities, up to 100 Denzon a night for a large en-suite room in a human tech town.

Reptilian temples and Human churches offer shelter to anyone without charge, although donations are more than welcome. In such buildings weapons are left in the doorway or taken away by priests.

Shanties are the cheapest of all accommodation, with some as little as 10 Denzon per night, but these come with some risk. It is not uncommon for travellers to be robbed whilst asleep or be unwittingly drugged.

Perhaps the best accommodation is to be found in remote villages, who typically welcome travellers for the extra income. Such places may have comfortable beds, clean linen and hearty meals

Above all it is not advisable for any traveller to seek accommodation in a forsaken city, unless circumstances or weather force them so.

HYDRA EYES

There are many games played in a tavern; cards, darts and arm wrestling are just a few, but the most popular is Hydra Eyes.

A game involving six dice, each with a single face of an eye and a face of a skull. The barkeeper or their associate will usually run Hydra Eyes in their own tavern. It is a quick and easy way to increase their profits, but the players can win a great deal of money if lucky. Some versions are a little more serious and involve losing a finger if your back luck continues.

1. Place your bet of any amount allowed by the barkeeper
2. Roll 6D6 and then re-roll any dice you want twice more. Before each further roll the player may increase their wager.
3. Roll four 6's and win double your money.
4. Roll five 6's and win triple your money.
5. Roll six 6's and win quadruple your money.
6. Any other roll and you lose your wager.
7. Any 1's on any roll will reduce the number of 6's on the same roll accordingly, i.e. rolling two 1's will cancel two 6's on the roll.

Stop Thief!

THE CITY GUIDE

Stop Thief!

Many cities will harbour a collective group of individuals known as the Guild of Thieves. They are an organised group of petty criminals with some guilds having in excess of a thousand members.

Membership to a guild does not come easy and those that wish to enter must present a suitable amount of wealth to the leader of the guild, known as the Guild Master. However, the thief must first find the guild, for its entrance will be cleverly concealed against prying eyes and local law.

For a thief to prove they are a member they must recite the name of the guild master from any town or city, with the name of their tutor and so on, down five generations of thieves. In order to pass this trial the character must perform five successful IQ tests. Most guild masters will know at least 90% of these names.

The criminal network of the guild will have many occupations, from common theft, smuggling and even kidnapping. The guild master will protect the guild against drawing too much attention from the law and other criminal organisations. Crimes that endanger the life of others, such as kidnapping and murder, require permission and disregarding the laws of the guild can have unwelcome consequences. More profitable enterprises are often disguised as legitimate businesses and as such all members can benefit from these connections.

THE LAWS OF THE GUILD

- A guild thief must never steal from another member
- A guild thief must never speak of the secret codes and signs associated with the guild
- If caught the guild will not attempt a rescue or acknowledge your membership
- A guild member must seek permission from the guild master for any crime that endangers the lives of others.

TYPICAL PRACTICES

- Pick Pocketing
- Burglary
- Smuggling
- Forgery
- Palming

THE BENEFITS

- Guild members may purchase all equipment at 20% less cost from trusted sellers.
- The guild of thieves has many safe houses hidden away, in which to hide from local law and any persistent victims. Entry will be given to anyone with the correct password, given to them as they present themselves to the guild master. Safe houses will provide sanctuary for the member and their companions, but for no longer than a single day. Members may not return to the same safe house within two days. Food and drink will be provided free in all safe houses.
- The guild will have many informants from which information can be bought or sold. Any information bought from a guild will have 90% accuracy.

THE COST

Once per week the thief must present 20% of their profit for the week to the guild master. If it is found that the thief is withholding any wealth, circumstances will arise so that the thief loses their entire horde and may even end up abandoned in the wild, imprisoned, or worse! In some areas, the guild master may demand as much as 50% of the thief's profit.

Temple of Darkness

These eerie black buildings are common place in many cities these days. They are easily recognisable by their tall spires and symbols of darkness over the entrance. The temples are dedicated to Erebos and his ideals and very few, other than true followers of Erebos, know exactly what goes on inside.

Erebos has many believers in the world who are not in his armies or cults, but worship him because they believe he can bring order to a world torn apart by war and conflict. Some believe that sacrifices are made in the name of darkness and the dark apostles murder innocent people without reason. This is not strictly true, and many worship the lord in a similar way to the human churches and their god.

A Temple of Darkness can hold as many as a thousand people, including fanatics, guards and priests. A typical temple will have at least twenty guards, ten priests and single sorcerer. There are some temples that practice solely in the black arts and their followers are typically crazed fanatics. Thankfully though, these are quite rare.

In every temple, a statue of Erebos serves as a worshipping icon and a means to speak to the lord of darkness. Speaking directly to the black Kildar ore statue will activate the runic symbols and form a magical link to the Underworld. Erebos can choose to speak through his statue to the worshipper and may give aid if suitable gifts are presented, or sacrifices made.

If Erebos desires he can use his magic to send a Chaos Bringer to the temple, destroying the statue as it emerges from within the icon. The Chaos Bringer will return to the Darklands and Drakas once its task has been completed.

I'Alis (Temple of Khan)

Reptilians have a strong belief in their god, Khan, and many glorious temples, or I'Alis in Heskian, have been built to honour and worship him. These large buildings are made from white stone and marble, adorned with golden scripture in Heskian. These tell stories of Khan, of his sacrifices and war with darkness and they foretell of his return.

The priests of Khan reside in the I'Alis and these individuals are regarded as the direct link between the Reptilian people and their god. They maintain their religion in the world and exorcise rites and rituals in the name of Khan, often holding great ceremonies and festivals. The most important of these festivals is the Li'disa Kithar, the Dawn of the Faithful, which is held at sunrise every hundred Earth days. All Reptilians within the city kneel in silence for one hour, praying for the arrival of Khan and asking for his blessing. This is an amazing sight in any city as thousands of its inhabitants flock to the holy temples to take their place among their fellow believers. After the praying is complete, the priests will select several young Reptilians to become Fighters of Khan. These Reptilians are trained by the priests to defend their nation against its enemies and uphold the religion of Khan.

Any PC, who is selected by a priest after Li'disa Kithar, may immediately change their career to Path of Khan if they wish. This is a one time only opportunity and as such is rarely turned down.

CHRONICLES

CHRONICLES

This calendar describes important events that took place in the last five hundred years on both the Underworld and Earth. The dates are given in the human calendar as AD, with the number in brackets showing the Daemonic Calendar as Cycles.

Human Calendar: The Human calendar is as it is now, with 24 hours in each day and 7 days making a week. A full year equals 365 days, with 366 days every four years, or leap year.

Daemonic Calendar: The Underworld records its time and history through a method of phases as determined by their two moons. The first, 'Rama Nian' (High Moon), the larger of the two, circles the world taking 300 'Mi-Nians' (529 days), to do so. The second, known as 'Rama Nianto' (Low Moon) circles the high moon taking 30 'De-Nians' (approximately 22 hours) to complete. The years of the Underworld are recorded as the 'Sim-Nians' (cycles), being a full cycle of the high moon around the world.

Year (Cycles)

1738 (12,234)

Hyta, the home world of the Hyterians, was captured and added to Erebos' empire. The peaceful Hyterians were no match for the daemons that were immune to their powers.

1739 (12,236)

Erebos' continuous warring on other worlds was leading to unrest on his home world. More than two million creatures had died since 11,074.

Living conditions deteriorated as food supplies dwindled with the every increasing population. Whole worlds were captured to fulfil the demand, increasing the salve numbers in doing so.

1746 (12,246)

More than 10 million creatures had died due to starvation in only 10 cycles. The daemons are the only inhabitants not be rationed in their food.

1775 (12,288)

A Daemonic invasion returned from the world known as Phaela, with the loss of more than 16 million daemons. Erebos had waged war against the Phaelan for many years without success.

After much counselling from his Judges, Erebos reluctantly withdrew all of his daemons and sealed the gate.

1801 (12,326)

There had been few victories on the many worlds Erebos had invaded in the last 30 cycles. Even on the Underworld, civil unrest plagued his daemonic enforcers.

1864 (12,417)

Since the occupation of Silath began, the Reptilians had hidden their religion from the eyes of the daemons, praying only to their God in secret.

In cycle the first open display of Khan followers appeared in the Underworld. Erebos, furious at this disloyalty, had the cultists were hunted down and killed. The Prime Daemon, Basilisk, was sent to Silath and shortly after all contact was lost

1916 (12,493)

The Dankari, the only known daemons capable of breeding, were growing tired of the poor conditions and the cruel tyranny of Erebos. Talks of rebellion were underway. It is rumoured that a single Reptilian and Dankari form an alliance that bonded their races evermore.

1918 (12,496)

The Deathgaunt, Kir'Skar, was found dead in Hades with his head completely severed. Dankari daemons were suspected.

1918 (12,496)

Hell Hounds assassinated the Reptilian Priest of Khan, Skatar-Karhuth.

1919 (12,497)

Erebos summoned the Dankari to his throne room. They had been betrayed and their plan was known. The Lord of Darkness selected one hundred of the Dankari and personally executed them.

1919 (12,497)

Thousands of Night Stalkers were dying through rampant disease. Erebos regarded their race as worthless and so no aid was sent. The Night Stalkers had never accepted Erebos' rule and talks of revolt spread throughout the clans.

1919 (12,497)

News of the Night Stalkers plans reached the Lord of Darkness. Already angered by the Dankari treason, Erebos sent a hundred Chaos Bringers to Slarv, the home world of the Night Stalkers. The Kelmitar clan was the first contact they met, when many of its warriors were away hunting. Those that remained were murdered, including many females and young. The clan lord and the warriors returned to find the carnage and bloodshed left behind. For the first time in recorded history all the clans put aside their quarrels and joined together into a single tribe. More than 18 million Night Stalkers took up their weapons. War was inevitable.

1919 (12,498)

The followers of Khan were spread throughout every city and every world. Erebos could not prevent the religion and soon the entire Reptilian nation had turned against him.

The Rebellion War

1920 (12,499)

Many races joined the Dankari, Night Stalkers and Reptilians against the Lord of Darkness. In the following cycles the Underworld kingdom was divided and many families were torn apart in a bloody civil war.

1921 (12,500)

N'Tark, a Deathgaunt greater daemon and one of Erebos' elite warriors, joined the Dankari. He was captured at the Battle of Slska and was never seen again. Rumour suggests he escaped and now lives in hiding somewhere off-world.

1925 (12,506) - The Battle of Manturo.

A 165,000 strong daemonic force on route to Slarv was ambushed by the Dankari. Under the leadership of their greatest hero, D'Kara, the daemons of Erebos were slain without mercy.

1926 (12,507) - The Battle of Slska.

An army of Erebos attacked the Underworld city of Slska. For many weeks a battle was waged in the city. Skirmishes occurred in every street, every alley and in every building. Eventually, the city's defenders were beaten and many prisoners were taken. Many more were also executed.

The last of the Hefracians was killed in this battle and the secret of their living armour died with them.

1928 (12,510) - The War of Slarv.

The forest world of Slarv was engulfed in a bloody war. Millions of lives had been lost before the Daemornia Gate was captured by the Night Stalkers.

1931 (12,515)

On his way to lead the largest Reptilian army ever gathered, Marcko Volans was ambushed by a Chaos Bringer. With surprise on its side it grievously wounded Marcko before he could cast his magic. In sheer desperation, Marcko cast a hastily prepared spell that threw the daemon out the system.

1932 (12,516) - Battle of the Underworld.

The Dankari and Night Stalkers met the largest daemonic force ever known on the surface of the Underworld. The battle raged on for many days, until the arrival of the Prime Daemon, the Unseen. The greatest of the Primes crushed and smashed everything in its path, killing all that stood against it. Hope of victory began to slip from the allies.

1932 (12,516) - The arrival of the Disciples

Using a captured Daemornia Gate, the Reptilians arrived on the Underworld to aid the Dankari and Night Stalkers. They were led by twelve of their own, gowned in golden armour and red capes. Together they drove at the Unseen and forced it into a great portal to be never seen again.

1932 (12,517)

The Chaos Bringer defeated by Marcko Volans two cycles before found itself on Earth, in the country known as Germany.

Here it sought allies and taught one human many secrets. Through orchestrating violence and murder, the daemon helped put the human in power of his country and so ensuring his loyalty.

The daemon was killed many years later as it attempted to create its own Daemornia Gate. The body was recovered by military forces that eventually became the United Earth Alliance.

1934 (12,520)

The Rebellion War finally came to an end, but not without the loss of millions. Those who opposed the Lord of Darkness escaped to other worlds to start a new life.

Although the armies of Erebos suffered many defeats during the rebellion, the Lord of Darkness still held his grip on hundreds of worlds and looked to conquer even more.

The Daemornia of Earth and the Great Plague

2104 (12,766)

Mankind created a portal to travel between worlds, but inadvertently opened the Earth to the Lord of Darkness. Within two months the Great Plague had begun.

2105 (12,767)

Carried through the air the Plague killed many thousands. Victims were subjected to painful illness and many were horribly mutated and disfigured.

2105 (12,767)

The first signs of intelligent alien life were discovered by the humans, as several Fire Mercs emerged from the portal.

2105 (12,767)

All attempts to close the portal had failed. A Daemornia Gate had been constructed on the Underworld to keep the portal open.

2106 (12,768) - The Daemornia Began

The daemonic hordes poured through their gate into Earth, killing and burning without thought. The multi-national force, the United Earth Alliance (UEA), was mobilised to tackle this threat. Armed with their phaser technology and battle-craft the humans were confident it would be over in a matter of hours.

2107 (12,770)

More than two million people had died since the plague began and many millions were still suffering.

2108 (12,771)

Within two years the daemons occupied almost half of the Earth. Immune to the heat generated phaser weapons they were unstoppable. Small pockets of resistance fighters continued the war, armed only with antique weapons and sheer determination.

2114 (12,780)

The daemons had taken almost complete control of the Earth. Those that would not serve the Lord of Darkness were slain mercilessly.

2115 (12,782) - The arrival of the Reptilians.

In response to the Humans plight the Reptilians launch a devastating attack on a human concentration camp, slaying the daemons and freeing more than two million prisoners.

2116 (12,783)

After many more raids, the Reptilian/Human Alliance was formed and the daemons began to suffer their first defeats in battle.

2116 (12,784)

The Dankari and their allies arrived on Earth, joining the Humans cause. Small victories turned into huge slaughters and mass routing on part of the daemons.

2120 (12,789) - The Final Battle

The Humans and their allies co-ordinated a series of simultaneous attacks around the world and finally prized the Earth from the grip of the daemons after 14 years of occupation.

2121 (12,790)

Erebos changed his tactics from one of brute force to subterfuge, for he had learned of the humans greed for wealth and power. Soon, worshippers and allies appeared throughout the Earth

2123 (12,793)

The war had ended, but had left its ugly scar upon the Earth. Millions of lives had been lost, the world's natural fuels were exhausted to a scarce minimum and the destruction and carnage had left countries devastated, and cities in ruins.

A New Age

2125 (12,796)

The plague had finally died. However, mankind was not what it was. Many born into this world displayed mutated characteristics and traits, with some not even recognisable as human.

2132 (12,806)

Erebos loyalist Mantidae and the Keltorkar Night Stalker tribe fought to control the Amazon forest. The Night Stalkers achieved final victory after the Mantidae's Queen was slain by Astral Walkers.

2146 (12,826)

Trade links were established between countries and the first signs of a re-emerging economy began to show.

2169 (12,860)

The LEOS (Law Enforcement Officers) were created to maintain peace in the world's cities.

2185 (12,883)

The city of Tor-Keep was built at the mouth of the Amazon River of Brazil. The Keltorkar Night Stalker and Tor-Keep alliance is formed, protecting the city's inhabitants from inland Erebos forces.

2199 (12,837) - Creation of the Darklands.

Newfoundland, as it was originally known, was engulfed in a thick black cloud. Its land was scorched by incredible firestorms, killing everything in their path. Its lakes and rivers, if not poisoned, dried-up in the intensive heat. The inhabitants were killed by the widespread incursion of daemons. Soon after, the dreaded fortress was built, the place known as Drakas.

2200 (12,841)

Blade Hockey. A popular sport gripped the human civilization, with many other races joining soon after.

2260 (12,992)

The first signs of Erebos' growing influence appeared in the open, as fanatical cults were formed in many cities. Some even established great temples to worship their god.

2209 (12,917)

The first city devoted to the Lord of Darkness was built, but raised to the ground by Dankari soon after. Many more cities appeared throughout the world over the next thirty years.

2221 (12,935)

Erebos worshippers are now common place throughout the world. Many of whom genuinely believe that Erebos is the right choice in a world of mixed religions and races. However, some are fanatical followers and strive to bring the Lord of Darkness to power.

2250 (12,977)

Today. The Earth has changed and new races of intelligent creatures dominate the land. The world has become almost medieval and the quality of life can be very poor. Evil is present in every corner, awaiting its victory. Many heroes and heroines are born in this time and only they can prevent the hand of darkness from taking the Earth in its grasp.

Welcome and become a legend.

CHARACTER SHEET

Completed Careers

Encumbrance Limits

Carry	(ST×50)	=	EV
Lift - 1 hand	(ST×10)	=	EV
Pull	(ST×100)	=	EV
Throw - 1 hand	(ST×10)	=	EV
Wield - 1 hand	(ST×10)	=	EV

Other Equipment & Notes

--

Weapon

<ul style="list-style-type: none">• Damage:• Crush:• EV:• AP:• Att:• Def:• Aim:• DX:• Trauma:• KO:
DP:

Armour

<ul style="list-style-type: none">• AV:• Fire:• EV:• Att:• Def:• DX:
DP:

Shield

<ul style="list-style-type: none">• AV:• EV:• Armour+
DP:

Helm

<ul style="list-style-type: none">• AV:• EV:• Armour+• Initiative:
DP:

Money & Funds

--

EXP Remaining

--

Total EV

--

We had built a history that spanned millennia,
from our humble beginnings with mud and rock
to the conquest of space and beyond

We had entered our greatest age,
yet in our own success we opened the door to
an enemy without remorse or reason.

So began, the Daemornia.

We fought with all we had.
When the machines were gone, we fought with sword and axe.
When those weapons were broken or blunt, we fought with stone,
and when there was no more stone, we fought with our fists.

When all hope was lost,
we found new allies amongst the stars
and together we pushed back and halted the tide of evil.

Humankind had been saved,
but the battle for Earth had only just begun.

- ◆ A clear and unique game system
- ◆ Seven character races
- ◆ 16 Career Paths with many skills
- ◆ The power of Magic and Psionics
- ◆ Extensive Bestiary
- ◆ The Minions of Darkness
- ◆ World and City Guide
- ◆ Chronicles of Daemornia



Written by Michael Lirko
Illustrated by Steve Stylianou
Copyright 2005

DAEMORNIA
STUDIOS 