

GRANCREST RPG

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RECORD OF GRANCREST WAR: PROLOGUE

Solemn music echoed repeatedly throughout the massive auditorium. At its front stood a towering stage and a staircase by which to ascend to it, and from that staircase to the wide open doors of the hall's entrance stretched a carpet of deep crimson. Set into the center of the wall at the rear of the stage was a podium upon which rested a transparent sphere, inside of which ceaselessly shifting forms of light and darkness intertwined with each other. Known as the Chaos Globe, it served as a representation of a world in constant flux, a symbol of the long age of Chaos that had persisted ever since Order was lost from the world.

Beneath the Chaos Globe stood two men dressed in extravagant clothes. One was the archduke of the Fantasia Union, Sylvester Doucel, and the other the archduke of the Factory Alliance, Matthias Kreische.

"I never believed the day would come when I would see you anywhere save for the battlefield," said the Archduke Doucel, wearing a subdued expression.

"In this age of Chaos, I have learned never to let anything surprise me, but I must admit that I too had never expected something like this," the Archduke Kreische replied.

The land had been split in half by the two great powers, the Fantasia Union and the Factory Alliance, and until recently it had been rumored that they were heading towards a massive war for total supremacy of the continent. However, a sudden shift in fortunes had changed all of that and brought the two men to where they both now stood.

Just as the music echoing through the hall took a more jovial turn, the resounding ring of a bell announced the time. Its tolling should have been audible not only in the great hall of the magic city of Aeram, but in towns and villages in every corner of the continent, ringing in an era of peace across the land and blessing the marriage of the two youths who would be wed that day.

Dressed in immaculate clothes of white, a young man and woman entered the great hall to a roar of applause from all those gathered within. The young man was Sylvester's successor, Alexis Doucel, and the woman Matthias's eldest daughter, Marine Kreische. They proceeded down the hall towards the Chaos Globe, prepared to exchange their wedding vows under the watch of their fathers.

If the two were able to produce an heir, the two noble families' titles would be merged, and it was believed by many that their combined strength would be worthy of receiving the Grancrest. It would be the birth of the first emperor in the long history of the peerage system. The continent would be at last united and the wars of ranking fought by the lords would be brought to an end. It would be the beginning of an age of Order that had been long wished for. The revival of the Grancrest would wipe Chaos from the planet and restore peace to the land.

Siluka Meletes, a student of the Aeram Academy enrolled in its program of summoning arts, knew that what she was witnessing was an historic moment, but she was not moved. Clad in a crisp new Academy uniform, her usually neglected blond hair was worn up and she had even applied a light makeup. Her mind was clouded with thoughts of her impending graduation exam, and in truth she would rather have been in the laboratory practicing her conjuration spells than attending such a boring ceremony. However, she had been chosen by Headmaster Sembrose to represent the student body and deliver a congratulatory address. Hours of her time were being wasted all for a speech that would take no more than a few minutes. Stifling a yawn as she simply wished the ceremony would end, she offered a halfhearted applause as the bride and groom passed by her.

A chill ran down Siluka's spine. It was a feeling that she knew well, but this time it was

different, stronger than she had ever felt before. The Chaos level around her was rising. Usually that meant that some sort of disaster was about to occur.

Where is it? she thought. Her gaze shot around the great hall. During a convergence, a Chaos core was supposed to form somewhere. Siluka focused not only her vision, but her other senses as well. Noticing the fluctuations of Chaos required the use of all five senses. She noticed it first before anyone else.

"Impossible." The word slipped from her lips involuntarily. The core was forming directly next to the Chaos Globe. It was a black sphere that looked like shadow given form, slowly growing larger like a spreading stain. Directly beneath it, awaiting the bride and groom's arrival on the stage, stood the two archdukes. The Chaos Globe which stood behind them began to violently shake and flicker, and Siluka could barely make out the forms of light and darkness encased within. "Just how much Chaos is there...?"

Watching even as the convergence continued, all she could feel was terror. Rolling up the sleeves of her uniform she drew the takt—a magic wand—that she held concealed within them. She leapt towards the red carpet, her arms outstretched, throwing herself in the path of the bride and groom. "Please pardon my insolence, but I must ask that you go no further," Siluka called out with a bow.

"And who are you?" asked the young man, a puzzled expression on his face.

"Just what do you think you are doing?" the young woman questioned her even more harshly.

"The explanations can wait," replied Siluka as she turned towards the stage. Her actions had sent the entire hall into an uproar, but she paid them no heed. "I need to disperse the Chaos while it's still forming." It was the only thing she cared about. If she could not, it would mean a major disaster.

"What are you doing?"

"Siluka! Get back here now!"

The voices of her instructors shouted out to her one after the other, but she ignored their warnings and dashed towards the stage.

"You're in danger! Get off the stage immediately!" Siluka called out to Archduke Doucel and Archduke Kreische.

"Are you mad? Don't you realize this is a sacred ceremony?" Archduke Doucel shouted angrily.

"Somebody stop this woman!" yelled the Archduke Kreische as he glanced around him.

"Get away from there, quickly!" Siluka screamed without thinking.

At this rate I won't be able to stop it. She pointed her takt directly at the Chaos core. *This is the first time I've ever experienced Chaos this dense, but I have to try to disperse it.* She steeled herself and started to wave her takt.

"Miss, please stop," she thought she heard a voice say. Just then someone grabbed her from behind, pinning her arms to her back. Siluka grunted. A moment earlier she had noticed no one approaching. Whoever it was had appeared there suddenly.

An artist! The word came her in a flash. Artists were individuals who took Chaos into their bodies, forming patterns—"Art"—that appeared on the surface of their skin and giving them superhuman physical ability. While the church denounced them as wicked, their powers had many uses. There were many lords who employed artists as mercenaries and spies.

"Let go of me! I won't be able to make it in time!" Siluka wrenched her body as hard as she could but was unable to break free.

"I'll be happy to listen to what you think you're accomplishing with your outburst later.

But now you mustn't interrupt the ceremony," the man whispered to her as he dragged her off the stage.

"No, you can't!" she gasped helplessly. The Chaos convergence was already under way. It was strong enough now that everyone present could feel it. A horrible stench wafted through the air as a dark mist began to swirl and coalesce. An eerie sound echoed through the hall, and a strange heat brought sweat to the skin.

The convergence had progressed too far for anyone to halt it. All Siluka could do now was pray that whatever disaster it brought forth would not harm anyone. But her prayers were not answered. What appeared was worse than anyone could have imagined.

A girl attired in black clothes with wings like those of a bat sprouting from her back burst forth from the mist. Her hands were wrapped around the hilt of a large black sword.

"A demon lord of Diabolos," Siluka whispered, shocked.

In the distant past the Chaos level had been much higher than it was now, and some drawings from that age had managed to survive. An extremely high Chaos level was needed to bring forth a demon lord, and slaying one was a feat greater than killing ten dragons. As far as she knew, no one had ever been able to defeat one. She could not think of a worse disaster to have befallen those gathered.

"How could this much Chaos... here... now?" She could not even finish her sentence.

It was true that, within the Magic City of Aeram, the level of Chaos was higher than outside. But it was not high enough that a demon lord should have been able to appear there. Not that it was impossible—the Chaos level was always fluctuating—but the chance of something like this happening was practically zero.

Could someone have intentionally raised the Chaos level in order to summon the demon lord? she wondered. It was the only possibility. And only a Mage—one with a terrifyingly high amount of power—was capable of doing it. Even Siluka, who had entered the Academy at age five and who excelled at her studies, would not have been able to control Chaos at that density.

"I need to banish the demon lord," she said to herself in a daze. At that level of Chaos its existence would not have been fully stable. However, how long it would take to disperse on its own was like trusting one's fate to the roll of a die, and even just imagining how much destruction it might cause in the meantime was terrifying. She would not have been surprised if it were able to reduce the entirety of the magic city to rubble. If such a thing were to happen, all of humanity would be powerless against Chaos.

"What's that monster doing here? Where did it come from?" the dumbfounded voice of the man who had grabbed Siluka cried out.

"It showed up while you were trying to hold me down."

"Were... were you...?"

"That's right, I was trying to stop it," Siluka said angrily as she wrested herself from the man's now limp arms. She turned around and glared at him. He was dressed formally and his long red and black hair was gathered in the back. He was likely the retainer of some Lord.

"We have to save the archdukes," he said as he came to his senses and appeared to activate his art.

"It's too late," said Siluka, shaking her head slowly. "The demon lord has already erected a barrier." Its barrier was like a boundary that divided the world into two pieces. It was too late for the two archdukes to return to this side.

Meanwhile, atop the stage, the Archduke Doucel stared in disbelief at the monster that had just appeared. "What? A demon?" he asked himself as his hands tightened around the staff he carried.

"We can't win," said the Archduke Kreische, attempting to flee from the stage, but as soon as he took a step backwards his back met with an invisible wall. "But it seems we have no choice." Realizing that escape was hopeless, Archduke Kreische froze and raised his right hand, his fingers outstretched. "Kneel before my Crest!" A piercing white circle of light shot from his palm, inside of which several more beams of light began to forth forming complex geometric patterns in the air.

Siluka stared wide-eyed. "Archduke Kreische's Crest..." She had never seen a Crest with a design so intricate. Its light, however, was not so bright. The archduke must have divided the power of his Crest up among the sub-Crests of his many retainers. "It won't be enough..." To defeat a force of Chaos as extreme as a demon lord would require an even stronger force of Order.

"Let me lend you my strength," said the Archduke Doucel, reaching out his right hand which gripped his staff and bringing forth his Crest as well. The Crests of the two archdukes intertwined with each other, bringing forth a tremendous light as their patterns grew in complexity.

"Could it be?" whispered Siluka, wondering if it might be the Grancrest. If it were, it would have been enough to overcome even a demon lord. But in an instant Siluka's hopes were betrayed. Without flinching the demon lord casually swung its giant ebon blade. The heads of the two archdukes fell from their bodies in tandem and rolled across the stage. Blood spurted from their necks as the two lifeless bodies collapsed pitifully to the ground. In the same instant the demon lord was again surrounded by black mist. It formed into a sphere of darkness and then, suddenly, disappeared. The demon lord, the archduke's corpses, all vanished.

From this one incident the ebb and flow of the entire world was altered. With the death of the two archdukes, the massive power held within their Crests was extinguished, their retainers forced to fend for themselves. From the lands his father had once commanded, Alexis Doucel, the new head of the Doucel family, was left only Hallusia, granted to him before his father's passing. Marine Kreische would likewise inherit only Waldrind as her own. Both of them, however, would choose to continue to support the alliances that their fathers had built.

With each side blaming the other for the tragedy that had befallen them, it would not be long before they would once gain be thrust into a war that would divide the land. The great war that everyone had believed had been averted would now be made real.

Siluka Meletes, however, found herself indifferent to the turmoils that the world faced. Though the demon lord had killed the two archdukes, the magic city of Aeram was unharmed, and Siluka herself had avoided reproach for her role in the incident—quite to the contrary, the Academy's Headmaster Sembrose had personally rewarded her.

She had been informally selected as a candidate to remain at the Academy as a lecturer after her graduation. It was exactly the assignment that she had been hoping for. She had no intention of forming a pact with some lord and making herself complicit in wars they fought to garner favor and power.

Though the Academy had created the peerage system to reward the lords for quelling the surges of Chaos, many of them had forgotten their true charge, to fight to preserve the peace and happiness of their people. They had become possessed of a thirst for power and fought among each other for rank.

They will use any means, even war, to satisfy their own greed, thought Siluka. But she could never have imagined the destiny that fate held in store for her...

A LAND OF WAR AND CHAOS

Welcome to a continent enveloped in war. This chapter will explain to you the land you are entering and the adventures you can have there.

ATRATAN, LAND OF ILLUSION

There is a land called Atratan.

Closely resembling the Eurasian continent that we know, it boasts numerous kingdoms stretching in all directions across its surface.

And much like the continent of Eurasia, the people of the land of Atratan encompass all sorts of appearances, beliefs, and cultures.

However, the scenes you see there should remind you most of Europe during the middle ages and through to early-modern times. The principle crops are wheat and barley, used to cook bread and porridge with which the people fill their stomachs. Knights clad themselves in armor and bravely ride their horses off to war. Extravagant royals and nobles busy themselves with politics and court intrigue.

The backdrop of Atratan is one of fantastical creatures such as dragons and unicorns, and wielders of magic who can command the powers of wind and fire.

It is a land of illusion, a place where you are free to craft your own story.

WAR-TORN LANDS

The land of Atratan has been wreathed in conflict for many ages.

Recently, the marriage of two great noble families who had divided the land in half was supposed to bring with it the opportunity for unprecedented peace. However, those dreams were lost to time, victim of the "tragedy in the Great Hall" that occurred on the day of the wedding ceremony.

With the death of the heads of both noble families the entire world was once again plunged into disarray. The squabbling leaders of each region shored up their forces and, seeking to spread their influence, ushered in a new age of conflict.

You are one of those individuals whose dreams are tied to these troubled lands. Whether you shall defend them, or conquer them—the choice is up to you.

CHAOS, THE FORCE THAT SHAPES THE WORLD

War is not the only thing that threatens the security of the people of Atratan. There is an enemy even more dreadful.

Chaos.

Chaos is an inexplicable energy that can be thought of as representing unchecked possibility. These possibilities become manifest in the real world through either natural or artificial means—a process known as "convergence".

When Chaos converges, it causes the breakdown of natural order that had been operating up until that point. For example, when Chaos converges in a fruitful and productive field, the ground may turn toxic, or the field may become overrun with strange and poisonous

plants. The various effects that can occur are innumerable, but in almost all cases the result is a detriment to humanity. These Chaos accidents, or Chaos disasters when they occur on a large scale, have become the objects of human fear.

It is said that there was once a time when the world was more civilized than it is now. However, that world was shattered by a massive Chaos event—the “Ultimate Chaos.” In the two thousand years since, Chaos has not left the world, and though it has not reached the level it once was in ancient times, it still poses an ever present threat.

CHAOS PROJECTIONS

Of all of the effects that Chaos can have, the most terrifying is the “projection.” This is a phenomenon whereby individuals from other worlds are brought forth (or “projected”) into this one in the form of a double fashioned by Chaos.

These other worlds are numerous, from the demon-filled Abyss to the worlds of Olympus and Valhalla of Greek and Norse mythologies. When the beings projected by Chaos happen to be monsters such as a fire-breathing dragon or a petrifying medusa, the amount of destruction they can wreak is dreadful.

Among those projected are also beings of unbreakable will and wisdom, so-called “heroes.” It is possible that these projections may be friendly towards humanity, though it remains unconfirmed. According to legend, during the Age of Ultimate Chaos projections called Athena and Thor appeared and fought to protect humanity.

THE THREE WALKS OF LIFE

The land of Atratan through which you adventure is a dangerous place full of turmoil and strife. In order to survive, in order to prevail, and in order to protect that which you value, you must choose a path to walk.

The different lifepaths are called “classes” and are divided into three groups: Lords, Mages, and Artists. These three classes are introduced below.

LORDS: ONES WHO PURGE CHAOS

If you seek to drive off Chaos and uphold order, then you might choose to walk the path of the Lord.

The Lords are bearers of holy symbols called “Crests.” Crests may be obtained in various ways: by inheriting them from another Lord, by stealing them, by creating them with one's own power, etc... When a Lord uses her unique powers, her crest radiates from somewhere on her body, or perhaps from her eyes or from above her head. This light is the brilliance of the Lord's soul and it cannot be replicated by one who is not qualified.

When a Lord bears her Crest, it cleanses the area around her of Chaos. The physical laws that have been distorted by Chaos return to normal and order is restored to the world.

Crests are the only objects with the potential to purge Chaos. Their power is the world's sole hope for peace, and so the people have granted the Lords control of their lands and entrusted them with their rule.

When you become a Lord, at first your territory will be small. However, as you prove yourself worthy, spread your influence and defeat other evil Lords, over time time you may become more powerful and even come to rule your own kingdom.

MAGES: ONES WHO MANIPULATE CHAOS

If you seek out knowledge of all the things in the world and wish to manipulate Chaos in order to work magic, then you might choose to walk the path of the Mage.

Magic is the act of perceiving Chaos and giving it form through the power of thought.

If you wish to create flame, simply think of flame.

The heat! The burning! The color! The shape! What is a flame? If you were to create it, what form would it take?

As those thoughts and mental images come together, Chaos converges into flame.

In a sense, a Mage is both a scholar and performer.

In order to learn the ways of magic, one must travel to the magic city of Aeram. It is home to the headquarters of the Mage Academy, the pillar of knowledge in the land of Atratan.

The Academy holds a monopoly on academic learning. The education level of the general populace is low, and most possess knowledge only of basic literacy and a single major trade. The Lords rely on the learned elite who form the ranks of the Mages for not only war, but also to ensure the smooth administration of their lands.

When you become a Mage, you will be assigned to a Lord to serve as her trusted retainer. Your knowledge and magic may guide your master to ever higher positions of power.

ARTISTS: ONES INHABITED BY CHAOS

If you seek to shape your body into its ideal form, then you might choose to walk the path of the Artist.

In order to become an Artist, it is necessary to take a crystal of Chaos—a "Chaos core"—into your own body. Absorbing Chaos is a terrifying ordeal, but it is nonetheless something for which you strive. You have dreams that you wish to see realized, ideals that you wish to see upheld.

What happens to humans who come into contact with a Chaos core?

They die. Almost always.

You, however, were lucky enough to survive the encounter.

And it left engraved on your body a mysterious, wicked symbol—your "Art."

Your Art is proof of your superiority. Artists are no longer mere human beings. Chaos transforms their bodies into something else. They become monsters capable of slaughtering entire armies, shadow-like killers with bodies that can erupt in flames and become weapons unto themselves.

When you choose the life of an Artist, you become a lone wolf who wanders the earth. Holding Chaos inside you, people fear you and keep their distance.

But this is a world in turmoil. Lords and Mages are always searching for skilled superhuman warriors. By lending them your strength, you may have the chance to defeat ever greater threats of Chaos, and in the process see your own powers grow.

INTRODUCTION

This chapter is intended as a guide for those new to the Grancrest RPG. Read over this chapter first before enjoying the rest of the book.

ABOUT THIS BOOK

This book is the rulebook for a tabletop roleplaying game.

Roleplaying games are games that are played through conversation. The players create imaginary characters and tell a story by describing those characters' actions. In particular, the Grancrest RPG focuses on creating a record of the fantastical wars fought on a continent being encroached upon by Chaos.

One person takes on the role of Gamemaster ("GM") and acts as the game's mediator while the rest take on the role of players. Each player creates a character who goes on an adventure prepared by the GM using their words, their imaginations and the rules presented in this book. In a roleplaying game, the process of playing through one of these stories is known as a "session."

THE FLOW OF A SESSION

Let's describe what happens during a session in a little more detail.

First, the GM starts with an exposition, a sort of trailer of the story that she has prepared. After hearing the trailer and seeing any handouts (documents prepared by the GM to introduce the story to the players), the players create the player characters ("PCs") whose parts in the story they will play. These PCs will be the main characters for that session.

After creating the PCs, the actual story can begin. The players control and guide their PCs based on the descriptions presented by the GM.

For example, the GM might describe a situation such as, "The PCs have been framed for a crime they didn't commit and are surrounded by a group of several knights." The players are free to respond or act however they wish, for example: "I try to prove my innocence by speaking to them," "I try to flee," "I let them take me into custody," or "I attack the knights." After they decide on their actions, they tell the GM, and the GM gives a response based on the situation and the rules. Then the PCs react, and so on, and the game progresses in this fashion.

If it is unclear whether a particular action will succeed or not, the GM may decide to determine success or failure using the rules and a dice roll. In the former example, responses such as whether or not the knights can be persuaded, or whether or not it is possible to escape from them, would be determined using the rules.

This process is repeated over and over as you progress through the story until its conclusion, whatever form that may take. At that point, the GM can declare that the session is over.

THE GRANCREST RPG

This book details a fantasy world under siege by Chaos—"The Land of Atratan"—and the three types of heroes—Lords, Mages, and Artists—who fight against that Chaos.

This section will explain the most important terms in the world of Grancrest.

CHAOS

Of all the forces that work to warp and twist the world, Chaos is the greatest.

Chaos is a phenomenon that distorts the laws of nature. Chaos causes a dropped object to, instead of falling to the ground, hover in mid-air, float upwards into the sky or even fly sideways.

Chaos has been the cause of many accidents, and many disasters: surging seas, burning rain, and monsters brought forth from other worlds.

THOSE WHO RESIST CHAOS

Humanity, however, does not simply yield in the face of Chaos. There are those who possess the strength to fight back. They are the Lords, the Mages, and the Artists, three types of extraordinary individuals.

Lords

The Lords have in their possession the most powerful weapon to cleanse the world of the scourge of Chaos.

Their bodies hold glowing symbols called "Crests." These Crests are a manifestation of order and have the power to purge Chaos.

This power has resulted in the Lords being granted ownership of lands and the right to rule them in exchange for protecting the people of those lands whenever a Chaos disaster occurs, forming the basis of the world's political structure.

Mages

Mages are wizened individuals with the power to manipulate Chaos—in other words, to work magic.

By harnessing the power of their conscious minds they are able to attune themselves to Chaos and shape it to their will.

The Academy where they learn this skill is also a repository for all of the world's knowledge and one of its premier powers. With their strength and their knowledge they support the Lords in their struggle to eliminate Chaos from the world.

Artists

Artists are the opposite of the Lords, taking fragments of Chaos into themselves in order to alter their bodies and acquire superhuman powers.

Because their bodies are made homes to Chaos, most Artists are feared and shunned by the populace at large. They are first class warriors, however, and there are many who fight against Chaos or who are hired by Lords to aid them in their conflicts.

THE GRANCREST

It is said that when a Lord raises her Crest to its most powerful level it will create the ultimate Crest—the "Grancrest."

Many believe that when the Grancrest is formed it will wipe all Chaos from the world, but no one knows whether there is any truth to the legend.

WAR

Even in a world suffering from the intrusions of Chaos, humanity is still unable to unite itself.

When one Lord steals another Lord's Crest, it is possible to gain its power. There are some Lords who fight not just against Chaos, but who also set their sights on bringing about the downfall of other Lords. These conflicts, when they occur between Lords holding territory, can escalate into war.

The world of Grancrest is defined by Chaos and constant war.

HOW TO USE THIS BOOK

This book is divided into five major sections, each of which is briefly described below.

Character Section

This section describes the three types of characters you can play—Lords, Mages, and Artists—and all of the necessary information for creating one.

Rules Section

This section gives a detailed explanation of the types of things that your character is capable of doing. It is recommended that GMs and players alike read through it.

World Section

This section introduces the setting for your adventures—the continent of Atratan—and explains its history and its current state of affairs.

Gamemaster Section

This section contains information for the GM about how to manage a session. It also contains rules specifically for use by the GM.

Scenario Section

This is a scenario that you can play right away. It is recommended that you read through the "Rules" and "World" sections before playing the scenario.

If you plan to play the scenario as a player, do not read this section.

THE GOLDEN RULE

In the Grancrest RPG, it is intended that all of the players work together in order to create a shared story and to have fun.

To those ends, the following rules called the "Golden Rule," is the most important.

GM PREROGATIVE

During the course of the game, the GM is granted certain rights and powers. However, when exercising these rights, the GM should always try to follow the written rules as closely as possible and to apply judgments and make rulings fairly.

Rule Decisions

Whenever the rules do not explain how to handle a situation, or when the application of

a rule is unclear, the GM has the power to make a final ruling on how to decide the situation. The GM may also choose to change certain rules depending on the situation, or choose not to use them at all.

The intent of this rule is to allow the session to progress smoothly. Even if the creators of the game were sitting there at the table the interpretation of the rules would still be up to the GM.

Ignoring or Determining Results

The GM may choose to ignore the result of a check or a dice roll, or have it be re-rolled.

Furthermore, the GM may decide the results of checks or dice rolls she makes without actually rolling.

No Retroactive Changes

Once an effect has been applied, even if it was applied in error, you cannot go back and change it. This is similar to the right of a sports referee to not be refuted, so that the progress of the story is not disrupted by a forceful or persuasive player trying to argue with a disadvantageous result.

The GM's powers are necessary for preserving the flow of the game. Once a decision is made it is final, and mistakes can always be corrected the next time they come up.

PREPARING FOR THE SESSION

You should make sure you have the following items each time you play:

- People to play with (one GM and three or four players)
- Six-sided dice (around five per person)
- A pencil
- Character Sheets (one per player)
- Record Sheets (one per player)
- Combat Sheets (one per player)
- Spell Sheets (one or two)
- Session Sheet (one)
- Rulebook (one copy per player is recommended, but one will do)
- A scenario (GM only)

Character Sheet

This is a sheet to record PC data on. You will reference it during the session.

Record Sheet

This is a sheet to record various changes that occur during the session and make notes, along with tracking the character's Beliefs and Fate.

Combat Sheet

This sheet is for recording information about commonly used abilities and items in order to handle combat more quickly. It is also used for recording information on forces that you may be leading.

Players do not have to use a combat sheet, but it is available for those who wish to do so.

Spell Sheet

This sheet is for Mages to record the spells they know on.

Session Sheet

This sheet includes things like the PCs' names and is for recording any information that shared among all of the players.

THE GOAL OF A SESSION

Unlike other types of games, it can be difficult to determine winners and losers in a roleplaying game. Board games and card games usually have clear victory conditions, and the game ends as soon as someone wins.

Roleplaying games, however, are about creating stories and having fun, and there is not always any clear competition. The GM and the players are not opponents, but allies who work together to ensure that everyone involved is having fun.

With that in mind, the Grancrest RPG still takes it upon itself to have victory conditions.

We the designers feel that achieving success in the game is represented through acquiring experience points (these are points that are awarded for participating in a session and which can be used to grow and advance your PC). Working to succeed at this goal is part of what makes the Grancrest RPG interesting, and so we have designed it to that end.

Obviously, we cannot promise that there will not be situations where someone does not have fun despite gaining experience points. Those instances do occur as well. But if you keep that goal in mind it will at least make playing the game more interesting.

It should go without saying that the greatest victory comes when everybody wants to play again. The game is a form of entertainment, a tool you can use to have a fun time.

RULES

The following section describes the basic foundation for handling the rules of the game.

FRACTIONS

Whenever a calculation results in a fraction or a remainder (for example, $2 \frac{1}{3}$ or 6.5), round down unless otherwise instructed.

READING THE DICE

There are various situations in the Grancrest RPG where you will use six-sided dice. There are two different ways in which these dice are rolled.

- nD
Roll "n" number of dice (1 or greater) and total all of them together.
- D66
Roll two dice, designating one as the tens place and one as the ones place. This will give you a result from 11-66. When rolling D66, you choose which die is the tens place and which is the ones place before rolling.

ROC

ROC stands for "Roll Or Choice," and means that when rolling on a table, you may either roll and use the result, or you may simply choose any result from the table. Even after you have rolled, if you do not like the result, you can still choose another one.

Whenever you roll on a table that is labeled "ROC" you are free to use the above option.

GLOSSARY

The following terms will appear in various places throughout this book. Consult this page if you come across a term with which you are unfamiliar.

RULES TERMINOLOGY

HP/MP

These are abbreviations for Hit Points and Mind Points, respectively. They are numerical representations of a character's physical constitution and mental fortitude.

PC/NPC

These are abbreviations for Player Character and Non-Player Character. The PCs are the characters controlled by the players, and all other characters are NPCs.

Skill

Skills that represent tasks a character is capable of. Each ability score has between two and five corresponding skills.

Style

A style is a specialized kind of sub-class.

Ability

Various special powers that the characters know.

Ability Scores

There are numerical representations of a character's various faculties. They are divided into six different types.

Background

A character's profession or occupation.

SETTING TERMINOLOGY

The Land of Atratan

The name of the continent upon which the game takes place.

Chaos

A power that causes phenomena that disturb the world.

Lords

Individuals who were chosen by the Crests. They purge the world of Chaos and use it to power their Crests.

Mages

Individuals who can wield magic, which is the ability to manipulate Chaos.

Artists

Individuals who have absorbed Chaos into their bodies in the form of wicked-looking symbols, their Art.

Fantasia Union

One of the two groups of countries that makes up half of the continent of Atratan.

Factory Alliance

One of the two groups of countries that makes up half of the continent of Atratan.

Mage Academy

An organization that trains Mages and lends support to the Lords. They are often referred to simply as "the Academy."

The Grancrest

The most powerful Crest. It is said that when it appears it will eliminate all Chaos from the land.

Character Section

CHARACTER CREATION

This chapter will explain how to create a character who will serve as your avatar in the land of Atratan.

If you wish to play the Grancrest RPG as a player rather than as the GM, you will need to create a player character ("PC") whose role you will take on. Your PC will weather the wars that wrack the world of the game, fight against Chaos and transform into a hero who carries the weight of an entire epoch on her shoulders.

In the Grancrest RPG, a PC's strengths are represented by a mix of numerical values, abilities representing unique traits and powers, and the possessions that she carries. Add to those things a name, age, gender, personality and history, and your character is ready to play.

COMPONENTS OF A CHARACTER

Before making your character, we will start with a brief explanation of the various parts that make up a character in the game.

CLASS AND STYLE

A character's class and style represent the PC's supernatural powers.

There are three classes—Lord, Mage, and Artist—which are each further divided into several different sub-classes known as styles.

For example, the "Saber" style is a Lord who specializes in wielding a sword and slashing through the front lines, while the "Undead" style is an Artist who uses the power of Chaos to alter her body to the point that she is nearly immortal.

BACKGROUND

If a class and style represent your supernatural qualities, your background represents who you are as a normal human being. Backgrounds encompass various occupations and trades such as hunter, mercenary or noble.

ABILITY SCORES AND SKILLS

Ability scores are numerical representations of a character's physical and mental prowess. Skills further represent in more detail the various tasks that you are proficient at. In either case, the higher the value, the better you are.

For descriptions of each ability score and skill, see page 197.

ABILITIES

Abilities are the various kinds of special powers that a character has learned.

Abilities are divided into two types, class abilities and background abilities. Class abilities are the ones you have learned as a Lord, Mage or Artist while background abilities are ones you have learned as a regular person.

ITEMS

Items are the various objects that a character carries. Perhaps most importantly, this category also includes your weapons and armor.

PERSONAL DATA

This is a character's name, age, gender, and other direct personal characteristics.

THE TWO METHODS OF CHARACTER CREATION

There are two methods of character creation, quickstart and constructed.

When using the quickstart method, you choose from among eight pre-made characters and customize them. This method is fast and does not involve making any difficult calculations. This method is good for players who are not familiar with the Grancrest RPG, or for when you have a limited amount of time to play.

The constructed method of character creation involves building the character from the ground up. While it involves lots of options and information, it allows you to make a character exactly the way you would like to. It is intended for players who are familiar with the rules and who want to take the time to make a lot of detailed choices.

QUICKSTART METHOD

When using the quickstart method of character creation you choose from among the eight pre-made sample characters starting on page 22 and then add a lifepath, gender, age, name and other personal data.

As mentioned above, the advantages of the quickstart method are that it takes little time and is easy for people who are unfamiliar with the rules. It is well suited for people playing the game for the first time.

Furthermore, because this method does not require knowledge of the rules or various options, it is possible for a player who does not own a copy of the rulebook to still make a character.

This method is recommended when you do not have much time to play or when the GM and/or the players are unfamiliar with the game.

You can also use this method for players who do not possess a copy of the rulebook.

The rules for using the quickstart method of character creating begin on page 21.

CONSTRUCTED METHOD

When using the constructed method, you choose your own style, class, abilities and items.

Because you will be making all of the choices yourself it is necessary that you have a solid understanding of the rules. If you do not, you may want to ask for advice from someone who does, and it could increase the amount of time necessary to create a character.

In either case, creating a character using the constructed method will take some time. It is best suited for situations in which you have plenty of time to spend on character creation.

The rules for using the constructed method of character creation begin on page 63.

DISCUSS YOUR CHARACTER WITH THE GM

The most important aspect of character creation is not which method you use, but whether the character you create is suited to the scenario.

As such, it is necessary to have a discussion with the GM when creating your character. The GM should explain to you as clearly as possible what kind of characters will be appropriate for the scenario.

Furthermore, the player should also be able to propose to the GM what kind of character she wants to play, and what she expects to do in the game.

When both sides can have their wishes met, it ensures that everyone will have as much fun as possible.

WHAT YOU WILL NEED

We will start with a step by step explanation of how to create a character. Before you begin, make sure that you have a copy of the character sheet, a pencil, and two dice. Refer to the following section to learn how to read the character sheet.

READING THE CHARACTER SHEET

Character Name

Record the character's name.

Player Name

Record the player's name.

Appearance

Draw a sketch of the character, or give a brief physical description.

Class/Style

Record the character's class and style.

Background

Record the character's background.

Level

Record the character's Level.

Personal Data

Record the character's lifepath, belief, and Fate.

Ability Scores and Skills

Record the character's ability scores and skills. Skill levels are recorded by filling in the empty bubbles.

Secondary Ability Scores

Record the character's HP, MP, Fate, initiative, speed, etc...

Use the character's maximum HP and MP scores, and starting Fate.

Class Abilities

Record the character's class abilities.

Background Abilities

Record the character's background abilities.

Weapons

Record the information for the character's equipped weapons.

Armor

Record the information for the character's equipped armor.

Vehicles

Record the information for any vehicle or mount that the character is riding.

Other Items

Record the information for any other items the character is carrying.

QUICKSTART

When using the quickstart method of character creation, you choose a character whose statistics have already been determined.

The quickstart method of character creation allows you to play and enjoy the Grancrest RPG right away.

The players each choose one of the sample characters (characters that have already been created) presented by the GM and then proceed through the rest of the character creation process from there.

QUICKSTART STEPS

To create a character using the quickstart method, follow these steps in order.

1. Determine which sample characters are available
2. Choose a sample character
3. Fill in the character sheet
4. Determine personal data

DETERMINE WHICH SAMPLE CHARACTERS ARE AVAILABLE

First, the GM chooses which of the sample characters will be available to use during the session.

Using the details of the scenario as a guide, the GM chooses a number of sample characters to be used equal to the number of players.

CHOOSE A SAMPLE CHARACTER

Next the players discuss among themselves and decide who will control which character.

If more than one player wishes to play the same character, it may be necessary to consult the GM on how to best resolve the conflict.

FILL IN THE CHARACTER SHEET

Copy the information for the sample character over to your character sheet.

The official website also has sheets available for the sample characters that are already filled in. You may use those if you need to save time. The website also has combat sheets for all of the sample characters that you may feel free to use as well.

DETERMINING PERSONAL DATA

Next you will decide your character's personal data, which includes things such as lifepath (the events of the character's life up to that point), beliefs, name, age, gender, and everything else that represents the character's personality.

The process for determining personal data is described in detail starting on page 38. See that section for more information.

SWORD LORD

"Heroes, gather under my Crest!"

You are a Lord, a purger of Chaos. The world has found itself caught up in the struggles of countless Lords. They fight to protect their people, to expand their territory, or to further other grand motives. You stand with sword in hand. Now is the time to display your Crest to the world, a world in which you shall carve out a new path for yourself.

Sample Character Name: "Sword Lord"

Level: 1

Class: Lord **Style:** Saber **Background:** Knight A

HP: 40 **MP:** 33 **Fate:** 3 **Initiative:** 6 **Movement:** 3

Ability Scores

Ability Score	Base Score	÷3	Base Mod	+	Style Mod	=	Check Mod	Ability Score	Base Score	÷3	Base Mod	+	Style Mod	=	Check Mod
Strength	13	÷3	4	+	2	=	6	Intelligence	9	÷3	3	+	0	=	3
Reflexes	12	÷3	4	+	2	=	6	Spirit	12	÷3	4	+	1	=	5
Perception	9	÷3	3	+	1	=	4	Empathy	10	÷3	3	+	0	=	3

Skills

Strength	+6	Reflexes	+6	Perception	+4
Martial Arts	**	Light Weapons	**	Ranged Weapons	**
Exertion	**	Acrobatics	**	Dexterity	**
Heavy Weapons	***	Stealth	**	Detection	**
Swimming	**	Evasion	**	Sixth Sense	**
Fortitude	**	Riding	***		
Intelligence	+3	Spirit	+5	Empathy	+3
Healing	**	Willpower	**	Speech	**
Chaos Lore	**	Crest	**	Sensitivity	**
Crest Lore	**			Gather Information	**
Strategy	**			Perform	**
Knowledge	**				

Class Abilities

Radiant Fire Seal 1 (p.77)
Cutting Gale Seal 2 (p.77)
Deflecting Seal 1 (p.78)
Glistening Blade Seal 1 (p.76)

Background Abilities

Weapon Proficiency: Heavy 1 (p.134)
Power Swing 1 (p.134)

Weapons

Main: Great Sword

Type: Heavy Weapon Wt: 10 Skill: Heavy Weapons Accuracy: -3
Dmg: 12 + 3D (Weapon) Init: 0 Move: -3 Rng: 0 Guard: 6

Sub:

Other:

Total: Wt: 10 Acc: -3 Init: 0 Move: -3 Guard: 6

Armor

Main: Mail Surcoat

Type: Armor (Suit/Metal) Wt: 7 Evasion: -2
Defense: 9/4/6/0 Init: -3 Move: -3

Sub: Cloak

Type: Armor (Cloak/Leather) Wt: 1 Evasion: 0
Defense: 0/1/1/0 Init: 0 Move: -1

Other:

Total: Wt: 8 Eva: -2 Defense: 9/5/7/0 Init: -3 Move: -4

Vehicle

Warhorse

Att: 0 Eva: -1 Acc: 0 Defense: 0/0/0/0
Init: 0 Move: 5 Passengers: 1

Items

	#	Wt.
Healing Kit	1	2
Restorative	3	6

Total Weight/Max Weight

26/26

MYSTIC SIMOOM

"Looks can be deceiving. I am learned in the ways of manipulating the elements."

You are a novice Mage. Though you are still young, you are skilled at controlling wind and fire, even if you are far from having mastered them. What you need now is real experience to hone your skills. What kind of Lord will you serve? A wise one, or one who still has much to learn? Either way you will give it your all. With only your takt to rely on, you set out on your journey.

Sample Character Name: "Mystic Simoom" **Level:** 1
Class: Mage **Style:** Elementalist **Background:** Contracted Mage A
HP: 30 **MP:** 37 **Fate:** 3 **Initiative:** 11 **Movement:** 2

Ability Scores

Ability Score	Base Score	÷3	Base Mod	+	Style Mod	=	Check Mod
Strength	9	÷3	3	+	0	=	3
Reflexes	9	÷3	3	+	1	=	4
Perception	10	÷3	3	+	1	=	4
Intelligence	12	÷3	4	+	0	=	4
Spirit	10	÷3	3	+	2	=	5
Empathy	15	÷3	5	+	2	=	7

Skills

Strength	+3	Reflexes	+4	Perception	+4
Martial Arts	**	Light Weapons	**	Ranged Weapons	**
Exertion	**	Acrobatics	**	Dexterity	**
Heavy Weapons	**	Stealth	**	Detection	**
Swimming	**	Evasion	**	Sixth Sense	**
Fortitude	**	Riding	**		
Intelligence	+4	Spirit	+5	Empathy	+7
Healing	***	Willpower	**	Speech	**
Chaos Lore	**	Crest	**	Sensitivity	***
Crest Lore	**			Gather Information	**
Strategy	**			Perform	**
Knowledge	**				

Class Abilities

Fundamental Magical Knowledge 1 (p.86)

- Cure Light Wounds (p.118)
- Rewind (p.119)

Elemental Magic Knowledge 3 (p.90)

Chaos Manipulation 1 (p.87)

Minor Magical Ritual 1 (p.87)

Mana Accumulation 1 (p.89)

Background Abilities

Student of Medicine 1 (p.137)

Spell Mastery 1 (p.144)

Weapons

Main: Takt

Type: Other Wt: 1 Skill: - Accuracy: - Dmg: None
Init: 0 Move: 0 Rng: 0 Guard: 0 Effect: +1 to Magic checks

Sub:

Other:

Total: Wt: 1 Acc: - Init: 0 Move: 0 Guard: 0

Armor

Main: Academy Uniform

Type: Armor (Clothes/Cloth) Wt: 1 Evasion: 0
Defense: 2/1/1/0 Init: 0 Move: -1

Sub: Gloves

Type: Armor (Arms/Leather) Wt: 1 Evasion: 0
Defense: 1/0/0/0 Init: 0 Move: -1

Other:

Total: Wt: 2 Eva: 0 Defense: 3/1/1/0 Init: 0 Move: -2

Vehicle

Items	#	Wt.
Healing Kit	2	4
Restorative	5	10
Stationery Set	1	1

Total Weight/Max Weight

18/18

ETERNAL SOLDIER

"Sorry, but I just can't die."

You are an immortal mercenary. You can survive even the most horrific of battlefields, living and fighting with no end in sight, all because you feasted upon Chaos. You continue to battle even while seeking answers, to why you are still alive and for what you are fighting. The only one who will determine the place of your final demise is you.

Sample Character Name: "Eternal Soldier"

Level: 1

Class: Artist **Style:** Undead **Background:** Mercenary

HP: 53 **MP:** 29 **Fate:** 3 **Initiative:** 9 **Movement:** 3

Ability Scores

Ability Score	Base Score	÷3	Base Mod	+	Style Mod	=	Check Mod	Ability Score	Base Score	÷3	Base Mod	+	Style Mod	=	Check Mod
Strength	15	÷3	5	+	2	=	7	Intelligence	9	÷3	3	+	0	=	3
Reflexes	12	÷3	4	+	1	=	5	Spirit	9	÷3	3	+	2	=	5
Perception	12	÷3	4	+	1	=	5	Empathy	8	÷3	2	+	0	=	2

Skills

Strength	+7	Reflexes	+5	Perception	+5
Martial Arts	***	Light Weapons	**	Ranged Weapons	**
Exertion	**	Acrobatics	**	Dexterity	**
Heavy Weapons	**	Stealth	**	Detection	**
Swimming	**	Evasion	***	Sixth Sense	**
Fortitude	**	Riding	**		
Intelligence	+3	Spirit	+5	Empathy	+2
Healing	**	Willpower	**	Speech	**
Chaos Lore	**	Crest	**	Sensitivity	**
Crest Lore	**			Gather Information	**
Strategy	**			Perform	**
Knowledge	**				

Class Abilities

Undying Body 1 (p.103)
 Bloody Talon 1 (p.104)
 Starving Fang 1 (p.104)
 Night Shroud 1 (p.104)
 Chaotic Revival 1 (p.102)

Background Abilities

Weapon Proficiency: Martial Arts 1 (p.134)
 Toughness 1 (p.146)

Weapons

Main: Iron Claw

Type: Martial Arts Wt: 3 Skill: Martial Arts Accuracy: -1
Dmg: 8 + 3D (Weapon) Init: 0 Move: 0 Rng: 0 Guard: 2

Sub: Knuckle Guard

Type: Martial Arts Wt: 2 Skill: Martial Arts Accuracy: 0
Dmg: 6 + 3D (Weapon) Init: 0 Move: 0 Rng: 0 Guard: 4

Other:

Total: Wt: 5 Acc: -1 Init: 0 Move: 0 Guard: 6

Armor

Main: Studded Leather

Type: Armor (Suit/Leather) Wt: 4 Evasion: 0
Defense: 5/2/3/0 Init: -1 Move: -1

Sub: Leather Clothes

Type: Armor (Clothes/Cloth) Wt: 1 Evasion: 0
Defense: 1/0/1/0 Init: 0 Move: 0

Other: Undying Body

Type: None Wt: 0 Evasion: 0
Defense: 3/0/3/3 Init: 0 Move: 0

Total: Wt: 5 Eva: 0 Defense: 9/2/7/3 Init: -1 Move: -1

Vehicle

Items	#	Wt.
Healing Kit	4	8
Restorative	4	8
Antidote	2	4

Total Weight/Max Weight

30/30

HUNTER OF THE BATTLEFIELD

"Worry not. He will fall when my arrow reaches him."

You are a hunter, your only companion your bow. You use your arrows to pierce the hearts of your enemies. One shot is all it takes to settle things for good. When you draw your bow, it is not to kill, but to accomplish what you believe in.

Sample Character Name: "Hunter of the Battlefield"

Level: 1

Class: Artist **Style:** Shooter **Background:** Hunter

HP: 34 **MP:** 33 **Fate:** 3 **Initiative:** 10 **Movement:** 3

Ability Scores

Ability Score	Base Score	÷3	Base Mod	+	Style Mod	=	Check Mod	Ability Score	Base Score	÷3	Base Mod	+	Style Mod	=	Check Mod
Strength	9	÷3	3	+	0	=	3	Intelligence	9	÷3	3	+	0	=	3
Reflexes	13	÷3	4	+	2	=	6	Spirit	10	÷3	3	+	1	=	4
Perception	15	÷3	5	+	2	=	7	Empathy	9	÷3	3	+	1	=	4

Skills

Strength	+3	Reflexes	+6	Perception	+7
Martial Arts	**	Light Weapons	**	Ranged Weapons	***
Exertion	**	Acrobatics	**	Dexterity	**
Heavy Weapons	**	Stealth	**	Detection	**
Swimming	**	Evasion	***	Sixth Sense	**
Fortitude	**	Riding	**		
Intelligence	+3	Spirit	+4	Empathy	+4
Healing	**	Willpower	**	Speech	**
Chaos Lore	**	Crest	**	Sensitivity	**
Crest Lore	**			Gather Information	**
Strategy	**			Perform	**
Knowledge	**				

Class Abilities

Rapid Aim 1 (p.109)
 Crimson Bow 1 (p.110)
 Swallowtailed Harbinger 1 (p.110)
 Obstructing Arrow 1 (p.110)
 Chaotic Fortunes 1 (p.102)

Background Abilities

Weapon Proficiency: Ranged 1 (p.134)
 Quick Shot 1 (p.136)

Weapons

Main: Composite Bow

Type: Ranged (Bow) Wt: 6 Skill: Ranged Weapons Accuracy: -2
Dmg: 5 + 3D (Weapon) Init: -1 Move: -2 Rng: 1-4 Guard: 0

Sub:

Other:

Total: Wt: 6 Acc: -2 Init: -1 Move: -2 Guard: 0

Armor

Main: Breastplate

Type: Armor (Suit/Metal) Wt: 5 Evasion: -2
Defense: 7/3/4/0 Init: -1 Move: -1

Sub: Boots

Type: Armor (Legs/Leather) Wt: 1 Evasion: 0
Defense: 0/1/0/0 Init: 0 Move: 0

Other:

Total: Wt: 6 Eva: -2 Defense: 7/4/4/0 Init: -1 Move: -1

Vehicle

Items	#	Wt.
-------	---	-----

Healing Kit	1	2
-------------	---	---

Restorative	1	2
-------------	---	---

Fire Arrow	2	2
------------	---	---

Total Weight/Max Weight

18/18

UNBREAKABLE SHIELD

"I won't retreat even a step!"

You are a Lord, a protector of the people. From your father you inherited a Crest, a minor territory, a venerable shield and most of all his pride. In this age of war your neighbors are like vipers poised to strike. The circumstances may be beyond your control, but that will not stop you from raising your shield and displaying your Crest, for behind them stand those who need protecting.

Sample Character Name: "Unbreakable Shield"

Level: 1

Class: Lord **Style:** Paladin **Background:** Noble B

HP: 40 **MP:** 31 **Fate:** 3 **Initiative:** 5 **Movement:** 3

Ability Scores

Ability Score	Base Score	÷3	Base Mod	+	Style Mod	=	Check Mod
Strength	14	÷3	4	+	1	=	5
Reflexes	15	÷3	5	+	2	=	7
Perception	9	÷3	3	+	0	=	3
Intelligence	10	÷3	3	+	0	=	3
Spirit	9	÷3	3	+	2	=	5
Empathy	8	÷3	2	+	1	=	3

Skills

Strength	+5	Reflexes	+7	Perception	+3
Martial Arts	**	Light Weapons	***	Ranged Weapons	**
Exertion	**	Acrobatics	**	Dexterity	**
Heavy Weapons	**	Stealth	**	Detection	**
Swimming	**	Evasion	**	Sixth Sense	**
Fortitude	**	Riding	**		
Intelligence	+3	Spirit	+5	Empathy	+3
Healing	**	Willpower	**	Speech	**
Chaos Lore	**	Crest	***	Sensitivity	**
Crest Lore	**			Gather Information	**
Strategy	**			Perform	**
Knowledge	**				

Class Abilities

Guardian Seal 1 (p.80)
 Dazzling Shield Seal 1 (p.80)
 Shield Assault Seal 1 (p.81)
 Savage Seal 1 (p.74)
 Radiant Wall Seal 1 (p.76)

Background Abilities

Weapon Proficiency: Light 1 (p.134)
 Active Defense 1 (p.146)

Weapons

Main: Long Sword

Type: Light Weapon Wt: 6 Skill: Light Weapons Accuracy: -1
Dmg: 7 + 3D (Weapon) Init: 0 Move: -1 Rng: 0 Guard: 4

Sub: Medium Shield

Type: Shield Wt: 4 Skill: Exertion Accuracy: 0
Dmg: 4 + 3D (Weapon) Init: -1 Move: -1 Rng: 0 Guard: 5

Other:

Total: Wt: 10 Acc: -1 Init: -1 Move: -2 Guard: 9

Armor

Main: Mail Surcoat

Type: Armor (Mail/Metal) Wt: 7 Evasion: -2
Defense: 9/4/6/0 Init: -3 Move: -3

Sub: Boots

Type: Armor (Legs/Leather) Wt: 1 Evasion: 0
Defense: 0/1/0/0 Init: 0 Move: 0

Other: Medium Shield

Type: Shield Wt: - Evasion: -
Defense: 2/0/1/0 Init: - Move: -

Total: Wt: 8 Eva: -2 Defense: 11/5/7/0 Init: -3 Move: -3

Vehicle

Items # Wt.

Healing Kit 3 6

Restorative 2 4

Total Weight/Max Weight

28/28

VOID ANALYZER

"I shall help you and usher in an end to these times of strife."

You are a Mage in service to a Lord. Time is endless, beyond the bounds of human knowledge, and that is what fascinated you. But then you met a Lord with a will strong enough to challenge time itself, and you were fascinated yet again. Together the two of you set out into the world to make your own mark in that piece of time known as history.

Sample Character Name: "Void Analyzer"

Level: 1

Class: Mage

Style: Prophet

Background: Contracted Mage B

HP: 30

MP: 36

Fate: 3

Initiative: 14

Movement: 2

Ability Scores

Ability Score	Base Score	÷3	Base Mod	+	Style Mod	=	Check Mod
Strength	9	÷3	3	+	0	=	3
Reflexes	9	÷3	3	+	0	=	3
Perception	15	÷3	5	+	2	=	7
Intelligence	13	÷3	4	+	2	=	6
Spirit	9	÷3	3	+	1	=	4
Empathy	10	÷3	3	+	1	=	4

Skills

Strength	+3	Reflexes	+3	Perception	+7
Martial Arts	**	Light Weapons	**	Ranged Weapons	**
Exertion	**	Acrobatics	**	Dexterity	**
Heavy Weapons	**	Stealth	**	Detection	**
Swimming	**	Evasion	**	Sixth Sense	***
Fortitude	**	Riding	**		
Intelligence	+6	Spirit	+4	Empathy	+4
Healing	***	Willpower	**	Speech	**
Chaos Lore	**	Crest	**	Sensitivity	**
Crest Lore	**			Gather Information	**
Strategy	**			Perform	**
Knowledge	**				

Class Abilities

Fundamental Magical Knowledge 1 (p.86)

- Cure Light Wounds (p.118)
- Counterspell (p.118)

Void Magic Knowledge 3 (p.96)

Chaos Manipulation 1 (p.87)

Space-time Calculation 1 (p.97)

Mana Accumulation 1 (p.89)

Background Abilities

Spellbook 1 (p.143)

Spell Mastery 1 (p.144)

Weapons

Main: Takt

Type: Other Wt: 1 Skill: - Accuracy: - Dmg: None
Init: 0 Move: 0 Rng: 0 Guard: 0 Effect: +1 to Magic checks

Sub:

Other:

Total: Wt: 1 Acc: - Init: 0 Move: 0 Guard: 0

Armor

Main: Robe

Type: Armor (Clothes/Cloth) Wt: 1 Evasion: 0
Defense: 2/0/1/3 Init: 0 Move: -1

Sub: Gloves

Type: Armor (Arms/Leather) Wt: 1 Evasion: 0
Defense: 1/0/0/0 Init: 0 Move: -1

Other:

Total: Wt: 2 Eva: 0 Defense: 3/0/1/3 Init: 0 Move: -2

Vehicle

Items	#	Wt.
Healing Kit	2	4
Restorative	5	10
Stationery Set	1	1

Total Weight/Max Weight

18/18

FUNERAL EDGE

"I will bring you death..."

You are an assassin, death incarnate, sinking into the shadows, becoming one with darkness and wielding a blade of night. Your prey's lives could be forfeit at any moment. At the slightest sense of death your Art begins to dance. You will construct a mountain of corpses, rivers of blood. Why? The answer lies in the shadows.

Sample Character Name: "Funeral Edge"

Level: 1

Class: Artist **Style:** Shadow **Background:** Assassin

HP: 39 **MP:** 30 **Fate:** 3 **Initiative:** 11 **Movement:** 3

Ability Scores

Ability Score	Base Score	÷3	Base Mod	+	Style Mod	=	Check Mod	Ability Score	Base Score	÷3	Base Mod	+	Style Mod	=	Check Mod
Strength	10	÷3	3	+	1	=	4	Intelligence	8	÷3	2	+	0	=	2
Reflexes	15	÷3	5	+	2	=	7	Spirit	11	÷3	3	+	2	=	5
Perception	14	÷3	4	+	1	=	5	Empathy	7	÷3	2	+	0	=	2

Skills

Strength	+4	Reflexes	+7	Perception	+5
Martial Arts	**	Light Weapons	***	Ranged Weapons	**
Exertion	**	Acrobatics	**	Dexterity	**
Heavy Weapons	**	Stealth	***	Detection	**
Swimming	**	Evasion	**	Sixth Sense	**
Fortitude	**	Riding	**		
Intelligence	+2	Spirit	+5	Empathy	+2
Healing	**	Willpower	**	Speech	**
Chaos Lore	**	Crest	**	Sensitivity	**
Crest Lore	**			Gather Information	**
Strategy	**			Perform	**
Knowledge	**				

Class Abilities

Instant Shadow 1 (p.106)
 Shadowslip 1 (p.106)
 Shadowstrike 1 (p.107)
 Shadowmeld 1 (p.107)
 Silent Blade 1 (p.108)

Background Abilities

Overstrike 2 (p.133)

Weapons

Main: Short Sword

Type: Light Weapon Wt: 4 Skill: Light Weapons Accuracy: -1
Dmg: 5 + 2D (Weapon) Init: 0 Move: 0 Rng: 0 Guard: 2

Sub:

Other:

Total: Wt: 4 Acc: -1 Init: 0 Move: 0 Guard: 2

Armor

Main: Black Gi

Type: Armor (Clothes/Cloth) Wt: 2 Evasion: 0
Defense: 1/0/0/0 Init: 0 Move: -1

Sub:

Other:

Total: Wt: 2 Eva: 0 Defense: 1/0/0/0 Init: 0 Move: -1

Vehicle

Items	#	Wt.
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Dagger	14	14
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Total Weight/Max Weight

20/20

SAVAGE BEAST

"My master, where lies our next prey?"

You are an Artist who chooses to serve a Lord. You are a hound, safeguarding your master's life and hunting your master's prey, a servant whose job it is to slaughter your enemies. To become such a beast was your dream, and Chaos made it your reality. Come, wolf, the hunt is upon us. Drive your fangs and your claws into the enemy that lies before us.

Sample Character Name: "Savage Beast"

Level: 1

Class: Artist **Style:** Lycanthrope **Background:** Soldier

HP: 51 **MP:** 34 **Fate:** 3 **Initiative:** 9

Movement: 3

Ability Scores

Ability Score	Base Score	÷3	Base Mod	+	Style Mod	=	Check Mod
Strength	15	÷3	5	+	2	=	7
Reflexes	10	÷3	3	+	1	=	4
Perception	11	÷3	3	+	2	=	5
Ability Score	Base Score	÷3	Base Mod	+	Style Mod	=	Check Mod
Intelligence	8	÷3	2	+	1	=	3
Spirit	12	÷3	4	+	0	=	4
Empathy	9	÷3	3	+	0	=	3

Skills

Strength	+7	Reflexes	+4	Perception	+5
Martial Arts	***	Light Weapons	**	Ranged Weapons	**
Exertion	**	Acrobatics	**	Dexterity	**
Heavy Weapons	**	Stealth	**	Detection	***
Swimming	**	Evasion	**	Sixth Sense	**
Fortitude	**	Riding	**		
Intelligence	+3	Spirit	+4	Empathy	+3
Healing	**	Willpower	**	Speech	**
Chaos Lore	**	Crest	**	Sensitivity	**
Crest Lore	**			Gather Information	**
Strategy	**			Perform	**
Knowledge	**				

Class Abilities

Wild Fang 1 (p.112)
 Feral Assault 1 (p.113)
 Ferocious Gallop 1 (p.113)
 Impenetrable Hide 1 (p.114)
 Rampaging Beast 1 (p.114)

Background Abilities

Weapon Proficiency: Martial Arts 1 (p.134)
 Toughness 1 (p.146)

Weapons

Main: Unarmed (while using "Wild Fang")

Type: Martial Arts	Wt: 0	Skill: Martial Arts	Accuracy: 1
Dmg: 9 + 3D (Weapon)	Init: 0	Move: 0 Rng: 0	Guard: 4

Sub:

Other:

Total: Wt: 0 Acc: 1 Init: 0 Move: 0 Guard: 4

Armor

Main: Impenetrable Hide

Type: None	Wt: 0	Evasion: 0
Defense: 8/0/8/0	Init: 0	Move: 0

Sub: Boots

Type: Armor (Legs/Leather)	Wt: 1	Evasion: 0
Defense: 0/1/0/0	Init: 0	Move: 0

Other:

Total: Wt: 1 Eva: 0 Defense: 8/1/8/0 Init: 0 Move: 0

Vehicle

Items	#	Wt.
Healing Kit	3	6
Restorative	6	12
Antidote	3	6
Torch	2	4

Total Weight/Max Weight

29/30

PERSONAL DATA

This section will describe how to determine your character's history, personality, and way of thinking.

Characters in the Grancrest RPG are more than just a collection of numbers. A character also has a name, an age, a personality and a past, habits and ways of thinking.

This chapter will explain how to go about determining those pieces of a character's personal life

A determining a character's personal data consists of the following steps:

- Determine your lifepath
- Determine your beliefs
- Determine your bond
- Determine other aspects

DETERMINE YOUR LIFEPAATH

A lifepath represents the steps that a character has taken in her life.

Your lifepath is determined by rolling on three tables: the Status Table, which determines the circumstances of the character's birth; the Background Table, which determines the character's professional or occupational background; and the Class Table, which determines the character's achievements as a member of her class.

Status Tables

There are four different Status Tables. Choose one to roll on that you feel is most appropriate for your character.

- Status Table (General)
This table represents a person raised in a typical home in Atratan.
- Status Table (Noble)
This table represents a member of the nobility.
- Status Table (Warfare)
This table represents someone whose life was influenced by war.
- Status Table (Chaos)
This table represents someone whose life has been affected by Chaos.

Background Tables

There are four different Background Tables. Choose one to roll on that you feel is most appropriate for your character.

- Background Table (Combat)
This table represents events that occurred on the battlefield.
- Background Table (Technical)
This table represents events relating to your own technical prowess.
- Background Table (Knowledge/Magic)
This table represents events that occurred in the pursuit of learning. If you are a Mage,

then these may be things that happened to you while at the Academy.

- Background Table (Social)
This table represents social events and encounters that you were involved in.

Class Tables

There are three different Class tables. Roll on the one that corresponds to your character's Class.

- Lord Table
This table represents events that happened to you as a Lord.
- Mage Table
This table represents your accomplishments as a Mage or things that occurred while you were at the Academy.
- Artist Table
This table represents events that happened to you as an Artist.

DETERMINE YOUR BELIEFS

As the name suggests, a character's beliefs represent what she believes is the proper way to act.

Use the Belief tables to determine a character's beliefs. Beliefs are divided into three types: goals, taboos, and quirks

Goals and taboos are both further divided by class. You may either roll on the table appropriate to your class or choose to roll on the Common table.

Goals

These tables represent a character's objective or reason for living.

Taboos

These tables represent rules that a character must avoid breaking.

Quirks

While not as serious as the two other categories, this table represents certain habits or eccentricities that a character cannot get rid of.

Roleplaying Your Beliefs

Your character's beliefs allow you to swear oaths during the course of a session.

As such, during a session you should want to roleplay your character's beliefs. Taking on the role of another person living in a fantasy world is supposed to be fun.

However, it is important to remember that your beliefs are not rules that you cannot break under any circumstances. For example, if you have a belief that says you cannot back down from a challenge, that does not mean that you are forbidden from doing so.

Sometimes people must twist what they believe in order to survive. If you find that one of your beliefs is preventing you from doing what you want to do there is no penalty for violating it, nor do you have to make a check in order to do so.

Obviously it is great if you can play while taking your beliefs to heart even while knowing that they are a hindrance. There may be times where one character's belief come into conflict with what is best for the entire party. We cannot tell you what to do in those situations;

roleplaying games are about having your own fun. You should try to handle such situations so that everyone is satisfied with the result. It is a good idea to let everyone know before the session starts what kind your character believes and what kind of character you want to play.

DETERMINE YOUR BOND

A bond represents one of your character's personal relationships. They determine how you view other people, such as a teacher, your family and friends, or your rivals and enemies.

To determine your bond, follow the steps listed below

Determine the Target

First, determine who the character's bond is with. Roll on the Relationship Table.

The Relationship Table will list potential NPCs' names and a suggested relationship type. You may change the type of relationship if you wish, as long as the GM allows it.

Determine the Emotion

Next you must determine the emotion represented by the bond. Emotions are divided into two types, main and sub, which represent the primary feeling as well as a hidden or occasional feeling, respectively.

Determine the type of emotion by rolling on the Emotion Table. The Emotion Table is divided into positive and negative results, and you may choose whichever you wish. You may choose to have both the main and sub emotions be both positive or negative.

DETERMINE OTHER ASPECTS

You are free to choose your character's name, age, gender, appearance, speech, and other qualities.

Status Table (General)

D66 ROC

Roll	Result	Description
11-14	Nomad	You were a member of a wandering, nomadic tribe, and every day was a journey. You do not have any one place that you call home, but if someone asked you might say that the whole world is your home.
15-22	Artisan	You were born into a family of craftspeople and who raised you to learn the trade. Your days were spent building and creating things.
23-26	War	You lost your village to the ravages of war and were thrust into the life of a refugee. Your memories are tinted by the sorrowful flames of warfare.
31-34	Farmer	You were born in the fields and raised in the dirt. The fruits of the earth are never far from your side.
35-42	Merchant	You were raised in a household that ran a large business dealing in coin and credit. Economics were part of your everyday life.
43-46	Religious Order	You were raised in a monastery of the Church of the Crest. You were immersed in instruction about the Crests but left when the opportunity arose.
51-54	Underworld	You found yourself involved in a world of prostitution, thievery, and schemes. But one day you wondered whether there wasn't another option.
55-62	Maritime	You were raised around the ocean, whether as a fisherman or a sailor. The roar of the sea was your lullaby growing up.
63-66	Frontier	You lived in the boondocks, a hunter and a logger. To you the mountains are like family.
0	Other	Choose a result other than the ones listed here. Discuss the details with your GM.

Status Table (Noble)

D66 ROC

Roll	Result	Description
11-14	Famous Lineage	You were born into a well known noble family. When people hear your family name, almost everybody will pay you a modicum of respect.
15-22	Fallen Noble	Your house and bloodline have fallen to the level of the common folk. The only thing left for you to inherit is the family name itself.
23-26	First Generation	Your mother or father was the first in your family to be granted a noble rank. You seek to prove yourself worthy of inheriting the title.
31-34	Illegitimate Child	Your birth was not recognized as legitimate. Discuss with the GM whether you have any right to an inheritance.
35-42	Succession Struggle	Besides you, your family has 2D6 other members who are all vying for the succession.
43-46	Benevolent Ruler	Your parents are highly praised as wise rulers. Along with your Crest and your territory, you also inherited their legacy of kindness. It is up to you to choose how you will let it drive you.
51-54	Switched At Birth	You are actually the true successor to someone's inheritance, switched with a double. Discuss with the GM what will become of the current claimant.
55-62	Successor	You came from a long, steady line of succession. You are proud of your lineage and the people have placed a strong trust in you.
63-66	Grand Master	Your family is well known in a certain artistic field (painting, sculpture, music, etc...). Discuss the details with your GM.
0	Other	Choose a result other than the ones listed here. Discuss the details with your GM.

Status Table (Warfare)

D66 ROC

Roll	Result	Description
11-14	Mercenary	Your parents were mercenaries. You made a life in a family that traveled from battlefield to battlefield.
15-22	Knight	Your parents were knights. They raised you expecting you to follow in their footsteps.
23-26	War-Ravaged	Your home and your family were claimed by war. Discuss the specifics with your GM.
31-34	Defeated Commander	One of your parents was a great commander whose fame and honor were ruined following a defeat in battle. You were raised bearing the weight of this disgrace.
35-42	Battlefield Scavenger	Your parents were scavengers, picking clean the valuables from fallen soldiers. You grew up assisting them in that task.
43-46	Pacifist	Your parents had an intense hatred of war. Discuss with your GM why you chose to throw yourself into the life of a warrior.
51-54	Plunder	One of your parents was taken prisoner following a battle. You are free to decide how you feel about it.
55-62	Ruined Country	Your country was destroyed in a war. You are free to decide how you feel about it.
63-66	Hero	One of your parents was a hero on the battlefield. Your entire life has been spent under the protection of your heroic parent's reputation.
0	Other	Choose a result other than the ones listed here. Discuss the details with your GM.

Status Table (Chaos)

D66 ROC

Roll	Result	Description
11-14	Madness	When you were young you had a dreadful encounter with Chaos. It left an incurable scar on your spirit, and your mind is still fraught with a kind of madness. Discuss the details with your GM.
15-22	Loss	A terrible encounter with Chaos claimed your family and your home. It may have been the work of a violent Artist, or perhaps the actions of monsters from another world.
23-26	Chaotic Parentage	One or both of your parents (or a foster parent) is an Artist. Raised by someone with control over Chaos, your childhood was influenced by close contact with that power.
31-34	Chaos Disaster	You were caught in a Chaos disaster and lost everything save for your own life. Ever since, you have seen Chaos as a detestable enemy.
35-42	Mentor	You have an Artist for a mentor from whom you have acquired much knowledge and skill. Discuss with your GM what has become of your mentor.
43-46	Encounter	When you were young you had an encounter with monsters borne of Chaos. Discuss with your GM the outcome of the encounter.
51-54	Pillage	Something important to you was stolen by Chaos. You have made it your life's mission to regain it. Discuss the details of what you lost with your GM.
55-62	Death	An encounter with Chaos brought you to the brink of death, but you somehow managed to survive. You seek to find out the truth of what happened to you that day.
63-66	Otherworldly Blood	The blood of a being from another world runs through your veins. You have a unique physical trait or cultural background. Discuss the details with your GM.
0	Other	Choose a result other than the ones listed here. Discuss the details with your GM.

Background Table (Combat)**D66 ROC**

Roll	Result	Description
11-14	Decisive Battle	You participated in a battle that had your country's future staked on it and performed admirably.
15-22	Veteran Soldier	You have fought in more battles than you can count and have earned a wealth of knowledge in the ways of war.
23-26	Tragic Defeat	You lost a battle that you were never supposed to lose. The shame has worn heavy on your heart ever since.
31-34	Natural Born General	You are well known across the land as a great hero. There is no shortage of individuals seeking you out.
35-42	Sullied Name	Your good name was ruined by rumors of participation in a disgraceful mission. Discuss with your GM whether there is any truth to the rumors.
43-46	Greenhorn	You have never seen real combat. Your potential in battle is as yet unknown.
51-54	Secret	During battle you stumbled across a secret regarding your country or the group you were fighting for. Discuss the details with your GM.
55-62	Traitor	You betrayed your country or an ally some time in the past. Discuss the reason and the results with your GM. If you wish, you may instead be the one who was betrayed.
63-66	Deserter	You abandoned the military that you were a part of. Discuss the reason why with your GM.
0	Other	Choose a result other than the ones listed here. Discuss the details with your GM.

Background Table (Technical)

D66 ROC

Roll	Result	Description
11-14	Successor	You were chosen to be the successor to a craftsman whose skills are already in decline. How you choose to react is up to you.
15-22	Engaged	You are engaged to be married. You may choose for yourself how you and your betrothed have chosen to deal with it.
23-26	Scam	You lost your property in a massive scam. Discuss the effect this had with your GM.
31-34	Test	You need results to prove you've got what it takes. This is no time to slack off.
35-42	Famous	You had a chance to show off your skills, and you succeeded and then some. Word of your skill is starting to spread.
43-46	War	You were caught up in the chaos of war and lost everything that you worked so hard to build.
51-54	Lucky	Even if it's just a little, you've been lucky. You've achieved the kind of happiness that everyone strives for.
55-62	Military Technology	Something you developed turned out to have great military applications. It is up to you to decide how you feel about it.
63-66	Corruption	You fell into a vice such as gambling, drinking or prostitution and lost everything. Discuss with your GM whether it was a fate of your own making or the workings of someone else.
0	Other	Choose a result other than the ones listed here. Discuss the details with your GM.

Background Table (Knowledge/Magic)**D66 ROC**

Roll	Result	Description
11-14	Scholar	You have read thousands of books and spoke with the wisest of sages. You eat, sleep, and breathe knowledge.
15-22	Debauchery	You succumbed to temptation and threw yourself into various vices. You are free to decide whether you were able to escape from them or not.
23-26	Academic Work	You worked hard to try to revolutionize society. Perhaps you are still working to that end.
31-34	Love Affair	You fell in love so deeply that it set your heart aflame. Discuss with your GM whether or not your love still burns.
35-42	War	Your place of learning was scorched by the fires of war and you were discouragingly forced to cut short your research.
43-46	Genius	You are a prodigy whose work as a student placed you at the head of your class. Wherever you went you drew stares of jealousy and envy.
51-54	Setback	You experienced a great setback, be it in love, in your studies, in politics or elsewhere. You are free to decide whether you were able to start over or not.
55-62	Routine	You do not know whether you should be grateful or disappointed, but you experienced neither great tragedy nor great triumph. Perhaps that is just the way life is.
63-66	Illness	You were stricken with a serious disease. You somehow managed to recover, though you may still live with the after-effects (they provide no penalties in the game).
0	Other	Choose a result other than the ones listed here. Discuss the details with your GM.

Background Table (Social)

D66 ROC

Roll	Result	Description
11-14	Fame	You succeeded at a significant social task, such as recovering from a famine or constructing a bridge, and managed to garner the people's support.
15-22	Assassin	You were targeted by an assassin. Discuss with the GM whether you are still being targeted and who was behind the attack.
23-26	Scandal	As a result of a love affair or a marriage you earned the ire of a former lover or spouse. Discuss the details with your GM.
31-34	Political Enemy	You tried your hand at politics but ended up making yourself an enemy. Discuss the details with your GM.
35-42	Ally of the People	You won great respect among the poor for the political choices you made in the public eye. Your actions, however, may have earned you the enmity of the wealthy.
43-46	Shadow Life	You have deep ties to a criminal organization or other similar group. To accomplish your dreams you will have to atone for that part of your past as well.
51-54	Loss	You lost someone important to you as a result of a decision that you made. Discuss with your GM what became of that person.
55-62	Secret Identity	For whatever reasons you were forced to abandon your former life. You have begun a new life with a new face.
63-66	Ruined Country	The country or group that you belonged to was wiped out. You have found yourself searching for a new master to serve.
0	Other	Choose a result other than the ones listed here. Discuss the details with your GM.

Class Table (Lord)**D66 ROC**

Roll	Result	Description
11-14	Internal Dispute	Unfortunately, one of your siblings, cousins, parents or children is after your territory. Never forget that politics is a breeding ground for serpents.
15-22	Despot	You are seen as a tyrant who bullies your people and threatens your neighbors. Discuss with your GM whether these allegations are true.
23-26	Marriage	You were quickly married, an obligation you must fulfill as a ruler. You are free to decide whether you have any children, your spouse's status, and other details. It may also be a purely political marriage.
31-34	Prophecy	According to a prophecy you are the bearer of a Crest that it is said will cause a great upheaval in this world. Discuss with the GM whether the prophecy is widely known or not.
35-42	Fame	You have won great fame. Regardless of whether it is deserved or not, it is how the public sees you.
43-46	Incognito	You once lived in secret among the common people. Whether you continue to do so is up to you.
51-54	Modesty	Regardless of whether it was what you desired you have lived a simple life, one easily understood by the common folk.
55-62	Ineffectual	While you are no failure, you are seen as a sham ruler whose position is only a formality.
63-66	Misgovernment	At some point in the past you failed as a ruler and brought misfortune to your people. Acknowledging the mistakes of your youth has made you stronger in the end.
0	Other	Choose a result other than the ones listed here. Discuss the details with your GM.

Class Table (Mage)

D66 ROC

Roll	Result	Description
11-14	Solitary Genius	You were born with a prodigious talent for magic. However, your skill has left you alone.
15-22	Useful	You sought to use your talent to accomplish good things, but you made a mistake that cannot be undone. You have vowed never to let such a thing happen again.
23-26	Incompetent	Compared to the other Mages around you, your powers were never up to par. You developed a complex about it.
31-34	Aspirations	You know that it is impossible, but you have always wanted to be something other than a Mage. You are free to decide the reasons why for yourself.
35-42	Side Effect	Your use of magic has resulted in an unusual side effect, such as coughing blood or a warped personality (this has no effect in game). Discuss the details with your GM.
43-46	Rival	You acquired a rival while you were a student. The one thing you cannot stand is losing to her, and she feels the same.
51-54	Taboo	In the course of your studies you came across a forbidden spell. Discuss what effects it had on you with your GM.
55-62	Criminal	You once used your powers to commit a serious crime. Though you are still alive, it is a mark on your past that you cannot erase.
63-66	Run Amok	You were unable to keep your powers under control and ended up injuring innocent bystanders. You have an understanding of the true extent of your power.
0	Other	Choose a result other than the ones listed here. Discuss the details with your GM.

Class Table (Artist)

D66 ROC

Roll	Result	Description
11-14	Marvel	You performed some amazing feat such as parting an ocean or crushing a mountain. When people hear your name they will likely think of what you accomplished.
15-22	Bounty	An enemy country or organization has placed a large bounty on your head. It grows ever larger as time passes.
23-26	Successor	You acquired a secret technique from a legendary Artist. You have set out on a journey to test your skill against the world.
31-34	Enemy	You have earned the ire and enmity of a certain individual. Discuss with your GM whether or not your enemy's hatred is deserved.
35-42	Destroyer	You managed to achieve glory with little effort, but it was not enough for you. For you satisfaction only comes at the worst of times.
43-46	Revenge	You fell into someone's trap and lost everything you had. You have made vengeance your reason for living.
51-54	Quest	You are searching for something. It may be an enemy, a place you've never seen, or perhaps a secret technique. Though it may be worthless to everyone else it still means something to you.
55-62	Defeat	You were defeated. You managed to survive, but your pride and your spirit were shattered. The only way to heal yourself of your shame is through victory.
63-66	Debt	You owe somebody an unthinkable sum of money. To pay it back might require the treasury of an entire nation.
0	Other	Choose a result other than the ones listed here. Discuss the details with your GM.

Belief Table: Goals (Common)**D66 ROC**

Roll	Objective	Belief	Description
11-12	Get Rich Quick	Never turn down a chance for profit	You need money. And not just a little bit of money. You want enough to purchase an entire country.
13-14	Seeker	Master your chosen path	You live to hone your skills. Your goal in life is to master your art.
15-16	Resourceful	Put your plans into action	You want the whole world to know your talents. You will not pass up a chance to test them out.
21-22	Healer	Heal people's wounds	You are on a journey to help those injured by war. You seek to assist all those who are wounded, even your enemies.
23-24	Conqueror	Conquer the world	Born into a world of war, the only thing a soldier seeks more than personal strength is to be a conqueror. You have made following that path your life's goal.
25-26	Fight to the Death	Fight against powerful enemies	You crave battle, but not just any fight will do. You wish to fight an opponent so strong and with such intensity that it ignites your spirit.
31-32	Significance	Learn the meaning of power	You wanted to become powerful, and you achieved your goal. But you still do not understand the true meaning of your power.
33-34	Loyalty	Devote yourself to someone	There is someone to whom you are loyal. It may be your Lord, or perhaps someone else whom you hold dear.
35-36	Expression	Make your feelings known	There is something that you wish to convey to others. It may be a song, or a philosophy or an idea. You will not rest until you leave your mark on the world.
41-42	Adventure	Satisfy your adventurer's heart	You live to see new places and experience unimaginable wonders. A safe and secure life does not suit you.
43-44	Romance	Revel in love	You need love in your life. Without love, the whole world is dull. You find the idea of life without wooing a potential partner unthinkable.
45-46	Revolution	Change the world	The world is broken, and you have the power to fix it. What reason do you have not to?
51-52	Revenge	Achieve vengeance	You live for the sake of revenge, whether the target of your vengeance deserves it or not. It is the only thing that drives you.
53-54	Dying Wish	Fulfill their last wishes	Someone, be it your mother, father, a grandparent or a teacher, has entrusted you with a task. You have made it your life's work to see those wishes carried out.

Belief Table: Goals (Common)

D66 ROC

Roll	Objective	Belief	Description
55-56	Emptiness	Fill the void in your heart	You live your life wrapped in an ennui that no one understands. You long for battle hoping that it will make you feel whole.
61-62	Aesthete	Study the arts	You are skilled at fine art and have made finding a purpose for it your meaning for living.
63-64	Loss	Overcome your loss	You have lost something. Perhaps it was your pride, or maybe your homeland. You will keep pushing forward until you manage to get it back.
65-66	Freedom	Live Free	You have no beliefs to boast of. If forced, you would say that your only goal is to not be bound by anything.

Belief Table: Goals (Lord)

1D6 ROC

Roll	Objective	Belief	Description
1	Unification	Unite the entire world	The world is paralyzed by Chaos and you have your heart set on being the one to free it and restore it to the ideal state it once had.
2	Royalty	Walk the path of royalty	You want to be a ruler. Never stray from the path of righteousness and your life will become an example to the people.
3	Humanity	Grow your number of followers	You love other people, and they love you as well. There is no limit to the number of people you can gather around you.
4	Might	Rule by force	No one can stand against your ambitions. Since becoming a Lord you have never found a reason to shrink from battle.
5	Vanguard	Stand on the front lines	As a Lord, you have sworn to always lead. In battle you are no different and the front lines are where you belong.
6	Protector	Protect the people	As their ruler you have sworn your body for the sake of defending your people.

Belief Table: Goals (Mage)**1D6 ROC**

Roll	Objective	Belief	Description
1	Academics	Abide by the rules of the Academy	There is nothing that you are more proud of than being a member of the Academy. You wield your power as a Mage to uphold the Academy system.
2	Truth	Seek the truth	You are seeking a great truth, perhaps how the universe was made, or what people's reason for living is.
3	Adviser	Support your Lord	Your goals are those of the Lord whom you serve. Your dream for the future is that you will be able to use your powers for your Lord's sake.
4	Manipulator	Use your intelligence to solve things	You do not need to be famous, you merely wish to use your talent and your powers to change the fate of the world.
5	Path of Magic	Perfect your magic	You wish to master your magical powers. You wish to learn just how far the power of magic can take humanity.
6	Doubt	Find a purpose in life	You still have not discovered what kind of person it is that you are supposed to become. You are still searching for your guiding star.

Belief Table: Goals (Artist)**1D6 ROC**

Roll	Objective	Belief	Description
1	Oneness	Learn the meaning of Chaos	You have become fascinated by the Chaos that dwells inside of you. There is a more pure, more perfect power in this world, and you wish to know what it can teach you.
2	Aesthete	Live life beautifully	You value most those moments in life when beauty pierces your soul. It is a feeling that others have never understood. A life without beauty is a life not worth living.
3	The Strongest	Become the strongest in the world	You wish to become stronger. That thought alone is the only thing that can inspire you. You can never have too much strength and you will stop at nothing to achieve it. There are no lengths to which you will not go.
4	Ego	Understand yourself	In order to live, you need nothing save yourself. That is true power.
5	Success	Increase your notoriety	You seek fame. Your dream is to see your name and your deeds become known across the entire land.
6	Devotion	Maintain your loyalty	With no one to wield it a sword is just a simple blade. You need a Lord to whom you can dedicate yourself.

Belief Table: Taboos (Common)**D66 ROC**

Roll	Prohibition	Belief	Description
11-12	Murder	Do not kill people	You have sworn never to take another person's life with your own hands. You will do anything to avoid it whenever possible.
13-14	Truth	Never speak the truth	You are incapable of telling the truth, though remaining silent or hyperbole are no problem. Discuss the details with your GM.
15-16	Sex	Maintain your purity	You have forbidden yourself from having sexual contact with members of the same or the opposite sex. Whether the prohibition is a religious one or for some other reason is up to you.
21-22	Other Weapons	Use only your favored weapon	You have a weapon (or perhaps your bare fists) that you absolutely love. It is against your beliefs to use any other weapon.
23-24	Wealth	Do not acquire wealth	You desire no wealth that is above your means. You have no need for valuables beyond your home and the clothes on your back.
25-26	Cowardice	Do not abandon the weak	You cannot ignore those who are powerless to defend themselves. Discuss with the GM the extent to which you will recognize someone as being in need of your protection.
31-32	Lawlessness	Do not break the law	There is nothing more important to you than law and order. You cannot break the laws of the country you call your own and will do as much as you can to uphold the laws of other countries.
33-34	Falsehood	Do not tell lies	You may not lie on purpose. Though you can remain silent or misunderstand things, you cannot intentionally deceive others.
35-36	Oathbreaking	Do not break your promises	You cannot break an oath that you have sworn. Keeping your word is more important to you than even your life.
41-42	Charity	Give nothing away for free	You do nothing for free. What matters to you is not the amount, but whether you are getting paid at all.
43-44	Abstinence	Never hold back in love	You feel it a sin to let your feelings towards someone go unexplored. If you have affection towards someone, you must let it be known.
45-46	Identity	Never show your face	You have made a vow to keep your face hidden from others. Whether you wear a mask, a head scarf or some other covering is up to you.

Belief Table: Taboos (Common)**D66 ROC**

Roll	Prohibition	Belief	Description
51-52	Betrayal	Do not betray people	You are incapable of being disloyal to others. Obviously, however, the situation is different when one of your allies betrays you.
53-54	Pursuit	Do not attack a fleeing enemy	You have forbidden yourself from shooting a fleeing enemy in the back. If you are going to attack an enemy then they must be able to see it coming.
55-56	Anonymity	Do not hide your name	You despise the idea of keeping your identity a secret. For you, the point of living is to achieve renown.
61-62	Disclosure	Do not reveal secrets	You cannot let secrets with which you have been entrusted become known to others. Even if keeping a secret could result in tragedy you will take it with you to your grave.
63-64	Residency	Hold no permanent residence	You are forbidden from keeping a permanent residence. Even if you call one place home for a long time you can never set down roots there.
65-66	Wickedness	Do not forgive evil	You are a friend of justice and will never relent in your pursuit of evil.

Belief Table: Taboos (Lord)**1D6 ROC**

Roll	Prohibition	Belief	Description
1	Misgovernment	Do not be negligent as a ruler	You have vowed to never abuse your citizens or bring shame to your nation, no matter the circumstances.
2	Marriage	Remain celibate	You have sworn to remain unmarried until you have achieved a state of supreme holiness (discuss with your GM what is necessary to do so).
3	Extravagance	Do not live luxuriously	You have taken an oath of poverty as a representative of your people.
4	Belligerence	Do not invade other nations	You have forbidden yourself from fighting in the name of anything save for self defense. Can you resist the lure of sending your army on conquests of pride and selfishness?
5	Lawlessness	Uphold the laws of your country	You believe that, as the creator of the laws, you should also be beholden to them. A ruler should be a model for her people.
6	Alias	Do not hide your true identity	You do not believe in keeping your true name or identity a secret. A ruler should always set a shining example.

Belief Table: Taboos (Mage)

1D6 ROC

Roll	Prohibition	Belief	Description
1	Dark Magic	Do not permit Dark Mages to live	You had an encounter in the past with a Dark Mage and it almost led you to ruin. You will no longer permit them to continue their terrible ways.
2	Unreliability	Do not break your promises	There is nothing more important to you than a promise. Keeping your promises is your number one priority.
3	Forbidden Knowledge	Do not allow knowledge to spread	You seek to prevent the dissemination of knowledge that the Academy has declared forbidden. Even if it interferes with your other goals you will not let that knowledge become known.
4	Sloth	Do not become lazy	You have devoted yourself to honing your skills and acquiring knowledge whenever possible. "Rest" is a foreign concept to you.
5	Chaos	Do not allow Chaos to run free	You cannot forgive the existence of Chaos. You hope to swear your loyalty to a Lord dedicated to its elimination.
6	Estrangement	Do not act against the Academy	You are fiercely loyal to the Academy. While your Lord or your other allies are also important to you, the Academy is the foundation of everything that you are.

Belief Table: Taboos (Artist)

1D6 ROC

Roll	Prohibition	Belief	Description
1	Independence	Do not disobey your Lord	You believe that, no matter the circumstances, you should never act counter to your Lord's wishes. Serving your Lord is what gives the Chaos inside you a purpose.
2	Despair	Never give in to hopelessness	You will never choose to give up. You managed to endure an encounter with a Chaos core and survive, and there must be some meaning behind that.
3	Slaughter	Do not kill the weak	You have no desire to murder those who are helpless to defend themselves. While it is up to you to decide who fits that description, the only people you are willing to kill are those who prove worthy adversaries.
4	Concealment	Do not keep your Art hidden	You despise the idea of hiding your Art. It is proof of who you are and you cannot keep it a secret from the world.
5	Indecisiveness	Do nothing halfheartedly	You hate indecision. Hesitating in a time of action is a sure path to defeat.
6	Cowardice	Never retreat from a challenge	You cannot refuse a challenge or a duel. No matter how unfavorable the odds, you must fight.

Belief Table: Quirks**D66 ROC**

Roll	Quirk	Roll	Quirk
11	Passionate about coffee beans	41	Wears red clothes
12	Fussy about the flavor of tea	42	Always wears a hat
13	Will not put sugar in drinks	43	Grows anxious without a certain item
14	Always has room for dessert	44	Always wears makeup in public
15	The presentation affects the taste	45	Loves perfume
16	Cannot relax without music	46	Does not care about appearance
21	Cannot sleep without a certain pillow	51	Loves dogs
22	Bad sleeping posture	52	Loves cats
23	Sleeps wearing a nightcap	53	Talks to animals
24	Sleeps naked	54	Likes gardening
25	Avoids sleeping with head pointed north	55	Hates bugs
26	Keeps a dream diary	56	Hates animals without legs
31	Apprehensive about using violence	61	Has a favorite phrase
32	Must return your name when given one	62	Has an accent
33	Will not use poison	63	Makes long-winded speeches
34	Will not back down from a duel	64	Likes a strange food
35	Treats prisoners generously	65	Has no sense of direction
36	The mission comes first	66	(Choose Any)

Relationship Table

D66 ROC

Roll	Relationship	Target	Description
11-12	Instructor	Sembrose Stratos Claire Schneige	You have learned much from your teacher. In your mind, they are a true master.
13-14	Guardian	Ovesto Meletes Volmis One-eye	You see them as an older brother or sister, or even a parent. Perhaps the two of you are even actual relatives.
15-16	Patron	Pope Howell Mahalia Istgart	You owe them a debt of gratitude, one that you intend to repay.
21-22	Loyalty	Marine Kreische Alexis Doucel	You have sworn your allegiance to them. It may have been of your own desire, or perhaps there were other circumstances.
23-24	Debt	Astrid Euno Barantia the Sunscorcher	You have borrowed something from them and absolutely must return it.
25-26	Curious	Alexis Doucel Varaig the Doomsayer	You are interested in them. It is not a question of good or ill intent. They are simply an interesting person.
31-32	Family	Sembrose Stratos Volmis One-eye	You are related to them, either directly or indirectly.
33-34	Friend	"Lightning" Watohoat Greif Altinas	You and they are friends. You happened to spend some time together, and your friendship blossomed.
35-36	Ally	Claire Schneige Pope Howell	You and they are allies. Through similar goals and intentions you came to cooperate with each other.
41-42	Coworker	Mahalia Istgart Greif Altinas	The two of you shared the same job. You know that you can trust them as a coworker, but nothing more than that.
43-44	Unshakable	Volmis One-eye Varaig the Doomsayer	The two of you always seem to meet up through some quirk of fate, regardless of whether you wish to or not. Some might say that you are drawn to each other.
45-46	Forgotten	Greif Altinas Klein	The two of you met somewhere, once. However, you cannot remember when or where it was.
51-52	Yearning	Claire Schneige Alexis Doucel	You long for them, earnestly, from the bottom of your heart. It may be true love.
53-54	Lender	Astrid Euno Mahalia Istgart	You have lent them something. At some point you are going to want it back.

Relationship Table

D66 ROC

Roll	Relationship	Target	Description
55-56	Siblings	Alexis Doucel Astrid Euno	You see them as a younger brother or sister. You may even actually be related.
61-62	Secret	Sembrose Stratos Klein	The two of you share a secret, though that secret may only affect one of you.
63-64	Rivals	Ovesto Meletes "Lightning" Watohoat	The two of you see each other as rivals. You have trained hard so that you might one day prevail.
65-66	Enemies	Barantia the Sunscorcher Klein	They are your enemy. You will not rest until you kill them and have your vengeance.

Positive Emotion Table

D66 ROC

Roll	Emotion	Description
11-12	Curiosity	You cannot help but feel curious about them. You find them interesting and you want to know more about them.
13-14	Aspiration	When you were younger you looked up to them and wanted to be like them, and you still have such feelings.
15-16	Respect	You have great respect for them and will probably never view them in a bad light.
21-22	Approval	You feel as if the two of you share the same views. They may be an ally, or perhaps even a rival.
23-24	Friendship	You view them amicably and the two of you are friends. They help you and you help them.
25-26	Desire	You burn with passion for them. It may even be love.
31-32	Protective	You feel as if you need to protect them. You want to save them from hardship.
33-34	Happiness	When you look at them you are wrapped in feelings of joy. You are happiest when they are by your side.
35-36	Trust	You believe in them. You know that you can trust in their abilities.
41-42	Devotion	You have pledged your strength to them. You want to be useful to them.
43-44	Potential	You can sense some kind of potential in them. Even if it has not come to fruition yet, some day it will bloom.
45-46	Affection	You feel an attraction toward them. Even if they do not return your feelings you still wish to be of help to them.
51-52	Adoration	You find them adorable. You could be happy if only you were able to love them forever.
53-54	Sympathy	You sympathize with them, whether it is because of their past or something else. You feel sorry for something that happened to them.
55-56	Solidarity	You feel solidarity for them. There is something that the two of you have in common.
61-62	Affinity	You feel some kind of affinity towards them. They are like family to you. You may be in a position to look after them.
63-64	Admiration	You admire them, whether it be their abilities or something else. You think that they are amazing.
65-66	Loyalty	You are loyal to them. No matter what happens, you believe them to be reliable.

Negative Emotion Table

D66 ROC

Roll	Emotion	Description
11-12	Resentment	They awaken resentment within you. Their personality, a habit of theirs or something else manages to invoke your ire.
13-14	Sorrow	They make you feel sad. Their past or something else about them makes you feel sorry for them.
15-16	Loneliness	Looking at them makes you feel alone, either because you wish to be closer to them or for some other reason. Regardless of why, you feel a sense of alienation.
21-22	Annoyance	They get on your nerves. They have either a quirk of speech, a way of thinking or something else that you cannot stand.
23-24	Hostility	You feel hostile towards them. You will not let them beat you.
25-26	Discomfort	They make you feel uncomfortable. Regardless of how you feel about them as a whole, there is something about them that unsettles you.
31-32	Suspicion	You are suspicious of them. There is something about them that makes them difficult to believe, and you can no longer trust them.
33-34	Disgust	You find them despicable. You cannot help but be offended by one of their habits, a way of thinking or something else about them.
35-36	Disagreement	There is a rift between the two of you. When it comes to a certain topic you feel like the two of you are worlds apart.
41-42	Hatred	You detest them. There is just something about them that you cannot accept, that drives the anger inside you.
43-44	One-sided Love	You love them. However, you get the feeling that the love only flows in one direction.
45-46	Alienation	There is a rift between the two of you. You cannot shake the feeling that they no longer see you as a friend.
51-52	Inferiority	You have an inferiority complex about them. No matter how much you succeed you will never be able to reach their level.
53-54	Anxiety	When you look at them you feel uneasy. You might not even have a good reason for it, you just get a bad impression.
55-56	Fear	You are afraid of them. It could be because of their abilities, their beliefs or of what they might cause you to lose.
61-62	Jealousy	You envy them. You cannot stop yourself from being jealous of their past, their abilities or the life they live.
63-64	Threatened	You feel threatened by them. You see their existence as one that could be fatal to you.
65-66	Scorn	You despise them and see them as a lesser being than you.

CONSTRUCTED

The constructed method allows you to choose all of the aspects of your character yourself.

Unlike the quickstart method, the constructed method of character creation is more complex, allowing you to choose all of the details of your character.

The constructed character creation method consists of the following steps:

1. Determine level
2. Choose class and style
3. Choose background
4. Determine ability scores
5. Choose skills
6. Choose abilities
7. Choose items
8. Calculate secondary ability scores
9. Determine Fate
10. Determine personal data

DETERMINE LEVEL

Characters start at level 1.

CHOOSE CLASS

Choose between Lord, Mage and Artist and record it in the "Class" section of your character sheet.

CHOOSE STYLE

After choosing your class, choose one of the styles that corresponds to that class and record it in the "Style" section of your character sheet.

DETERMINE BACKGROUND

Choose a background from the Background Table and record it in the "Background" section of your character sheet. Certain backgrounds are restricted to specific classes and have a special significance in the world of the Grancrest RPG.

- Knight
This background represents a Lord who has come of age. Whether she serves another person or not does not matter.
- Contracted Mage
This background represents a Mage who has sworn an oath to a Lord.
- Academy Student
This background represents a Mage who is still enrolled in the Academy.

DETERMINE ABILITY SCORES

To determine your ability scores, follow these steps.

Determine Base Ability Scores

First you must determine your character's base ability scores. Using the information on the Background Table, record the base ability scores for the background that you have chosen.

Next, divide 5 bonus points among your base ability scores. You may distribute them any way you wish, but you may not raise any score about 15.

Calculate Base Modifiers

After determining your total base base ability scores divide each one by 3 (round down) to calculate your base modifiers and record them on your character sheet.

Add Style Bonuses

Using the information on the Style Table, record the bonuses for the chosen style.

Add each style bonus to its corresponding base modifier to determine the total check modifier for that ability score and record them on your character sheet.

Style Table

Style	Style Bonuses						Base	Base	HP	MP
	Str	Ref	Per	Int	Spi	Emp	HP	MP	Mod	Mod
Lord										
Saber	2	2	1		1		14	10	10	6
Paladin	1	2			2	1	13	11	10	6
Ruler		1		2	2	1	11	13	7	9
Mage										
Elementalist		1	1		2	2	11	13	7	9
Healer		1		2	1	2	10	14	6	10
Prophet			2	2	1	1	10	14	6	10
Artist										
Undead	2	1	1		2		14	10	11	5
Shadow	1	2	1		2		15	9	9	7
Shooter		2	2		1	1	13	11	9	7
Lycanthrope	2	1	2	1			12	12	9	7

Background Table

Background	Base Ability Scores						Base HP	Base MP	Ability	Notes
	Str	Ref	Per	Int	Spi	Emp				
Assassin	10	12	12	8	11	7	14	10	Combat	
Scholar	7	8	11	13	12	9	10	14	Knowledge	
Hunter	9	12	12	8	10	9	12	12	Technical	
Noble A	10	9	9	11	9	12	12	12	Social	
Noble B	12	12	9	10	9	8	13	11	Combat	
Noble C	9	9	12	9	11	10	12	12	Technical	
Noble D	9	8	10	12	12	9	11	13	Knowledge	
Cavalry	11	11	10	9	10	9	13	11	Combat	
Minstrel	8	7	9	11	12	13	11	13	Knowledge	
Tactician	8	8	11	12	10	11	10	14	Knowledge	
Swordsman	12	12	8	7	10	11	13	11	Combat	
Trader	8	7	10	12	11	12	11	13	Social	
Guard	12	9	11	9	10	9	13	11	Combat	
Officer	11	11	8	10	9	11	13	11	Combat	
Servant	10	12	9	7	12	10	13	11	Technical	
Warlord	12	11	9	9	9	10	12	12	Social	
Merchant	9	8	11	11	10	11	12	12	Social	
Doctor	8	8	9	13	10	12	10	14	Knowledge	
Thief	11	12	12	10	7	8	13	11	Technical	
Bandit	9	10	13	9	11	8	13	11	Technical	
Soldier	11	9	11	8	12	9	14	10	Combat	
Adventurer	10	12	12	9	9	8	12	12	Technical	
Outlaw	12	12	11	8	10	7	14	10	Combat	
Archer	10	10	12	11	9	8	13	11	Technical	
Mercenary	12	12	10	9	9	8	14	10	Combat	
Knight A	11	11	9	9	10	10	13	11	Combat	Lord Only
Knight B	10	10	12	9	10	9	12	12	Technical	Lord Only
Knight C	9	8	10	11	12	10	11	13	Knowledge	Lord Only
Knight D	9	9	9	11	10	12	11	13	Social	Lord Only
Academy Student A	8	8	11	11	10	12	11	13	Magic	Mage Only
Academy Student B	9	8	9	12	11	11	10	14	Magic	Mage Only

Background Table

Background	Base Ability Scores						Base	Base	Ability	Notes
	Str	Ref	Per	Int	Spi	Emp	HP	MP		
Academy Student C	8	8	12	10	12	10	11	13	Magic	Mage Only
Academy Student D	10	10	10	10	10	10	12	12	Magic	Mage Only
Contracted Mage A	8	8	10	12	10	12	10	14	Magic	Mage Only
Contracted Mage B	9	9	12	11	9	10	11	13	Magic	Mage Only
Contracted Mage C	10	10	9	10	12	9	12	12	Magic	Mage Only
Contracted Mage D	8	8	11	11	11	11	11	13	Magic	Mage Only

CHOOSE SKILLS

The lowest level for a skill is 2 and all characters have a minimum level of 2 in each skill regardless of the skill.

During character creation you may choose any two skills to begin with at level 3. Skill levels are represented by filled in circles. Fill in one additional circle for each of the two chosen skills.

Blank Skills

The "Perform" and "Knowledge" skills are each followed by a blank. When you raise the level of these skills fill in the blank to determine what specific type of skill they represent; for example, "Perform: Singing" or "Knowledge: Astronomy."

CHOOSE ABILITIES

Abilities are divided into two types, class abilities and background abilities

Class Abilities

The class abilities you begin the game with are listed under each style's description, under the section titled "Starting Abilities."

Instead of the specific abilities of your chosen style you may also choose to acquire the common abilities of your class. However, you may only acquire one ability whose type is listed as "Epic."

Background Abilities

You acquire one ability from the category listed under your background or from the "Common Abilities" category as well as one other background ability from any category.

The following are the different categories of background abilities:

- Combat
Mastery of weapons and other abilities related to combat.
- Technical
Primarily abilities gained in the wilderness.
- Knowledge

- Abilities gained as a result of specialized knowledge, such as medicine or strategy.
- Social
These abilities represent skills and authority learned in the social realm.
- Magic
Abilities that represent skills learned in the Academy.
- Common
General abilities that are available to everyone.

CHOOSE ITEMS

Next determine what items your character will begin the game carrying.

You may choose any of the items from the item lists. However, you may only take as many items as whose total weight is less than or equal to your “carrying capacity” (see below).

Equipment

There are items such as swords and suits of armor that a character wears on her body. These are known collectively as “equipment.”

Equipment is divided into two categories—weapons and armor—and each of these are divided into two further categories, “main” and “sub.” A character may equip four items total; a main weapon and a sub weapon, and a main armor and a sub armor.

The location where an item is equipped is listed in the item's description.

Vehicles

Items also include riding animals such as horses. These are known as vehicles. A character may not possess more than a single vehicle.

Possessions

All other items besides equipment and vehicles are known as possessions.

CALCULATE SECONDARY ABILITY SCORES

The final step is to calculate your various secondary ability scores.

The formulae for determining secondary ability scores are listed below. Record each one on your character sheet after calculating it.

HP (Hit Points)

Hit Points represent a character's physical limits. They are usually reduced through damage, and a character whose HP falls below 0 is considered to be “near death” (see p.217).

Use the following calculation to determine your total HP. Your base HP for your background and style are listed on the Background Table and Style Table, respectively.

- $HP = \text{Base HP (Background)} + \text{Base HP (Style)} + (\text{Base Strength}) + \text{Any modifiers}$

MP (Mind Points)

Mind Points represent a character's mental limits. They are usually reduced through using Abilities and cannot be reduced below 0. There are no negative effects of having 0 MP.

Use the following calculation to determine your MP. Your base MP for your background and style are listed on the Background Table and Style Table, respectively.

- $MP = \text{Base MP (Background)} + \text{Base MP (Style)} + (\text{Base Spirit}) + \text{Any modifiers}$

Initiative

Initiative determines the order of action in combat. It represents how quickly you can react.

Use the following calculation to determine your Initiative.

- $\text{Initiative} = [(\text{Base Perception} + \text{Base Intelligence}) \div 2] + \text{Equipment Modifier}$

Movement

Movement represents how far you can move during combat. It consists of both your Base Speed and Movement scores.

Use the following calculations to determine both.

- $\text{Base Speed} = \text{Base Reflexes} + \text{Equipment Modifier}$
- $\text{Movement} = (\text{Base Speed} \div 5) + 1$

Carrying Capacity

Carrying capacity represents how much weight a character can carry. Determine it using the following calculation.

- $\text{Carrying Capacity} = \text{Base Strength} \times 2$

DETERMINE FATE

The PCs in the Grancrest RPG are heroes in-the-making. As such, they have a bit of fortune on their sides.

A character's starting Fate is 3.

DETERMINE PERSONAL DATA

The rules for determining a character's personal data are the same for constructed characters as they are for quickstart characters. Follow the steps listed in the "Personal Data" section earlier (see p.38).

COMBAT SHEET

The combat sheet serves as an easy reference for all of the information that you will need during combat.

USING THE COMBAT SHEET

The combat sheet collects information about your attacks, defense ratings and the actions that a PC may take all in one place in order to allow combat to run more smoothly.

It may also be used in mass combat to record the information of forces that you lead. See the "Mass Combat" chapter for more information.

This chapter will explain how to read and use the combat sheet.

READING THE COMBAT SHEET

The combat sheet consists of the following pieces of information.

Character Name and Player Name

Record the character's name and the player's name in these sections.

Actions

This section is for listing the actions that may be taken during a character's main phase in combat. For each entry, record the various modifiers that are added together to find the result of that action's check. For major actions you should also record the target and range for that action.

You may feel free to choose any name you wish for the recorded actions. You can simply write "normal attack," or you may give them unique technique names like "Elemental Blow."

Reactions

This section is for listing the reactions that a character may take. For each entry, add together the total modifier for that reaction.

Forces

This section is used when you are leading forces in mass combat. Record each of the force's force modifiers. See the "Country Management" chapter for more information on how to read force entries.

Force types do not have set names. The player is free to come up with a name for them.

COPYING THE COMBAT SHEET

The combat sheet included in this book, like the character sheet and record sheet, is intended to be photocopied.

When copying the sheets, the combat sheet and the record sheet can be used as a single page. There are many times when you will have to alter information—such as HP, MP and Fate—on the record sheet during combat, and so joining the two together can be more convenient.

CLASSES AND STYLES

The Lord, the Mage, the Artist: three types of heroes with various powers. This chapter will explain them and their abilities.

In the Grancrest RPG a PC's abilities are represented by two categories, their class and their style.

The three classes are the Lord, the Mage and the Artist, each of which is further divided into several different styles.

CLASS AND STYLE DESCRIPTIONS

Each class and style is described in detail beginning on page 73. Each description is made up of the following entries.

Class/Style Description

An explanation of the class or style.

Illustration

A sample illustration of the class or style.

Starting Abilities

The abilities that a character with that style acquires during character creation.

Class Abilities

The class abilities that characters of that style may take. The Lord, Mage and Artist class descriptions each include their common class abilities.

CLASS ABILITIES

This section explains each of the entries under each class ability. For an understanding of the various terms used in each ability's description, consult the rules section beginning on page 193.

Name

The ability's name.

Type

What type of ability it is. Abilities are divided into three main categories—Gifts, Magic, and Art—and further divided into subcategories beneath those three.

Max Level

The maximum level at which that ability may be taken.

Timing

What timing the ability may be used at.

There are two general types of timing. One, such as "major action," "minor action," "setup," etc... describe generally when an ability may be used.

The second type, such as "before the damage roll" or "start of main phase" will list the

specific conditions for using the ability explained in the ability's description.

For both types, you must declare that you are using the ability at the time specified. A single character may not use multiple abilities with the same timing type at the same time.

Certain timing types may be difficult to understand. These are explained below:

- **Permanent**
These abilities do not need to be declared to be used. They always produce their effects.
- **Initiative**
These abilities are used during the initiative phase that occurs between main phases. Take note that they may be used during any initiative phase, not just the one that occurs before your own main phase.
- **Before/After the Damage Roll**
Depending on the ability, it may be used before or after either your damage roll or another character's damage roll. See the description of each individual ability to determine which.

Check

The skill or ability score that is used to make a check for that ability.

If no check is necessary to use an ability it will be listed as "automatic."

Abilities with a check type of "melee attack" may use either the "martial arts," the "light weapons," or the "heavy weapons" skill.

Target

Who (or what) may be targeted by the ability.

Targets are generally divided into the following types. However, there may also be cases where specific restrictions on the targeting of an ability are listed in the ability's description.

- **Self**
The ability's effect is applied to the character using the ability.
- **Individual**
The ability's effect is applied to a single character. You may also choose yourself as the target.
- **"n"**
The ability's effect is applied to "n" or fewer characters.
- **Area "n"**
The ability's effect is applied to all of the characters in the targeted square as well as "n – 1" squares directly adjacent to it (you choose which squares).
- **Cross**
The ability's effect is applied to all of the characters in the targeted square as well as all four of the squares directly adjacent to it.
- **Straight Line "n"**
The ability's effect is applied to all of the characters in "n" number of squares in a straight line, starting with the targeted square.
- **Scene**
The ability's effect is applied to all of the characters appearing in the scene.
- **Special**
Refer to the ability's description.

- (Choice)
This word is appended to another of the possible target types. You may choose which characters within the ability's area of effect that its effects are applied to. For example, if an ability's target is listed as "Area 1 (Choice)," you choose which of the characters within 1 square to whom its effects are applied.
- *
An ability whose target is noted with an asterisk (*) cannot have its number of targets changed by any other effect.

Range

The range that the ability may be used at, listed in number of squares.

If an ability has a target of "Cross," the targeted square must be located within the ability's range.

An ability with a range of "Weapon" uses the range of the weapon equipped in your main weapon slot.

Threshold

The number needed to be rolled or higher on a check in order for the ability to produce an effect.

If an ability has a threshold of "Opposed," you must beat the target on an opposed check in order for the ability to produce an effect.

An ability with no threshold listed does not require a check.

Cost

The amount of MP that must be spent when you declare that you are using the ability. Abilities may also have costs besides MP.

MP are spent when you declare that you are using the ability. If you do not have enough MP to spend, the ability cannot be used.

MC

Whether or not the ability can be used in mass combat. See the "Mass Combat" chapter for more information.

Effect

Describes the effect produced by the ability. If any of an ability's descriptors say "See Below," the details will be listed here as well.

EPIC ABILITIES

There are certain abilities known as "epic abilities."

An epic ability requires you to spend Fate (see p.218) in order to use it.

A character may only possess a single epic ability. An epic ability's cost cannot be reduced through the effect of any other ability, item, or other effect.

LORD

A Lord is a servant of Order, purging Chaos using the fragments of the Grancrest that rest within her body.

Raising her Crest up as a symbol of the strength of her spirit made manifest, she wields a mysterious power to manipulate her body and her surroundings that transcends even magic.

A Lord's role varies greatly depending on the method by which she chooses to fight. Some lords imbue their weapons with the light of their Crests, fighting in the thick of battle, while others act as glistening shields defending their allies from attack.

Many Lords also act in support roles, acting as healers and protectors of their allies and the forces that they lead.

In every case, however, a Lord's primary purpose is to fight against Chaos and to defend her people and her country from whatever threatens them.

LORD ABILITIES

The following abilities may be learned by all Lords regardless of which style they choose.

Enhancing Seal					
Type	Gift			Max Level	3
Timing	Before Making a Check				
Check	Automatic	Target	Self	Range	-
Threshold	-	Cost	4	MC	OK
<p>This gift simultaneously increases the effectiveness of all of the Crests resting within your body. One by one they activate and start to glow; Crests of strength in the arms, Crests of knowledge on the forehead, and so forth.</p> <p>When you gain this ability, choose one ability score. Add (Level + 1) to the result of checks made using the chosen ability score. You may acquire this ability multiple times, once for each ability score.</p>					

Savage Seal					
Type	Gift (Offensive)			Max Level	5
Timing	Before the Damage Roll				
Check	Automatic	Target	Self	Range	-
Threshold	-	Cost	4	MC	FW
<p>This gift allows you to imbue your weapon with the power of your Crest, doubling its force at the moment you strike. It is possible to use it with not only melee weapons but missile weapons as well. At the moment of the attack, you instill the weapon with a sacred radiance. This gift forms the foundation of many Lords' combat abilities.</p> <p>You may use this skill whenever you make a damage roll. Add (Level)D to the damage roll.</p>					

Cleansing Seal					
Type	Gift (Recovery)			Max Level	5
Timing	Initiative				
Check	Automatic	Target	Individual	Range	0
Threshold	-	Cost	3	MC	OK
<p>With a touch this gift cleanses the target of curses or poisons that they have been afflicted by. Much like the Healing Seal, this is one of the Lords' core gifts. There are some Lords who use the application of these two powers to sway the people to accept their rule.</p> <p>This ability removes a number of bad statuses from the target up to its level. It may be used once per round. At level 4 or higher it may be used twice per round.</p>					

Healing Seal					
Type	Gift (Recovery)			Max Level	5
Timing	Initiative				
Check	Automatic	Target	Individual	Range	0
Threshold	-	Cost	3	MC	OK
<p>This gift heals the target of their wounds with a single touch. It is a gift possessed by many Lords.</p> <p>The target recovers an amount of HP equal to [(Level + 1)D + Spirit Modifier]. It has no effect on a character who is near death. This ability may be used once per round. At level 4 or higher it may be used twice per round.</p>					

Weapon Seal

Type	Gift (Enhancement)			Max Level	5
Timing	Always				
Check	Automatic	Target	Item	Range	-
Threshold	-	Cost	4	MC	OK

This gift imbues your weapon with the power of your Crest, increasing its resilience and honing its edge. It is one of the gifts commonly used by Lords skilled at combat.

Choose one weapon you have equipped. For the rest of the scene, increase either that weapon's power or its guard by (Level x 2). You may choose which one each time you use this ability. This effect does not apply when you are not equipped with the weapon.

Invigorating Seal

Type	Gift (Mass Combat)			Max Level	3
Timing	Major Action				
Check	Crest	Target	Scene (choice)	Range	Sight
Threshold	12	Cost	10	MC	OK

When a Lord uses this gift her Crest rises in the air above her as a sign of her continued well-being that bolsters her allies' fighting spirits. As long as your Crest glows, your soldiers will be buoyed through the worst hardships of battle.

If the check is successful, increase the targets' Morale by 2. At Level 3, the targets also recover (3D + Spirit Modifier) MP. The user's MP do not recover.

Armor Seal

Type	Gift (Enhancement)			Max Level	5
Timing	Always				
Check	Automatic	Target	Item	Range	-
Threshold	-	Cost	4	MC	OK

This gift imbues your armor with the power of your Crest, increasing its ability to protect you. Along with the Weapon Seal it is one of the fundamental gifts used by combat-focused Lords.

Choose one piece of armor that you have equipped. For the rest of the scene, increase the chosen piece of armor's weapon, fire, and crushing defense ratings by (Level x 2). This effect does not apply when you are not equipped with the armor.

Barrier Seal

Type	Gift (Defensive)			Max Level	5
Timing	After the Damage Roll				
Check	Automatic	Target	Individual	Range	4
Threshold	-	Cost	4	MC	OK

This gift calls forth the light of your Crest to form a wall to protect the target. It is the symbol of the presence of a Lord who defends her people and her soldiers.

For the rest of the phase, increase the target's defense rating by [(Level)D + Spirit Modifier]. This ability may be used once per round. At Level 3 or higher it may be used twice per round, and three times per round at Level 5.

Radiant Wall Seal

Type	Gift (Epic)			Max Level	1
Timing	After the Damage Roll				
Check	Automatic	Target	Individual	Range	Sight
Threshold	-	Cost	Fate	MC	OK

This epic ability forms a massive wall of light from your Crest that protects your allies from attack.

Use this ability after the target has made a damage roll. Spend a number of points of Fate up to your Spirit modifier. Reduce the result of that damage roll by a number of points equal to (Fate Spent x 10). You may not use this ability if it would decrease your Fate below 0.

Glistening Blade Seal

Type	Gift (Epic)			Max Level	1
Timing	Before the Damage Roll				
Check	Automatic	Target	Self	Range	-
Threshold	-	Cost	Fate	MC	OK

This epic ability envelops your weapon in an immense light from your Crest that incinerates your enemies.

Use this ability before making a damage roll. Spend a number of points of Fate up to your Spirit modifier. Increase the damage by (Fate Spent x 10). You may not use this ability if it would decrease your Fate below 0. You may only use this ability once per scenario.

SABER

Among the Lords, the Sabers are melee specialists, excelling at fighting in the thick of battle with sword or spear.

They turn their will to crush their enemies into strength and the light of their Crests hones the edges of their blades. The weapons they wield shine with a brilliant radiance and at times they have shown the power to eliminate entire armies with little effort. They are called flowers of the battlefield, vanguards of battle who decimate their enemies.

In most cases a Saber's Crest appears on the hand that holds her weapon.

Starting Abilities

- Cutting Gale Seal: 1 Level
- Free: 3 Levels
- Epic Ability: 1 Level

SABER ABILITIES

Cutting Gale Seal					
Type	Gift (Offensive/Automatic)			Max Level	5
Timing	Major Action				
Check	Melee Attack	Target	Individual	Range	Weapon
Threshold	Opposed	Cost	5	MC	FW
<p>This gift imbues your weapon with the power of your Crest, allowing you to control its balance to make quick, precise attacks. A steel blade in your hands moves as if it were weightless.</p> <p>Make a melee attack against the target. Increase the result of the attack check by 2 and add (Level)D to the damage roll. At Level 3 or higher, increase the result of the attack check by 4 instead.</p>					

Radiant Fire Seal					
Type	Gift (Enhancement/Bad Status)			Max Level	5
Timing	Setup				
Check	Automatic	Target	Self	Range	-
Threshold	-	Cost	8	MC	FW
<p>This gift imbues your weapon with the power of your Crest, sheathing it in flames.</p> <p>For the rest of the round, add the fire damage type to one weapon you have equipped. At Level 3 or higher, whenever the chosen weapon deals at least 1 point of damage, the target of that attack is afflicted with the burning bad status at a level equal to the Level of the ability.</p>					

Giant Hammer Seal					
Type	Gift (Offensive/Bad Status)			Max Level	1
Timing	Major Action				
Check	Melee Attack	Target	Area 1	Range	Weapon
Threshold	Opposed	Cost	7	MC	FW
<p>This gift imbues your weapon with the power of your Crest, momentarily increasing its mass and allowing it to strike a wide area. If you use a heavy enough weapon an enemy struck with it may be sent flying or be crushed into the ground.</p> <p>You may make a melee attack against a single square. Do not include yourself as a target of the attack. If you are using a heavy weapon, any target that takes at least 1 point of damage becomes stunned.</p>					

Deflecting Seal					
Type	Gift			Max Level	5
Timing	Reaction				
Check	Melee Attack	Target	Self	Range	-
Threshold	Opposed	Cost	6	MC	FW
<p>This gift imbues your weapon with the power of your Crest, knocking away an enemy's attack. Your blade even becomes capable of disrupting attacks without form, such as those of fire and wind.</p> <p>Instead of making a reaction check using "Evasion," you may use your "Light Weapon," "Heavy Weapon," or "Martial Arts" skill. Apply your weapon's accuracy modifier to the check. You may use this ability once per round. At Level 3 or higher it may be used twice per round, and three times per round at Level 5.</p>					

Piercing Seal					
Type	Gift			Max Level	1
Timing	Minor Action				
Check	Automatic	Target	Self	Range	-
Threshold	-	Cost	6	MC	FW
<p>This gift uses the power of your Crest to sharpen the edge of your weapon and deliver deeper, more penetrating wounds. When used with a light weapon it may also allow you to strike an enemy's vital point.</p> <p>During this main phase, add your Reflexes modifier to the damage of any melee attack you make. If you are using a light weapon, treat the attack as if you had declared a vital strike.</p>					

Splitting Light Seal

Type	Gift (Offensive/Epic)	Max Level	1
Timing	Major Action		
Check	Melee Skill	Target	Straight Line 3
Threshold	Opposed	Cost	2 Fate
		Range	0
		MC	FW

This epic ability imbues your weapon with the brilliance of your Crest, transforming it into a massive blade of light that tears through your enemies with each swing. Its radiance is enough to strike down hosts of enemies and can be seen even from beyond distant mountains.

You may make a melee attack along a straight line of three squares. Do not include yourself as a target of the attack. Add your Spirit modifier to the damage of the attack. This ability may only be used once per scene.

PALADIN

Among the Lords, the Paladins are experts in protection and defensive fighting.

They turn their will to protect others into the strength to guard the people and their allies and turn back the waves of disaster. There is no safer place on earth than behind a Paladin.

In most cases a Paladin's Crest appears on the hand that holds her shield.

Starting Abilities

- Guardian Seal: 1 Level
- Free: 3 Levels
- Epic Ability: 1 Level

PALADIN ABILITIES

Guardian Seal					
Type	Gift (Cover/Automatic)			Max Level	3
Timing	Before the Damage Roll				
Check	Automatic	Target	Individual	Range	1
Threshold	-	Cost	3	MC	OK
<p>This gift causes your Crest to form directly in front of someone being attacked, receiving the attack in their stead.</p> <p>Make a cover action towards the target. You may make a cover action even if you are exhausted, and you do not become exhausted as a result of making the cover action. For the rest of this phase, increase all of your defense ratings by an amount equal to your Spirit modifier. This ability may only be used once per round. At Level 3 or higher, increase its range by 1.</p>					

Dazzling Shield Seal					
Type	Gift			Max Level	5
Timing	Guard				
Check	Automatic	Target	Self	Range	-
Threshold	-	Cost	3	MC	FW
<p>This gift wraps your shield in the light of your Crest, greatly increasing its defensive strength and allowing it to block attacks from fire and other things against which it normally cannot defend.</p> <p>Increase the defense rating of your guard by (Level + "Crest"). This also increases its fire and crushing defense ratings.</p>					

Shield Assault Seal					
Type	Gift (Offensive)			Max Level	3
Timing	Major Action				
Check	Melee Attack	Target	Individual	Range	Weapon
Threshold	Opposed	Cost	4	MC	FW
<p>This gift uses the power of your Crest to strengthen your shield in order to strike your enemies with it as you attack. Already constructed of sturdy wood and reinforced with steel, a shield strike is the equivalent of an attack with a blunt weapon, but with the additional strength of your Crest it can rival even a sword.</p> <p>Make a melee attack against the target. Add the guard rating of one equipped shield to the damage of the attack. At level 3 or higher, the attack also gains the crushing damage type.</p>					

Backlash Seal					
Type	Gift (Counter)			Max Level	1
Timing	Reaction				
Check	Automatic	Target	Self	Range	-
Threshold	-	Cost	10	MC	FW
<p>This gift knocks back an attack and uses the recoil to open up a gap in your enemy's defenses.</p> <p>The result of your reaction to the attack becomes 0, and is treated as if you had chosen to guard instead. After the attack is resolved, if you are not near death, you may make one weapon attack against the character that attacked you. The target of the attack must be within range of your weapon. This ability may only be used once per round.</p>					

Inciting Seal					
Type	Gift (Bad Status)			Max Level	3
Timing	Setup				
Check	Automatic	Target	Individual	Range	Sight
Threshold	-	Cost	4	MC	OK
<p>This gift causes your Crest to dazzle, drawing the attacks of your enemies towards you. It becomes difficult for them to target anyone but you. As long as their liege's light glows brightly the people and soldiers whom you are protecting you will not be harmed.</p> <p>The target is afflicted with the enraged bad status directed at you. At Level 3, this ability's target becomes "Area 1 (Choice)."</p>					

Fortress Seal

Type	Gift (Epic)	Max Level	3
Timing	Before the Damage Roll		
Check	Automatic	Target	Self
Threshold	-	Cost	1 Fate
		Range	-
		MC	FW

This epic ability forms a massive shield using the light of your Crest, focusing the entire brunt of an area attack onto you.

Use this ability before the damage roll for an attack that includes you among the targets. Change the target of the attack to you only. This ability may only be used a number of times per round equal to its Level.

RULER

Among the Lords, the Rulers are masters of supporting and strengthening their allies and hindering their opponents.

By transforming their will to uphold the law of the world into strength and using the power of their Crests to control the laws of physics, at times they can even transcend the workings of fate. Their powers of transformation allow them to easily sway the tide of battle, and they possess the terrifying potential to twist unfavorable situations to their advantage.

A Ruler's Crest usually appears on her hand or her brow.

Starting Abilities

- Flashback Seal: 1 Level
- Free: 3 Levels
- Epic Ability: 1 Level

RULER ABILITIES

Flashback Seal					
Type	Gift (Re-roll/Automatic)			Max Level	5
Timing	After Making a Check				
Check	Automatic	Target	Individual	Range	4
Threshold	-	Cost	5	MC	OK
<p>This gift uses the power of your Crest to briefly rewind time, allowing you to replay a single event.</p> <p>Use this ability immediately after the target makes a check. The target re-rolls that check. This ability may only be used once for any one check. This ability may only be used once per scenario. At Level 3, it may be used once per scene, and once per round at Level 5.</p>					

Repetition Seal					
Type	Gift			Max Level	3
Timing	Major Action				
Check	Crest	Target	Individual*	Range	4
Threshold	12	Cost	8	MC	OK
<p>This gift grants the target the strength of your Crest, allowing them to ignore their weariness and act repeatedly. The light of your Crest is powerful enough to grant others the power to transcend their physical limits.</p> <p>A single target other than yourself is no longer exhausted. This ability may only be used once per round, and only a number of times per scene equal to its Level.</p>					

Amplifying Seal

Type	Gift (Boost)			Max Level	5
Timing	Before the Damage Roll				
Check	Automatic	Target	Individual	Range	4
Threshold	-	Cost	5	MC	OK

This gift temporarily instills the target's weapon and body with the power of your Crest at the moment they strike, increasing the power of their attack.

Add [(Level)D + Spirit Modifier] to the target's damage roll. This ability may only be used once per round. At Level 3, it may be used twice per round, and three times per round at Level 5.

Fighting Spirit Seal

Type	Gift (Recovery/Mass Combat)			Max Level	5
Timing	Cleanup				
Check	Crest	Target	Scene (Choice)	Range	Sight
Threshold	12	Cost	12	MC	OK

This gift instills your allies with the power of your Crest, raising their vigor and restoring strength to their drained spirits. The glow of your Crest illuminates people's souls, lighting the way for them to transcend their own limits and becoming a wellspring of inspiration for them.

Each target recovers [(Level + 1)D + Spirit Modifier] MP, and increase the Morale of each target by 1. This ability may only be used once per scene. The user's MP do not recover.

Obstructing Seal

Type	Gift			Max Level	3
Timing	After Making a Check				
Check	Automatic	Target	Individual	Range	4
Threshold	-	Cost	6	MC	OK

This gift assails your opponent with the light of your Crest, momentarily dazing them and hindering their actions. The power of your Crest can also be channeled into performing some kind of trick or scheme. Either way, your opponent is rendered helpless and unable to bring their strength to bear.

Reduce the result of a check made by the target by [Level + 2]. This ability may only be used once per round.

Dissipating Seal

Type	Gift (Epic)	Max Level	3
Timing	After Making a Check		
Check	Crest	Target	Individual
Threshold	Opposed	Cost	2 Fate
		Range	Sight
		MC	OK

This gift uses the power of your Crest to block an enemy's attack, completely robbing it of all its power.

The threshold for this ability is the result of the target's attack check. Add (Level)D to the check. If the check is successful, the target's attack fails. This ability may only be used once per scene, and may not be used against attacks with an automatic chance of success.

MAGE

Mages are wielders of magic, using their intellect and powerful mental imaging to influence the rules that govern Chaos.

Gifted with a natural sixth sense to detect Chaos and with the great knowledge that they gain through study at the Academy, they are capable of gaining control over the effects of Chaos using only the power of their minds.

They possess the arcane ability to shape the four elements, to heal wounds and to rewrite the rules that govern space and time. They can be healers, destroyers, protectors or manipulators. They take many roles on and off the battlefield and their spells can prove useful in any number of different circumstances.

However, they must never forget that their bodies are frail in comparison to the Lords and the Artists. It is said that a Mage's most powerful weapon in battle is a cool head and a sense of the battlefield.

MAGE ABILITIES

The following abilities may be learned by all Mages regardless of which style they choose.

Fundamental Magical Knowledge					
Type	Magic (Automatic)			Max Level	3
Timing	Permanent				
Check	Automatic	Target	Self	Range	-
Threshold	-	Cost	-	MC	OK
<p>This ability represents a knowledge of all of the fundamental spells that form the basis of magical learning. A Mage who neglects the basics will never be able to accomplish great things. In some ways these basic spells can be thought of as holding the core of all magic, and their mastery is said to be the mark of an experienced Mage.</p> <p>You learn and can use (Level x 2) basic spells. See the "Magic" chapter for more details.</p>					

Chaos Manipulation					
Type	Magic (Automatic)			Max Level	1
Timing	Setup				
Check	Sensitivity	Target	Scene	Range	0
Threshold	10	Cost	4	MC	OK
<p>This ability allows you to control the level of Chaos in an area. This is an indispensable skill for Mages, allowing them to suppress the damage of Chaos, increase the effects of their spells, and produce other effects.</p> <p>You may raise or lower the Chaos level of a scene by 1. The GM determines what specific effects this has on the environment.</p>					

Minor Magical Ritual					
Type	Magic			Max Level	5
Timing	Minor Action				
Check	Automatic	Target	Self	Range	-
Threshold	-	Cost	5	MC	OK
<p>This ability is a simple ritual such as chanting, body motions, dancing, singing, drawing symbols or using hand signals, meant to aid in the casting of a spell.</p> <p>Add one die to the check for any spell or Magic ability you use during this main phase. At level 5, add two dice to the check instead.</p>					

Chaos Detection					
Type	Magic			Max Level	1
Timing	Major Action				
Check	Sixth Sense	Target	Scene	Range	0
Threshold	10/Opposed	Cost	5	MC	OK
<p>This ability allows you to measure the Chaos level in your surroundings and determine the location of anything that has been influenced by Chaos.</p> <p>You learn the location of living creatures, items and other objects in the scene that have been influenced by magic or Chaos and the extent to which they have been affected (the strength of the spell or Chaos). It is also possible to ascertain the location of Artists and Crests that are reacting to Chaos. However, if they wish to keep their presence hidden, detecting them requires an opposed check.</p>					

Preemptive Treatment

Type	-			Max Level	1
Timing	Major Action				
Check	Automatic	Target	Individual	Range	0
Threshold	-	Cost	2	MC	-

This ability encompasses various medical procedures that lay the groundwork for using recovery magic. It includes cleaning the wound of poison or foreign debris, staunching the flow of blood and controlling body temperature, restoring the patient to consciousness and whatever other treatments are necessary.

This ability may not be used during combat. The next time someone (including the target) makes a "Healing" check or a check for a Recovery spell towards the target, add two dice to the check.

Multiple Spell

Type	Magic			Max Level	3
Timing	Before Casting a Spell				
Check	Automatic	Target	Self	Range	-
Threshold	-	Cost	Level x 5	MC	OK

You can cast multiple spells at the same time.

Use this ability before casting a spell that does not require an opposed check. You may cast up to (Level) additional spells that use the same skill as the cast spell (treat spells with a check type of "Automatic" as if they used the same skill as the other spells). Use the highest threshold among the spells cast as the threshold for the check.

Spellsong

Type	Magic			Max Level	3
Timing	Setup				
Check	Automatic	Target	Self	Range	-
Threshold	-	Cost	2	MC	OK

This ability allows you to push a spell to its limits through the use of a long, song-like chant.

When you use this ability, for the rest of the round treat your Initiative as if it were 0, and the result of all of your reaction checks to melee and ranged attacks becomes 0. Add (Level)D to the checks you make for any spells or Magic abilities you use during your main phase.

Rune Amplifier					
Type	Magic, Item			Max Level	1
Timing	Permanent				
Check	Automatic	Target	Self	Range	-
Threshold	-	Cost	-	MC	OK
<p>This ability allows you operate a device that amplifies the strength of magic in the area around you. Its use involves a sheet, gems and solutions spread across the ground, a colorful connector cord, and illusions that rise into mid-air.</p> <p>Add two dice to all damage dealt and HP recovered by your spells, and reduce your Initiative by 5.</p>					

Magic Circle					
Type	Magic (Epic)			Max Level	1
Timing	Before the Damage Roll				
Check	Automatic	Target	Self	Range	-
Threshold	-	Cost	Fate	MC	OK
<p>This ability allows you to draw a magic circle in the air with your takt, forming a conduit through which you channel energy to increase the power of your spells.</p> <p>Use this ability before rolling damage for a spell or a Magic ability. Spend a number of points of Fate up to your Empathy modifier. Increase the damage of the spell or ability by 10 points for every point of Fate spent. You cannot use this ability if it would reduce your Fate below 0. This ability may only be used once per scenario.</p>					

Mana Accumulation					
Type	Magic (Epic)			Max Level	1
Timing	Initiative				
Check	Automatic	Target	Self	Range	-
Threshold	-	Cost	Fate	MC	OK
<p>This ability taps your consciousness into the magical pathways that crisscross the world from which you can recover your sapped physical and mental strength. It is an indispensable skill for Mages who find themselves engaged in long battles. With this ability, you can cast powerful spells in quick succession.</p> <p>Spend any amount of Fate. You recover (Fate Spent x 3)D MP. You cannot use this ability if it would reduce your Fate below 0.</p>					

ELEMENTALIST

Elementalists are Mages who understand the four elements that make up the universe—earth, wind, water, and fire—and control the forces of flames and waves through their attunement to those forces.

Their strong mental powers allow them to excel at manipulating the elements to cast offensive magic and they outclass other types of Mages when it comes to combat.

In the end, however, their true calling is found not as mere combatants but in their sympathy with the elements and their ability to understand their flow.

Starting Abilities

- Fundamental Magical Knowledge: 1 Level
- Chaos Manipulation: 1 Level
- Elemental Magic Knowledge: 3 Levels
- Free: 1 Level
- Epic Ability: 1 Level

ELEMENTALIST ABILITIES

Elemental Magic Knowledge					
Type	Magic (Automatic)			Max Level	See Below
Timing	Permanent				
Check	Automatic	Target	Self	Range	-
Threshold	-	Cost	-	MC	OK
<p>This ability represents your mastery of elemental magic. Your command of the four elements—earth, wind, water, and fire—can have a great influence in various situations.</p> <p>You know all elemental spells up to the Level of this ability. See the "Magic" chapter for information about this ability's maximum level.</p>					

Elemental Empathy					
Type	Magic (Elemental)			Max Level	5
Timing	Minor Action				
Check	Automatic	Target	Self	Range	-
Threshold	-	Cost	Level x 5	MC	OK
<p>With this ability you can focus your concentration to sense the power of the elements around you and amplify and expand even a weak power into something massive. There are even those who can channel power from mere symbols of the elements such as cards or incense.</p> <p>For the rest of this main phase, add (Level)D to the damage roll of any Elemental spell you use.</p>					

Elemental Focus I					
Type	Magic (Elemental)			Max Level	5
Timing	Permanent				
Check	Automatic	Target	Self	Range	-
Threshold	-	Cost	-	MC	OK
<p>You have acquired a tool with which to focus on the elements in order to aid your mental imaging when using elemental magic.</p> <p>Choose one of the four elements (earth, wind, water, or fire) when you acquire this ability. Whenever you use an elemental spell of the chosen type, increase the result of the check by (Level x 2). You may acquire this ability multiple times, once for each element.</p>					

Elemental Focus II					
Type	Magic (Elemental)			Max Level	5
Timing	Permanent				
Check	Automatic	Target	Self	Range	-
Threshold	-	Cost	-	MC	OK
<p>You have acquired a tool with which to focus on an element, such as a cloth or a gem, that reduces the mental strain when using elemental magic.</p> <p>Choose one of the four elements (earth, wind, water, or fire) when you acquire this ability. Whenever you use an elemental spell of the chosen type, reduce its cost by (Level x 2). You may acquire this ability multiple times, once for each element.</p>					

Magical Dampening					
Type	Magic (Elemental)			Max Level	5
Timing	After Casting a Spell				
Check	Sensitivity	Target	Individual*	Range	6
Threshold	Level x 7	Cost	Level x 5	MC	OK
<p>When an enemy casts a spell, you can unleash a magical attack to neutralize it, greatly reducing its power.</p> <p>Use this ability after the target uses a Magical Attack spell. Reduce the damage of the target's spell by [(Level x 2) x the highest Level of elemental magic you can case]. This effect only reduces the damage of the spell. This ability may only be used once per round.</p>					

Elemental Fusion					
Type	Magic (Elemental/Epic)			Max Level	1
Timing	When Casting an Elemental Spell				
Check	Automatic	Target	Self	Range	-
Threshold	-	Cost	Fate	MC	OK
<p>This is the ability to combine multiple elements to create a fused attack when casting an elemental spell. You can assault your enemy with hellfire and a torrent of muddied water at the same time.</p> <p>Use this ability when you use an Elemental/Magical Attack spell. Spend any number of points of Fate. For each point of Fate spent, you may add the weapon, fire, crushing or internal damage type to the spell. You cannot add a damage type that the spell already has. You cannot use this ability if it would reduce your Fate below 0.</p>					

HEALER

Healers use their mysterious understanding of life and the body to cure the suffering of the wounded.

Excelling among the Mages at the healing arts, they possess the skills and knowledge to heal not only physical wounds and diseases but maladies of the spirit as well.

However, no matter how many ailments they aim to treat, there are limits to their power, and even now they continue to devote themselves to the study of the art of healing.

Starting Abilities

- Fundamental Magical Knowledge: 1 Level
- Chaos Manipulation: 1 Level
- Vitality Magic Knowledge: 3 Levels
- Free: 1 Level
- Epic Ability: 1 Level

HEALER ABILITIES

Vitality Magic Knowledge					
Type	Magic (Automatic)			Max Level	See Below
Timing	Permanent				
Check	Automatic	Target	Self	Range	-
Threshold	-	Cost	-	MC	OK
<p>This ability represents your mastery of vitality magic. As the name suggests, it encompasses not just the power to heal, but also has a wide range of physiological effects such as the ability to strengthen or weaken the body.</p> <p>You know all vitality spells up to the level of this ability. See the "Magic" chapter for information about this ability's maximum level.</p>					

Remove Poison					
Type	Magic (Vitality)			Max Level	5
Timing	Permanent				
Check	Automatic	Target	Self	Range	-
Threshold	-	Cost	-	MC	OK
<p>You have mastered spells used to purge toxins from the body, restoring the body to normal function.</p> <p>Increase the number of bad statuses that you can remove using "Restore Health" by an amount equal to this ability's Level. If the thresholds for the bad statuses to be removed are different, use the one with the highest value. At Level 5, you may use "Restore Health" to remove all bad statuses from a target.</p>					

Resuscitate					
Type	Magic (Vitality)			Max Level	5
Timing	Initiative				
Check	Automatic	Target	Individual*	Range	0
Threshold	-	Cost	2	MC	OK
<p>This ability grants you the ability to use vitality magic to instantly restore a dying person to life.</p> <p>Use this ability on a character who is near death. When you use this ability, increase the result of the target's next survival check by (Level x 5). This effect lasts until the target makes a survival check, or until the target recovers from near death.</p> <p>At Level 5, in addition to the above effect, a target at near death level 3 does not lose any HP.</p>					

Physiological Insight					
Type	-			Max Level	5
Timing	Permanent				
Check	Automatic	Target	Self	Range	-
Threshold	-	Cost	-	MC	OK
<p>You have a great understanding of the human body which you can utilize while healing to apply the appropriate kind of treatment.</p> <p>Whenever you use a Healing spell, ability, or item, increase the amount of HP restored by one die. At Level 5, increase the amount of HP restored by two dice instead.</p>					

Sterilize					
Type	Magic (Vitality)			Max Level	3
Timing	Major Action				
Check	Automatic	Target	Area 1	Range	0
Threshold	-	Cost	5	MC	-
<p>You disinfect a particular area.</p> <p>Until the end of the scene, add (Level + 1)D to any checks made for Healing or Recovery abilities or spells made against targets in the targeted area. In addition, any harmful viruses or pathogens in the target area are destroyed. The GM determines whether something is harmful or not. Generally speaking, it will not destroy any beneficial bacteria found in the human body. If used during combat, this effect lasts until the end of the round.</p>					

Divine Manifestation					
Type	Magic (Vitality/Epic)			Max Level	1
Timing	Before Casting a Spell				
Check	Automatic	Target	Self	Range	-
Threshold	-	Cost	Fate	MC	OK
<p>You have learned the secret art of utilizing the power of Chaos in order to boost the effects of healing magic. It is a miraculous ability meant only for situations of extreme danger.</p> <p>Use this ability before using a Recovery spell. Spend any number of points of Fate. Increase the spell's range by (Fate Spent x 2) and increase the amount of HP recovered by (Fate Spent x 10). You cannot use this ability if it would reduce your Fate below 0.</p>					

PROPHET

Prophets are specialists in using magic to manipulate space and time, prognosticators who use their wisdom to peer through the mysteries of the world and even into the future.

In addition to having control over powerful void magic that strikes a balance between combat and support, their keen intelligence and skill with words may allow them to serve as talented advisers to their Lords.

Prophets are the greatest researchers of language and law among the ranks of Mages and from their chairs in their studies they command a view of the true nature of the world.

Starting Abilities

- Fundamental Magical Knowledge: 1 Level
- Chaos Manipulation: 1 Level
- Void Magic Knowledge: 3 Levels
- Free: 1 Level
- Epic Ability: 1 Level

PROPHET ABILITIES

Void Magic Knowledge					
Type	Magic (Automatic)			Max Level	See Below
Timing	Permanent				
Check	Automatic	Target	Self	Range	-
Threshold	-	Cost	-	MC	OK
<p>This ability represents your mastery of void magic. Void magic, which directly manipulates time and space, has the potential to suddenly turn the tides of battle.</p> <p>You know all void spells up to the level of this ability. See the "Magic" chapter for information about this ability's maximum level.</p>					

Space-time Calculation

Type	Magic (Void)			Max Level	3
Timing	Permanent				
Check	Automatic	Target	Self	Range	-
Threshold	-	Cost	-	MC	OK

Your constant study of the concepts of space and time have given you a deep understanding of both. This understanding lets you make instantaneous calculations about space-time, and with a little focus it is even possible to predict the future.

Increase the number of times that you can use "Predicting Vision" by 1. At Level 3, increase the number of times that you can use "Predicting Vision" by 2 instead.

Penetrate Thoughts

Type	Magic (Void)			Max Level	5
Timing	Major Action				
Check	Sixth Sense	Target	Individual	Range	4
Threshold	Opposed	Cost	See Below	MC	OK

This ability uses a deep knowledge of psychology and information garnered from space-time to analyze an individual's past and pierce their mind.

You can receive the answer to one yes-or-no question asked of the target. Because the information is received from observing external features, the target does not know that the question was answered.

This ability's cost is equal to $[12 - (\text{Level} \times 2)]$.

Numerical Analysis

Type	Magic (Void)			Max Level	3
Timing	After a Die Roll				
Check	Automatic	Target	Self	Range	-
Threshold	-	Cost	5	MC	OK

This ability allows you to use void magic to make highly accurate predictions and complex mathematical calculations in order to optimize your actions.

Use this ability after you make a die roll, either a check or a damage roll. You may re-roll one of the dice used to make that roll. This ability may only be used (Level + 2) times per scenario.

Tactical Instruction					
Type	-			Max Level	5
Timing	Permanent				
Check	Automatic	Target	Self	Range	-
Threshold	-	Cost	-	MC	OK
<p>Through the course of your long years of research you studied many manuals of strategy and tactics and have acquired the necessary knowledge to command others in battle. Your plans are the equivalent of fielding hundreds of soldiers.</p> <p>During mass combat, you may increase the result of attack checks and defense checks of any characters within (Level) squares of you by an amount equal to this ability's Level.</p>					

Sage's Prediction					
Type	Magic (Void/Epic)			Max Level	1
Timing	Major Action				
Check	Automatic	Target	Self	Range	-
Threshold	-	Cost	1 Fate	MC	OK
<p>All of the research and knowledge you have accumulated has made present circumstances clear, giving you the ability to make highly accurate mathematical predictions that are on the level of prophecy.</p> <p>The GM must answer one question that you ask. The GM may refuse to answer the question based on its content, but if she does, you do not have to pay for the cost of this ability, and you may make another major action instead.</p>					

ARTIST

Artists are normal humans who have absorbed a Chaos core into their bodies, giving them the superhuman and supernatural powers of Chaos.

Artists' powers are as varying and capricious as the fluctuations of Chaos itself and no two are exactly the same. Some can transform themselves into birds and beasts, some possess an undying resilience unwavering in the face of swords and arrows and some simply push themselves past the normal human limits of strength and intelligence.

While they are popularly thought of as major destructive forces on the battlefield, depending on their abilities they can also play defensive or support roles or simply act as wild cards.

Possessed as they are of dreadful powers, it is not at all uncommon for them to draw fearful and hateful stares. As a salve to that alienation many use their powers for the sake of their countries and the people who call those lands home.

ARTIST ABILITIES

The following abilities may be learned by all Artists regardless of which style they choose.

Strength of a Thousand					
Type	Art (Mass Combat)			Max Level	3
Timing	Permanent				
Check	Automatic	Target	Self	Range	-
Threshold	-	Cost	-	MC	FW
<p>Your true strength is only pushed to its limit when you are leading a unit from out in front. As you strike down all who stand in your way you are like a flower of carnage blooming on the battlefield. A single Artist can take on a thousand soldiers. Those who have faced them in battle know that such a claim is neither myth nor exaggeration.</p> <p>When you are in the forward position in mass combat, add (Level + 1)D to all damage you deal.</p>					

Aggression Exciter

Type	Art (Boost)			Max Level	5
Timing	Minor Action				
Check	Automatic	Target	Self	Range	-
Threshold	-	Cost	6	MC	OK

Using the surrounding Chaos as a catalyst you summon the destructive power of Chaos inside of you to bring forth a fervor.

For the rest of the scene, increase the damage of your attacks by an amount equal to the Chaos level. At Level 3, increase the damage of your attacks by (Chaos Level x 2) instead, and by (Chaos Level x 3) at Level 5.

Rapid Transformation

Type	Art			Max Level	1
Timing	Minor Action				
Check	Automatic	Target	Self	Range	-
Threshold	-	Cost	4	MC	OK

You can quickly release the power of Chaos that dwells within you, gaining the gift of many Arts all at once. When you release this power, the air around you wavers as if it were on fire and your body appears to mutate at a terrifying speed.

You may use two other Arts with a timing of "Minor Action." This ability may only be used once per round.

Body of Chaos

Type	Art (Offensive)			Max Level	5
Timing	Permanent				
Check	Automatic	Target	Self	Range	-
Threshold	-	Cost	-	MC	OK

This Art represents the way your mind and body have been altered by the influence of Chaos to give you superhuman abilities.

Choose one of your base ability scores and increase it by (Level + 1). You may acquire this ability multiple times, once for each ability score.

Bioacceleration					
Type	Art (Recovery)			Max Level	5
Timing	Cleanup				
Check	Automatic	Target	Self	Range	-
Threshold	-	Cost	5	MC	OK
<p>You use the power of Chaos to accelerate your healing to supernatural levels, closing your wounds as soon as you receive them. It is not an exaggeration to say that the Artists are impervious to pain.</p> <p>You recover [Strength Modifier + (Level + 1)D] HP. At Level 3, you may also use this ability with a timing of "Initiative," but it may only be used once per round.</p>					

Unlimited Transformation					
Type	Art (Boost)			Max Level	1
Timing	Before the Damage Roll				
Check	Automatic	Target	Self	Range	-
Threshold	-	Cost	5	MC	OK
<p>At the same time as you strike you alter the form of your body in order to deal as much damage as possible to your enemy. Whether instantly doubling your muscle mass or honing your focus and concentration, an Artist has numerous ways of accomplishing this.</p> <p>When you acquire this ability, choose either Strength, Reflexes or Perception. Increase the amount of damage dealt by an amount equal to the chosen ability score's modifier.</p>					

Eternal Body					
Type	Art (Recovery)			Max Level	3
Timing	Initiative				
Check	Automatic	Target	Self	Range	-
Threshold	-	Cost	6	MC	OK
<p>By controlling the Chaos inside your body you can stave off various negative influences and force yourself to keep fighting.</p> <p>You recover from one bad status other than enraged. You may use this ability a number of times per round equal to its Level.</p>					

Bestial Strength					
Type	Art (Offensive/Boost)			Max Level	5
Timing	Major Action				
Check	Melee Attack	Target	Individual	Range	Weapon
Threshold	Opposed	Cost	5	MC	FW
<p>This Art instantaneously strengthens your muscles and enhances your reflexes, giving you power that goes beyond the realm of normal humans. With a single blow you can crush rock and pierce steel. With this power, an Artist wielding only a knife can take on even a heavily armed and armored foe. It is a display of the true horrifyingness of Chaos.</p> <p>Make a melee attack against the target. Increase the damage of the attack by (Level x 3).</p>					

Chaotic Revival					
Type	Art (Epic)			Max Level	1
Timing	Initiative				
Check	Automatic	Target	Self	Range	-
Threshold	-	Cost	Fate	MC	OK
<p>This epic ability uses the power of Chaos to greatly strengthen your life force, reviving you even from the brink of death.</p> <p>Spend any number of points of Fate. You recover an amount of HP equal to (Fate Spent x 3)D. This ability may be used when you are near death. You may not use this ability if it would reduce your Fate below 0.</p>					

Chaotic Fortunes					
Type	Art (Epic)			Max Level	1
Timing	After a Die Roll				
Check	Automatic	Target	Self	Range	-
Threshold	-	Cost	2 Fate	MC	OK
<p>Whether consciously or unconsciously, this epic ability uses the influence of Chaos to twist probability and alter the course of events in your favor.</p> <p>Use this ability after you make a die roll, either a check or a damage roll. Change the result of one of the dice rolled to a 6. You may use this ability multiple times for a single roll.</p>					

UNDEAD

The Undead are Artists whose bodies have been altered by Chaos to the point of being practically unliving and grant them all of the powers that come with it.

With a life force that approaches the level of the paranormal, they can shrug off wounds that would cause death to normal humans. Their own flesh and blood are turned into weapons and they strike down their enemies using their inhuman tactics. However, they sometimes take on the appearance of terrible living corpses and their way of fighting is easily confused with that of the projections.

Starting Abilities

- Undying Body: 1 Level
- Free: 3 Levels
- Epic Ability: 1 Level

UNDEAD ABILITIES

Undying Body					
Type	Art (Automatic)			Max Level	5
Timing	Permanent				
Check	Automatic	Target	Self	Range	-
Threshold	-	Cost	-	MC	OK
<p>This Art gives your body an immense vitality and fortitude. You can weather attacks that would render normal people helpless and keep fighting, making you look like an unkillable monster to your enemies.</p> <p>Increase your weapon, crushing, and internal defense ratings by (Level x 2). You may ignore all of the penalties for being near death level 1.</p>					

Living Corpse					
Type	Art			Max Level	5
Timing	Guard				
Check	Automatic	Target	Self	Range	-
Threshold	-	Cost	3	MC	FW
<p>This Art allows you to temporarily alter the makeup of your body and the position of your vital organs at the moment you are struck by an attack, letting you avoid mortal injury.</p> <p>Increase the bonus to your defense ratings from your guard by (Level x "Fortitude"). Your guard also increases your crushing and internal defense ratings.</p>					

Night Shroud

Type	Art (Cover)			Max Level	3
Timing	Before the Damage Roll				
Check	Automatic	Target	Individual	Range	1
Threshold	-	Cost	3	MC	FW

This Art gives you the power to spread or extend a part of your body, creating a shield of gushing blood that you can use to protect one of your allies.

Make a cover action towards the target. You may make a cover action even if you are exhausted, and you do not become exhausted as a result of making the cover action. For the rest of this phase, add your Strength modifier to all of your defense ratings. You may only use this ability once per phase. At Level 3, increase its range by 1 square.

Starving Fang

Type	Art (Offensive/Recovery)			Max Level	5
Timing	Major Action				
Check	Melee Attack	Target	Individual	Range	Weapon
Threshold	-	Cost	5	MC	FW

This Art gives you the power to drain the target's lifeforce as you attack in order to replenish your own. It is not uncommon for its users to be feared as if they were evil spirits.

Make a melee attack against the target. If it deals at least 1 point of damage, you recover an amount of HP equal to (Level + 1)D. At Level 3 and above, increase both the damage of the attack and the amount of HP recovered by 2D.

Bloody Talon

Type	Art (Boost)			Max Level	1
Timing	Setup				
Check	Automatic	Target	Self	Range	-
Threshold	-	Cost	4	MC	FW

This art sheathes your weapon in your own blood, increasing the damage it deals. You become an incarnation of death, your weapon a harbinger of destruction. There is little doubt that you and your weapon will guide your enemy to death's door.

Reduce your HP by an amount of your choice up to your Strength modifier. For the rest of the scene, increase the damage of your melee attacks by that same amount.

Bloody Retribution

Type	Art (Epic)		Max Level	1	
Timing	See Below				
Check	Automatic	Target	Self	Range	-
Threshold	-	Cost	2 Fate	MC	FW

This epic ability turns the flowing blood and scarred flesh of your body into a deadly weapon that you use to make an attack of unparalleled strength.

Use this ability immediately after you take damage. The character that attacked you takes an amount of internal damage equal to the difference between your maximum HP and your current HP. This ability may only be used once per scenario.

SHADOW

Shadows are Artists who alter their minds and bodies through Chaos in order to give them, as their name suggests, shadowy powers of stealth and speedy abilities in combat.

Beyond their ability to steal away their bodies leaving neither sound nor presence, a vital blow from a Shadow's blade brings with it the inescapable promise of death.

The most skilled among the Shadows are feared as terrible spies and assassins who take charge of intelligence gathering missions and manipulate great battles from the darkness.

Starting Abilities

- Instant Shadow: 1 Level
- Free: 3 Levels
- Epic Ability: 1 Level

SHADOW ABILITIES

Instant Shadow					
Type	Art (Boost/Automatic)			Max Level	3
Timing	Minor Action				
Check	Automatic	Target	Self	Range	-
Threshold	-	Cost	6	MC	FW
<p>You are capable of instantly hiding your presence and moving into an enemy's blind spot. Your target can do nothing save tremble in fear as your blade strikes from outside of their awareness.</p> <p>You become hidden for the rest of the phase, and you do not become unhidden even if you move or take an action. Add one die to any attack checks you make while hidden. At Level 3, add your Perception modifier to the damage of those attacks.</p>					

Shadowslip					
Type	Art (Movement/Stealth)			Max Level	3
Timing	Hidden				
Check	Automatic	Target	Self	Range	-
Threshold	-	Cost	6	MC	-
<p>As your presence melts into the darkness it is like you have completely disappeared. Panicked eyes try frantically to follow you, but you are nowhere to be found.</p> <p>Use this ability immediately after you become hidden. You may immediately make a move. You do not become unhidden as a result of this move. At Level 3, you may leave a square occupied by an enemy using that move by expending only one point of movement.</p>					

Deathbringer					
Type	Art (Boost)			Max Level	5
Timing	Permanent				
Check	Automatic	Target	Self	Range	-
Threshold	-	Cost	-	MC	FW
<p>When you aim at your enemies' weak points you can bypass their defenses and strike them as if they were defenseless.</p> <p>Whenever you make a vital strike, reduce the target's defense ratings by an amount equal to your Perception modifier (to a minimum of 0).. At Level 3, reduce the target's defense ratings by (Perception Modifier x 2) instead, and by your base Perception at Level 5.</p>					

Shadowstrike					
Type	Art (Offensive)			Max Level	1
Timing	Major Action				
Check	Light Weapon, Ranged Weapon	Target	Individual	Range	Weapon
Threshold	Opposed	Cost	6	MC	FW
<p>Your body, honed by Chaos, is capable of piercing an enemy's weak points with the slightest movement. You no longer need forceful and clumsy weapons to take down your prey.</p> <p>Make a weapon attack against the target. Add your Reflexes modifier to the damage. If you are hidden, treat this attack as a vital strike.</p>					

Shadowmeld					
Type	Art (Evasion)			Max Level	5
Timing	Reaction				
Check	Stealth	Target	Self	Range	-
Threshold	Opposed	Cost	7	MC	FW
<p>The moment an enemy aims at you you slip into their blind spot, completely eliminating your presence and rendering their attack ineffective.</p> <p>Make a reaction using "Stealth" in place of "Evasion." Increase the result of the check by (Level x 2). Apply any equipment modifiers that you would normally apply to the "Evasion" check.</p>					

Silent Blade					
Type	Art (Epic)			Max Level	1
Timing	Major Action				
Check	Light Weapon, Ranged Weapon	Target	Individual*	Range	Weapon
Threshold	-	Cost	2 Fate	MC	FW
<p>With this epic ability you completely hide your existence from your enemy and launch a surprise attack against which it is impossible to defend. The Shadow can use her Art to eliminate an opponent before they even realize that they have been killed.</p> <p>You may only use this ability when you are hidden. Make a melee attack or a ranged attack against the target. Increase the damage of the attack by the result of the attack check. This ability may only be used once per scene.</p>					

SHOOTER

The Shooters are Artists who use Chaos to give themselves skills at ranged combat that far eclipse those of normal humans.

Their superhuman senses and reflexes allow them to wield their bows as if they were part of their own bodies. The blessings of Chaos make them the equivalent of an entire legion of archers, giving them the strength of a thousand warriors.

The barrage of arrows they unleash allows them to mow down normal enemies one after the other, and they can turn the tides of battle with but a single arrow released at the proper moment.

Starting Abilities

- Rapid Aim: 1 Level
- Free: 3 Levels
- Epic Ability: 1 Level

SHOOTER ABILITIES

Rapid Aim					
Type	Art (Enhancement/Automatic)			Max Level	3
Timing	Minor Action				
Check	Automatic	Target	Self	Range	-
Threshold	-	Cost	5	MC	OK
<p>This Art makes it possible for you to instantly take aim with pin-point accuracy regardless of the conditions.</p> <p>For the rest of this main phase, add one die to any ranged attack check you make. At Level 3, add your Perception modifier to the damage of the attack.</p>					

Arrow Pin					
Type	Art			Max Level	1
Timing	See Below				
Check	Automatic	Target	Individual	Range	Weapon
Threshold	-	Cost	5	MC	OK
<p>Along with one of your own or an ally's attacks, you loose an arrow that pins one of the target's limbs to the ground or a wall, halting their movement.</p> <p>Use this ability immediately after the target takes at least 1 point of damage. The target becomes stunned. The target of this ability must be within range of a ranged weapon that you have equipped. This ability may only be used once per round.</p>					

Obstructing Arrow					
Type	Art			Max Level	3
Timing	After Making a Check				
Check	Automatic	Target	Individual	Range	Weapon
Threshold	-	Cost	7	MC	OK
<p>The moment that an enemy moves, you loose an arrow to stop them from acting. Reduce the result of the target's check by (Level + 2). The target of this ability must be within range of a ranged weapon that you have equipped. This ability may only be used once per round.</p>					

Crimson Bow					
Type	Art			Max Level	3
Timing	Setup				
Check	Automatic	Target	Self	Range	-
Threshold	-	Cost	4	MC	OK
<p>This Art uses a drop of your own blood applied to a bow and arrow as an intermediary, allowing you to control the weapon as if it were an extension of your own body. Choose a single ranged weapon that you have equipped. For the rest of the scene, add one die to that weapon's damage. At Level 3, add two dice to its damage instead.</p>					

Swallowtailed Harbinger					
Type	Art (Offensive)			Max Level	3
Timing	Major Action				
Check	Ranged Weapon	Target	2	Range	Weapon
Threshold	Opposed	Cost	8	MC	OK
<p>With your senses and reflexes honed to their limits, this Art allows you to make simultaneous attacks against two separate targets at the same time. You can even strike opponents on opposite sides of you. Make an attack against two targets within range. Reduce the result of the attack check by 2. At Level 3, increase the number of targets to "3".</p>					

Rain of Arrows

Type	Art (Offensive/Epic)	Max Level	1
Timing	Major Action		
Check	Ranged Weapon	Target	Cross
Threshold	Opposed	Cost	2 Fate
		Range	Weapon
		MC	OK

With this epic ability you fire a rain of arrows one after another, turning the enemy line into a pincushion. You can unleash a barrage strong enough to take out a small force on your own.

Make a ranged attack against a cross-shaped area. This ability can only be used once per scene.

LYCANTHROPE

Lycanthropes are Artists who absorb the powers of Chaos in order to imbue themselves with the powers of non-human animals, of birds and wild beasts.

Whether it is those who arm themselves with the wolf's claws or the tiger's fangs, or those who sprout the wings of birds to dance through the sky, or those who defend themselves with thick hides that rival the strength of armor, there is no end to the different fighting styles they may take from the animals whom they imitate. There are even those who can take on a mix of traits or transform themselves into magical beasts not found in the natural world.

Starting Abilities

- Wild Fang: 1 Level
- Free: 3 Levels
- Epic Ability: 1 Level

LYCANTHROPE ABILITIES

Wild Fang					
Type	Art (Equipment/Automatic)			Max Level	5
Timing	Always				
Check	Automatic	Target	Self	Range	-
Threshold	-	Cost	3	MC	OK
<p>This Art causes you to grow the fangs and claws of a wild carnivore that you can use as weapons. They are your own personal blades, a match for any sword or spear.</p> <p>For the rest of the scene, change your unarmed combat statistics to the following:</p> <ul style="list-style-type: none"> • Accuracy: + (Level ÷ 2) (round down) • Power: + (Level x 2 + Strength Modifier) • Guard: Reflexes modifier 					

Feral Assault					
Type	Art (Offensive/Movement)			Max Level	3
Timing	Major Action				
Check	Melee Attack	Target	Individual	Range	Weapon
Threshold	Opposed	Cost	7	MC	FW
<p>You charge at your enemy like a wild animal lunging for its prey, channeling your ferocity into a fatal attack.</p> <p>You immediately make a normal move followed by a melee attack. Increase the damage of the attack by (Number of Squares Moved x 2). You may not use this ability while mounted. At Level 3, increase the damage of the attack by (Number of Squares Moved x 3) instead.</p>					

Ferocious Gallop					
Type	Art			Max Level	5
Timing	Setup				
Check	Automatic	Target	Self	Range	-
Threshold	-	Cost	6	MC	FW
<p>This Art transforms the lower half of your body into that of an animal, granting you the power to dash at high speeds.</p> <p>For the rest of the scene, increase your Movement by (Level ÷ 2) (round down) and your Initiative by (Level x 2). You may not use this ability while mounted or flying.</p>					

Skydancer					
Type	Art			Max Level	5
Timing	Setup				
Check	Automatic	Target	Self	Range	-
Threshold	-	Cost	7	MC	-
<p>This Art causes you to grow wings from your back or arms, allowing you to fly while still in the body of a human. These wings spurn the Academy's understanding of aerodynamics, using the power of Chaos to to defy gravity.</p> <p>For the rest of the scene, you are flying, and increase the result of your "Evasion" checks by (Level + 1). This ability has no effect if you are mounted.</p>					

Impenetrable Hide					
Type	Art (Enhancement)			Max Level	5
Timing	Always				
Check	Automatic	Target	Self	Range	-
Threshold	-	Cost	4	MC	OK
<p>This Art causes a thick hide or a hard shell to cover your body. Ordinary blades cannot pierce it and arrows simply bounce off.</p> <p>For the rest of the scene, increase your weapon and crushing defense ratings by (Level x 2). If you have no armor equipped in your main slot, increase them by another 6.</p>					

Rampaging Beast					
Type	Art (Boost/Epic)			Max Level	3
Timing	See Below				
Check	Automatic	Target	Self	Range	-
Threshold	-	Cost	1 Fate	MC	FW
<p>As you straddle the line between life and death, this epic ability awakens your animal nature, turning you into a terrifying creature that tears through everything that stands in front of you.</p> <p>Use this ability immediately after your HP falls below half of its maximum. For the rest of the scene, whenever you make an unarmed melee attack, add one die to the attack check and change the damage to (Level x 5 + 5).</p>					

MAGIC

The ability to imprint your thoughts on Chaos in order to bring forth some desired effect. This is magic, a technique that is the sole realm of the Academy.

Mages use the strength of their will to control the Chaos that permeates the world in order to produce supernatural phenomena. This skill is known as "magic" and its practitioners "Mages."

In the Grancrest RPG magic spells are acquired differently than other abilities. This chapter deals with how to acquire spells and how to read their descriptions.

Special rules for concerning spells also appear on page 221.

LEARNING SPELLS

Mages learn spells as an effect of their abilities. As the levels of those abilities increase so do the levels of magic that they can use.

For example, a character with three levels of the Elementalist ability "Elemental Magic Knowledge" is able to use elemental spells up to Level 3.

However, in order to increase the level of "Magic Knowledge" abilities a minimum character level is required. For example, in order to raise the ability to Level 4, a character must be at level 4 or higher. The following table shows the correlation between character level and "Magic Knowledge" ability level.

Furthermore, the "Basic Magical Knowledge" allows a character to choose a certain number of basic spells to learn from among many. This ability may be increased in level irrespective of character level.

This book only includes spells up to Level 5. Spells of Levels 6 and higher appear in "Grancrest RPG Rulebook II" and later supplements.

Spell Learning Table

Character Level	Maximum Ability Level
1	3
3	4
5	5
10	6
15	7
20	8
25	9
30	10

READING SPELL DESCRIPTIONS

Spell descriptions are presented in the same format as ability descriptions. See page 70 for an explanation of the fields.

However, they differ from ability descriptions in the following ways:

Duration

Describes how long a spell's effect lasts.

Threshold

There are times where a spell's threshold will be listed as something like "20/Opposed."

This means that, if the check for the spell succeeds at a threshold of 20 you then use the result of the check to make an opposed check. If you are the winner of the opposed check then the spell takes effect.

Chaos Level

There are certain spells whose effects change based on the Chaos level.

The Chaos level is a measurement of the amount of Chaos in an area. Chaos level is explained in more detail on page 201.

BASIC SPELLS

Basic spells are spells that any Mage is able to learn. These are the spells they first learn when they begin their study at the Academy, and once they have a grasp of them they can move on to the school of their specialization.

That does not, however, mean that basic spells are in any way inferior to the spells of the various schools. Rather, basic spells are the foundation for a deep and profound understanding of magic, a truth that can only be acknowledged with experience.

In addition to serving as an introduction to the various schools of magic, basic spells—with the ability to attack, heal, and manipulate the environment and magic itself—are applicable to a variety of situations. When they are understood and utilized well, basic spells can even be used with even greater effectiveness than the spells of the specialized schools.

MAKING THE MOST OF BASIC SPELLS

You will definitely want to learn the most basic recovery spell "Cure Light Wounds," if you have no other means of healing. Similarly, "Energy Bolt" is an inexpensive means of making magical attacks and will probably be useful for many Mages. After that you should choose spells that either compensate for the gaps in your specialization or ones that complement what it is capable of. "Rewind," which allows you to re-roll a check, will inevitably prove effective no matter the situation and is a useful choice if you are not sure what else to choose.

Energy Bolt					
Type	Magic (Basic/Magical Attack)			Level	1
Timing	Major Action			Duration	Instant
Check	Chaos Lore	Target	Individual	Range	8
Threshold	8/Opposed	Cost	3	MC	OK
<p>This is the most basic spell available to Mages for producing physical effects. It uses the backlash of Chaos that exists in the air to create a shock wave. It is a simple spell to control, but the power of Chaos can have a great effect on its strength.</p> <p>Make a magical attack that deals 2D + (Chaos Level x 2) crushing damage to the target.</p>					

Counterspell

Type	Magic (Basic/Interrupt)			Level	1
Timing	After Making a Check			Duration	Instant
Check	Chaos Lore	Target	Individual	Range	6
Threshold	14/Opposed	Cost	5	MC	OK

This spell instantly analyzes another spell as it is being cast and counters it.

You cannot use this spell if you are exhausted, and you become exhausted after using it. Use this spell after the check has been made for a spell with a timing of "Major Action" that targets the target of this spell. Use the result of this spell's check in place of the target's reaction check to that spell. If you are the winner of the opposed check, that spell has no effect.

Cure Light Wounds

Type	Magic (Vitality/Recovery)			Level	1
Timing	Major Action			Duration	Instant/1 Day
Check	Healing	Target	Individual	Range	4
Threshold	8	Cost	4	MC	OK

This spell accelerates the metabolism in order to heal various wounds on the body.

The target recovers an amount of HP equal to the result of the check plus the Chaos level. This spell also works on characters who are at near death level 1. This spell can also grow hair and nails 20cm and remove maladies of the skin such as pimples or tumors in a single day. The growth of hair and nails continues over the course of the day.

Cool Thoughts

Type	Magic (Basic)			Level	1
Timing	Before a Check			Duration	Instant
Check	Automatic	Target	Self	Range	-
Threshold	-	Cost	4	MC	-

This spell brings your breath and thoughts into unison, maintains mental clarity and increases flexibility in decision making. It has become indispensable for its use in diplomacy and negotiations and is used in magical research in order to increase the effectiveness of study.

This spell cannot be used during combat. Use it before making any Empathy or Intelligence check. Increase the result of the check by 2.

Dispel Magic

Type	Magic (Basic/Extended)			Level	1
Timing	Major Action			Duration	Instant
Check	Chaos Lore	Target	Individual	Range	0
Threshold	See Below	Cost	See Below	MC	OK

This spell analyzes the reactions of Chaos and the structure of a spell, causing it to dissipate.

You remove the effect of one spell on the target with a timing other than "Permanent." The threshold for this spell is the Level of the spell being removed x 15, and its cost is the Level of the spell being removed x 10. If the check fails, you take (Character Level)D internal damage.

Rewind

Type	Magic (Basic)			Level	1
Timing	After a Check			Duration	Instant
Check	Automatic	Target	Individual	Range	3
Threshold	-	Cost	4	MC	OK

By making minute adjustments to the level of Chaos in an area this spell can control the probability of something happening, slightly altering the future that was supposed to occur. However, you can only at most change an incident that would be considered coincidental, not completely alter the path of fate. In some ways this spell is the first step to manipulating Chaos through magic.

Use this ability after a willing target makes a check. The target re-rolls that check. This spell may only be used once per scenario.

ELEMENTAL SPELLS

Elemental magic manipulates the four base elements that make up the whole of the universe—earth, water, wind, and fire.

The most common image that people have of elemental magic is one of a Mage blasting away her enemies with conflagrations and fierce storms, and it is not untrue that such things are possible.

However, at its core elemental magic is about understanding and controlling the elements that make up the world, and the effects it produces have many uses beyond just combat.

Even on the battlefield it can be used to alter the shape of the terrain to one's advantage, having an even greater effect than pure destructive power would.

It should go without saying, however, that elemental magic produces effects whose utility extends far beyond merely the offensive.

MAKING THE MOST OF ELEMENTAL MAGIC

Spells like "Burst Flare" and "Fireball" are unrivaled in their power, but be careful, as they are difficult to cast, expensive and target indiscriminately. "Wind Parry" and "Elemental Shield" have a highly valued defensive spells. Spells such as "Elemental Wall" and "Cyclone Rider" can be used to influence a battle at a critical moment.

Stone Bullet					
Type	Magic (Elemental/Earth/Magical Attack)			Level	1
Timing	Major Action			Duration	Instant
Check	Sensitivity	Target	Individual	Range	4
Threshold	12/Opposed	Cost	5	MC	OK
<p>This is the most basic of offensive elemental spells. It accelerates a simple rock to the point where it has the killing power of one launched by a sling or catapult. It is a basic method of self defense.</p> <p>Make a ranged attack that deals [3D + Spirit Modifier + Chaos Level] points of crushing damage to the target.</p>					

Wind Parry					
Type	Magic (Elemental/Wind)			Level	1
Timing	Reaction			Duration	Instant
Check	Sensitivity	Target	Self	Range	-
Threshold	12/Opposed	Cost	4	MC	OK
<p>This spell knocks aside your opponent's attack using the power of the wind. Weaker Mages often find it useful for protecting themselves.</p> <p>Use this spell as a reaction to a weapon attack. This spell may only be used once per round. When you are able to use elemental spells of Level 3 or higher, it may be used twice per round, and three times per round when you are able to use elemental spells of Level 5 or higher. When you are able to use elemental spells of Level 7 or higher, there is no limit to the number of times you may use this spell per round.</p>					

Water Breathing					
Type	Magic (Elemental/Water)			Level	2
Timing	Major Action			Duration	6 Hours
Check	Sensitivity	Target	Individual	Range	-
Threshold	12	Cost	10	MC	OK
<p>This spell allows you to breathe underwater.</p> <p>For the duration of the spell, the target may breathe even while submerged. When you are able to use elemental spells of Level 3 or higher, you may also act underwater without penalty. When you are able to use elemental spells of Level 4 or higher, change the target of the spell to "Area 1." At Level 5, you suffer no vision penalties underwater. At Level 6, change the duration to "1 Day." At Level 7, you suffer no effects of water pressure. At Level 8, change the duration to "1 Week."</p>					

Elemental Shield					
Type	Magic (Elemental/All/Defensive)			Level	2
Timing	After the Damage Roll			Duration	Instant
Check	Automatic	Target	Individual	Range	4
Threshold	-	Cost	5	MC	OK
<p>This spell forms a protective barrier of wind, water, rock, or some other element to reduce the damage from an incoming attack.</p> <p>Increase all of the target's defense ratings by [2D + Chaos Level]. When you are able to use elemental spells of Level 4 or higher, increase this amount by an additional 2D. When you are able to use elemental spells of Level 7 or higher, increase it by another additional 2D. Increase this spell's cost by 2 for each increase of 2D.</p>					

Burst Flare

Type	Magic (Elemental/Fire/Magical Attack)			Level	3
Timing	Major Action			Duration	Instant
Check	Sensitivity	Target	Individual	Range	6
Threshold	24/Opposed	Cost	22	MC	OK

This spell gathers the elemental power of fire around a single point, causing an explosion. Because the energy is concentrated in a single area it reduces the risk of your allies being caught in the blast in the middle of a chaotic battle.

Make a ranged attack that deals $[8D6 + \text{Spirit Modifier} + (\text{Chaos Level} \times 3)]$ points of fire damage to the target. When you are able to use elemental spells of Level 5 or higher, increase the range to "9 Squares," and "12 Squares" at Level 7.

Fireball

Type	Magic (Elemental/Fire/Magical Attack)			Level	3
Timing	Major Action			Duration	Instant
Check	Sensitivity	Target	Cross	Range	6
Threshold	24/Opposed	Cost	22	MC	OK

This destructive spell hurls an explosive ball of fire. It is one of the most well known offensive spells employed by Mages.

Make a ranged attack that deals $[6D6 + \text{Spirit Modifier} + (\text{Chaos Level} \times 2)]$ damage to each target. When you are able to use elemental spells of Level 5 or higher, increase the range to "9 Squares," and "12 Squares" at Level 7.

Elemental Wall: Wind

Type	Magic (Elemental/Wind/Extended)			Level	4
Timing	Major Action			Duration	1 Scene
Check	Sensitivity	Target	Special	Range	4
Threshold	40	Cost	30	MC	OK

This spell creates a wall of violent gusts and whirlwinds.

Create a wall of wind 7 squares long by 2 squares deep. Any character in a square where the wall is created is immediately moved to the nearest square not occupied by the wall. The character chooses which square they move to. Ranged attacks cannot be made through the wall, but it can still be seen through. Moving through the wall costs three times as many movement points as normal, and deals $[8D + (\text{Max Elemental Magic Level} \times \text{Chaos Level} \times 2)]$ points of crushing damage per square.

Elemental Wall: Fire					
Type	Magic (Elemental/Fire/Extended)			Level	4
Timing	Major Action			Duration	1 Scene
Check	Sensitivity	Target	Special	Range	4
Threshold	40	Cost	30	MC	OK
<p>This spell creates a wall of roaring flames.</p> <p>Create a wall of fire 7 squares long by 2 squares deep. Any character in a square where the wall is created is immediately moved to the nearest square not occupied by the wall. The character chooses which square they move to. Ranged attacks cannot be made through the wall, nor can it be seen through. Moving through the wall costs three times as many movement points as normal, and deals [6D + (Max Elemental Magic Level x Chaos Level x 2)] points of fire damage per square.</p>					

Earth Shaker					
Type	Magic (Elemental/Earth/Extended)			Level	5
Timing	Major Action			Duration	Instant
Check	Sensitivity	Target	Scene	Range	10
Threshold	100	Cost	20	MC	OK
<p>This spell causes the earth to violently tremble and causes serious damage.</p> <p>Deal [10D6 + Spirit Modifier + (Chaos Level x 4)] points of crushing damage to any buildings in the targeted area, ignoring their defense ratings. Any character in the targeted area becomes stunned. If there are any characters inside the buildings caught up in their destruction, the GM may decide that they also take damage.</p>					

Cyclone Rider					
Type	Magic (Elemental/Wind)			Level	5
Timing	Major Action			Duration	1 Hour
Check	Sensitivity	Target	Area 1	Range	4
Threshold	24	Cost	10	MC	OK
<p>This spell gathers the winds, allowing you to ride on them and fly. You can lift many things into the air at once.</p> <p>The targets gain are considered flying. Any target that moves more than 4 squares away from you loses flying. While flying, a target's Movement score becomes 6. You may choose to make it so that all targets besides you may only move at the same time as you do. You may choose to remove this restriction at any time.</p>					

VITALITY MAGIC

Vitality magic deals with controlling the conditions of the body and the soul that keep both alive and functioning properly.

While vitality magic's primary strength is in healing wounds and warding off toxins and diseases, it has a wide range of other uses beyond just healing.

For example, it can be used to inflict negative conditions on your enemies to weaken their bodies, or to temporarily surpass the limits of the human body in order to gain an edge in combat.

If a person's body and soul are thought of as being inseparable parts of one another, then understanding the effects that the mind and the emotions have on the body's working can also be included under the aegis of vitality magic. As its name would suggest, vitality magic can control all of the aspects of life.

MAKING THE MOST OF VITALITY MAGIC

Spells like "Restore Health" and "Cure Serious Wounds" have great healing ability. "Careless" and "Fatigue" can weaken or hinder your enemies, and support spells like "Physical Enchantment" can be used to increase your allies' survivability.

Careless					
Type	Magic (Vitality/Illusion)			Level	1
Timing	After Making a Check			Duration	Instant
Check	Automatic	Target	Individual	Range	6
Threshold	-	Cost	2	MC	OK
<p>This spell hinders someone's actions by ruining their concentration, distracting them with pain or itching, cramping their muscles or other similar methods.</p> <p>Use this spell after the target makes a check. Reduce the result of the check by 2. This spell may only be used once per scene. There are situations, such as climbing a cliff or doing a delicate task, where failing on a check could put the target at a mortal risk. The GM should determine the appropriate result depending on the circumstances.</p>					

Detect Life					
Type	Magic (Vitality)			Level	1
Timing	Major Action			Duration	Instant
Check	Sixth Sense	Target	Scene	Range	0
Threshold	10/Opposed	Cost	5	MC	OK
<p>This spell gives you the ability to sense life signs and locate living things in the area around you.</p> <p>You can read the responses of living things in the area. You can also learn whether those living things are plants or animals, and if it is an animal you can learn its general size and the state of its health from its body temperature, respiration and heartbeat. It is also possible to confirm the presence of people you know very well even without seeing them. However, if the target you are trying to locate is hidden, an opposed test is required.</p>					

Fatigue					
Type	Magic (Vitality/Bad Status)			Level	2
Timing	Major Action			Duration	Until Removed
Check	Healing	Target	Cross	Range	4
Threshold	12/Opposed	Cost	10	MC	OK
<p>This spell muddles an opponent's breathing and heartbeat, pushing them to the brink of exhaustion.</p> <p>Make a special attack against the target, who uses "Fortitude" as a reaction. If you win the opposed check, the target becomes fatigued. This fatigued state cannot be removed through using a minor action, and can only be removed through the use of magic, an item or other such means.</p>					

Restore Health					
Type	Magic (Vitality/Healing)			Level	2
Timing	Major Action			Duration	Instant
Check	Healing	Target	Individual	Range	4
Threshold	See Below	Cost	6	MC	OK
<p>This spell heals the body by maintaining mental and physical balance.</p> <p>If you succeed on a "Healing" check with a threshold of 12, the target recovers from one stunned, distracted, fatigued or enraged bad status. When you are able to use vitality spells of Level 3 or higher, if you succeed at a "Healing" check with a threshold of 18, the target may recover from one poison or bleeding bad status. When you are able to use vitality spells of Level 5 or higher, the target may recover from any bad status.</p>					

Physical Enchantment					
Type	Magic (Vitality)			Level	3
Timing	Major Action			Duration	1 Scene
Check	Automatic	Target	Individual	Range	0
Threshold	-	Cost	15	MC	OK
<p>This spell strengthens the body by unleashing its capabilities which typically lie dormant. Increase the target's Strength modifier by an amount equal to your maximum vitality magic level. When you are able to use vitality spells of Level 5 or higher, this spell may also affect the target's Reflexes. At level 7 or higher, it may affect the target's Perception. When increasing two ability scores, increase this spell's cost to 30. When increasing three ability scores, increase its cost to 45.</p>					

Swift Move					
Type	Magic (Vitality/Movement)			Level	3
Timing	Major Action			Duration	1 Scenario
Check	Automatic	Target	Self	Range	-
Threshold	-	Cost	See Below	MC	OK
<p>This spell enhances your ability to move. Increase your Movement score by an amount equal to (Max Vitality Magic Level ÷ 2) (round up), multiply the distance and height that you can jump by (Max Vitality Magic Level), and treat falling distances as if they are (Max Vitality Magic Level x 2) meters shorter for purposes of taking damage. This spells cost is equal to (Max Vitality Magic Level x 5). These effects last until the spell is removed.</p>					

Cure Serious Wounds					
Type	Magic (Vitality/Recovery)			Level	4
Timing	Major Action			Duration	Instant/3 Days
Check	Healing	Target	Individual	Range	0
Threshold	25	Cost	30	MC	OK
<p>This spell stimulates the body's healing processes, closing even heavy wounds so quickly that it is astonishing. The target recovers a number of HP equal to [Check Result + (Chaos Level x 3)]. This spell can affect characters that are Near Death Level 2. It can also reattach severed limbs and heal crushed fingers, broken bones, damaged organs and large burns over the course of three days (it cannot heal complex injuries such as missing limbs or eyes).</p>					

Break Immunity					
Type	Magic (Vitality/Bad Status)			Level	4
Timing	Major Action			Duration	Until Removed
Check	Healing	Target	Individual	Range	4
Threshold	24/Opposed	Cost	20	MC	OK
<p>This spell disrupts an opponent's immunities and physical resistances, sometimes to the point where they are unable to move.</p> <p>Make a special attack against the target, who uses "Fortitude" as a reaction. You weaken the target's body. While under the effect of this spell, the target subtracts one die from all checks and doubles all damage taken from bleeding and poison. This effect only ends when the effect of the spell has been removed.</p>					

Careless II					
Type	Magic (Vitality/Sustained)			Level	5
Timing	Major Action			Duration	1 Scenario
Check	Automatic	Target	Self	Range	-
Threshold	-	Cost	See Below	MC	OK
<p>This is an even more powerful incantation of "Careless."</p> <p>You may use "Careless" once per round. When you are able to use vitality spells of Level 7 or higher, you may use it twice per round, and three times per round at Level 10. Each time you use this spell, reduce your maximum MP by 5. This effect lasts until the spell is removed.</p>					

Telepathy					
Type	Magic (Vitality/Illusion)			Level	5
Timing	Major Action			Duration	Instant
Check	Healing	Target	Individual*	Range	Scene
Threshold	24/Opposed	Cost	20	MC	OK
<p>This spell allows you to read a person's surface thoughts or to send your thoughts directly to another person.</p> <p>If you succeed at an opposed check against the target's "Willpower," you may ask the GM or another player a question about the target's surface thoughts. It is also possible to transmit your own thoughts to the target. If the target is willing, change this spell's timing to "Always," its duration to "Until Removed," its check to "Automatic," its threshold to "-", and its cost to "2."</p>					

VOID MAGIC

Void magic is a mysterious type of magic that intrudes on the affairs of space and time, the esoteric principles that underlie the entire fabric of the universe.

Besides simply having extremely far-reaching effects, those who practice this mystery-riddled craft—with its ability to manipulate space, control the flow of time and see into the future—have the potential to exert a huge influence on the world around them.

Void magic is quite unique, and for those who do not understand the rules that govern space and time it is difficult to understand how to put those principles to practical use, such as to erase images from existence or to arc lightning between two points.

Those who find themselves up against a Mage wielding void magic can never know what might spring from her hands next and can find themselves mere playthings at the whims of the menacing vagaries of time and space. This school of magic grows ever more versatile with each spell the wielder comes to understand.

MAKING THE MOST OF VOID MAGIC

Spells like "Dislocation" and "Accident" are useful for manipulating situations both tangibly and intangibly, and as means of defense. The strength of "Precognition" and "Predictive Vision" outside of combat are obvious, and "Lightning Bolt" and "Ball Lightning" can be extremely powerful methods of wreaking havoc.

Cushion					
Type	Magic (Void/Defensive)			Level	1
Timing	After the Damage Roll			Duration	Instant
Check	Automatic	Target	Individual	Range	6
Threshold	-	Cost	2	MC	OK
<p>This spell momentarily increases the density of space, creating a cushion-like effect that absorbs the shock of a blow and decreases its damage.</p> <p>Increase the target's crushing defense rating by $[2D + (\text{Chaos Level} \times 3)]$. When you are able to use void spells of Level 4 or higher, increase this amount by an additional 2D, and by an additional $[\text{Max Void Magic Level} \times 2]$ at Level 7.</p>					

Predictive Vision

Type	Magic (Void)			Level	1
Timing	After Making a Check			Duration	Instant
Check	Automatic	Target	Individual	Range	5
Threshold	-	Cost	4	MC	OK

This spell allows you to glimpse briefly into the future and see what might become of you. It is usually used to avoid future events where one might fail at something. It may also target others, allowing them to see their own futures.

Use this spell after a willing target makes a check. The target may re-roll that check. This spell may only be used once per scene.

Dislocation

Type	Magic (Void/Defensive)			Level	2
Timing	After the Damage Roll			Duration	Instant
Check	Automatic	Target	Cross	Range	0
Threshold	-	Cost	10	MC	OK

This spell creates a temporary dimensional rift, protecting everyone across an entire area from attack.

Increase the weapon, fire and crushing defense ratings of all targets by [2D + Chaos Level]. When you are able to use void spells of Level 5 or higher, increase this amount by an additional 2D, and by an additional [Max Void Magic Level x 2] at Level 8.

Lightning Charge

Type	Magic (Void)			Level	2
Timing	Initiative			Duration	1 Scene
Check	Automatic	Target	Individual	Range	0
Threshold	-	Cost	8	MC	OK

This spell sheathes a touched weapon with lightning.

Choose one weapon equipped by the target. The chosen weapon gains the fire damage type. This spell may only be used a number of times per round equal to your maximum void magic level. At Level 3, increase this spell's range to "1 Square." At Level 4, increase the damage dealt by the weapon by [Chaos Level x 2].

Precognition					
Type	Magic (Void/Extended)			Level	3
Timing	Major Action			Duration	Instant
Check	Sixth Sense	Target	Self	Range	-
Threshold	-	Cost	10	MC	OK
<p>This spell gives you vague information about the future in the form of specific words. Before using the spell, tell the GM what it is that you would like to receive information about. If you cannot decide on something specific, just ask about the future of the current scenario. The GM gives you a number words equal to your maximum void magic level. For the rest of the scenario, increase the result of any check to collect information by an amount equal to your maximum void magic level.</p>					

Lightning Bolt					
Type	Magic (Void/Magical Attack)			Level	3
Timing	Major Action			Duration	Instant
Check	Sixth Sense	Target	Straight Line 5	Range	0
Threshold	18/Opposed	Cost	16	MC	OK
<p>This offensive spell gathers the electrical currents that run through space and unleashes them as a single bolt of lightning. Make a magical attack that deals $[6D + \text{Intelligence Modifier} + (\text{Chaos Level} \times 3)]$ points of damage to each target. This spell does not target you. When you are able to use void spells of Level 5 or higher, increase this spell's range to "Line 10," and at Level 7 increase it to include one line of squares on both sides of the main one.</p>					

Accident					
Type	Magic (Void)			Level	4
Timing	After Making a Check			Duration	Instant
Check	Automatic	Target	Individual	Range	6
Threshold	-	Cost	10	MC	OK
<p>This spell distorts space and speeds up or slows down time in order to impede a certain action. Use this spell immediately after the target makes a check. Reduce the result of that check by 3. This spell may be used once per round. When you are able to use void spells of Level 7 or higher, reduce the result of the check by 5 instead of 3.</p>					

Invisibility					
Type	Magic (Void/Sustained)			Level	4
Timing	Major Action			Duration	Sustained
Check	Automatic	Target	Self	Range	-
Threshold	-	Cost	10	MC	OK
<p>This spell projects an image of your surroundings in order to make your body seem as if it were transparent.</p> <p>You become hidden. You do not become unhidden even if you move. This effect persists as long as you sustain the spell. When you are able to use void spells of Level 7 or higher, change the spell's type to "Spell (Void)" and its duration to "Until Removed," and its effect persists without the need to pay the cost to sustain it.</p>					

Ball Lightning					
Type	Magic (Void/Magical Attack)			Level	5
Timing	Major Action			Duration	Instant
Check	Sixth Sense	Target	Cross	Range	9
Threshold	25/Opposed	Cost	30	MC	OK
<p>This offensive spell creates a sphere of condensed high-voltage energy and hurls it into your enemies, obliterating them in a cacophony of lighting.</p> <p>Make a magical attack that deals [10D + (Chaos Level x 6)] points of damage to each target. When you are able to use void spells of Level 7 or higher, increase the spell's range to "12 Squares."</p>					

Shortcut					
Type	Magic (Void/Extended)			Level	5
Timing	Major Action			Duration	Until Removed
Check	Sixth Sense	Target	Individual*	Range	0
Threshold	100	Cost	10	MC	-
<p>This spell bends space in order to form a connection between two separate places.</p> <p>This spell must be used twice in order to take effect. When used at two points within (Max Void Magic Level)² kilometers of each other, it creates a gate that allows instantaneous movement between those two points. When used a third time, it creates a new point unconnected to any previous gates.</p>					

BACKGROUND ABILITIES

Background abilities are those things that you have trained your body to do without the power of Chaos or your Crest.

If class and style represent a character's superhuman nature then a background serves to show off the skills that a character developed as a normal human being. These skills are represented by background abilities.

Background abilities are divided into several categories, and which ones are available to a character depend on the background that was chosen during character creation. See page 63 for more information on backgrounds.

Background abilities are described using the same terms as class abilities. See page 70 for an explanation of how to read them.

Name

The name of the ability.

Max Level

The highest level to which the ability may be raised.

Timing

When the ability may be used.

Check

Which skill or ability score is used to make a check for the ability.

Target

Who the ability may be used on.

Range

To what distance the ability can reach.

Threshold

The number or greater that must be rolled on a check in order for the ability to produce an effect.

Cost

How many MP must be spent in order to use the ability.

Effect

A description of the effect that the ability produces.

COMBAT BACKGROUND ABILITIES

The following section lists background abilities that relate to combat. Whether for offense or defense, they should prove useful in combat.

Overstrike					
Type	Combat			Max Level	3
Timing	Before the Damage Roll				
Check	-	Target	Self	Range	-
Threshold	-	Cost	3		
<p>You hurl the weapons that you are carrying along with your normal attack, making it even more deadly.</p> <p>Choose a number of weapons up to your Reflexes modifier that you are carrying as possessions. Increase the damage dealt by [Number of Weapons Thrown x Level]. The chosen weapons are lost.</p>					

Mounted Knack					
Type	Combat			Max Level	1
Timing	Minor Action				
Check	-	Target	Self	Range	-
Threshold	-	Cost	5		
<p>You can control your mount with skill and insight, combining both speed and nimbleness.</p> <p>This ability may only be use while you are mounted. When you move, you may make one other minor action in addition to moving. This ability may only be used once per round.</p>					

Stance Breaker					
Type	Combat (Bad Status)			Max Level	1
Timing	Before the Damage Roll				
Check	-	Target	Self	Range	-
Threshold	-	Cost	5		
<p>Using a shield bash, a throw, a body blow or some other follow-up attack, you break an enemy's stance and open up a hole in their defense.</p> <p>This ability may only be used when you are equipped with a "Shield" or "Martial Arts" weapon. If you make a melee attack that deals at least 1 point of damage, the target of the attack also becomes stunned.</p>					

Two Weapon Style				
Type	Combat (Offensive)		Max Level	3
Timing	Major Action			
Check	Light Weapon	Target	Individual	Range Weapon
Threshold	Opposed	Cost	5	
<p>Make a melee attack against the target using the combined accuracy modifiers and power of two light weapons that you have equipped. Reduce the result of the check by [3 – Level]. Treat this as a single attack with each weapon (for example, if they have a limited number of uses), and apply any special effects of each.</p>				

Weapon Proficiency				
Type	Combat		Max Level	5
Timing	Permanent			
Check	-	Target	Self	Range -
Threshold	-	Cost	-	
<p>You have special training with certain weapons and can fight with them more effectively. Choose a weapon type when you acquire this ability. Whenever you make an attack with the chosen type of weapon, add one die to the damage roll. At Level 3, add two dice to the damage roll instead, and three dice at Level 5.</p>				

Power Swing				
Type	Combat (Boost)		Max Level	1
Timing	Minor Action			
Check	-	Target	Self	Range -
Threshold	-	Cost	7	
<p>By giving a large weapon a wider swing, you can increase the amount of damage it deals. For the rest of this main phase, whenever you make a melee attack with a heavy weapon, increase the damage of the attack by the weapon's weight.</p>				

Protecting Shield				
Type	Combat (Cover)		Max Level	3
Timing	Before the Damage Roll			
Check	-	Target	Individual	Range 1
Threshold	-	Cost	4	
<p>You interject yourself in the line of an attack, protecting an ally in danger. Make a cover action against the target. You may cover even if you are exhausted. You may make a cover action even if you are exhausted, and you do not become exhausted as a result of making the cover action. This ability may be used once per round per level.</p>				

TECHNICAL BACKGROUND ABILITIES

These abilities are special technical skills or techniques that you have taught yourself. They may be useful for avoiding or overcoming the various dangers that you might encounter on an adventure.

Acrobat				
Type	Technical		Max Level	3
Timing	Permanent			
Check	-	Target	Self	Range -
Threshold	-	Cost	-	
<p>You are skilled at running, jumping and riding in awkward positions. Increase the result of "Exertion" and "Riding" checks by [Level + 1].</p>				

Danger Sense				
Type	Technical		Max Level	3
Timing	Permanent			
Check	-	Target	Self	Range -
Threshold	-	Cost	-	
<p>You have an innate or developed response to or ability to detect various types of threats. Increase the result of "Detection" and "Sixth Sense" checks by [Level + 1].</p>				

Ambush

Type	Technical		Max Level	3	
Timing	Permanent				
Check	-	Target	Self	Range	-
Threshold	-	Cost	-		

You excel at fighting by disguising your presence, hiding and taking your opponents by surprise.

Whenever you make an attack while hidden, increase the damage of the attack by [Level x "Stealth"].

Critical Aim

Type	Technical		Max Level	1	
Timing	Permanent				
Check	-	Target	Self	Range	-
Threshold	-	Cost	-		

You can deal fatal blows to your enemies by searching out their weak points and aiming for vital spots.

You may declare a vital strike as a minor action.

Quick Shot

Type	Technical		Max Level	3	
Timing	Permanent				
Check	-	Target	Self	Range	-
Threshold	-	Cost	-		

You are trained to quickly prepare ammunition for a ranged weapon, firing one shot after another.

Increase the Movement and Initiative modifiers of any ranged weapon you have equipped by an amount equal to the level of this ability (to a maximum of 0).

Thieving Ability					
Type	Technical		Max Level	3	
Timing	Permanent				
Check	-	Target	Self	Range	-
Threshold	-	Cost	-		
<p>You have experience with or a natural aptitude for dexterous fingers and the ability to conceal yourself.</p> <p>Increase the result of "Dexterity" and "Stealth" checks by [Level + 1].</p>					

Feint					
Type	Technical		Max Level	3	
Timing	Minor Action				
Check	-	Target	Self	Range	-
Threshold	-	Cost	4		
<p>You have learned various ways to open up gaps in your opponents' defenses and take them by surprise.</p> <p>For the rest of this main phase, increase the result of attack checks for any melee attacks by [Level + 1].</p>					

KNOWLEDGE BACKGROUND ABILITIES

Knowledge background abilities deal primarily with topics relating to intellect. They are useful not only outside of combat, but may also become powerful weapons in battle as well.

Student of Medicine					
Type	Knowledge		Max Level	5	
Timing	Permanent				
Check	-	Target	Self	Range	-
Threshold	-	Cost	-		
<p>You are well versed when it comes to medical knowledge and physiology, and are capable of a number of effective methods of healing. Whether through magic or through medicine, you can produce great results.</p> <p>Whenever you use a "Recovery" spell or ability, increase the amount of HP recovered by [Level x "Healing"].</p>					

First Aid				
Type	Knowledge (Recovery)	Max Level	1	
Timing	Major Action			
Check	Healing	Target	Individual	Range 0
Threshold	10	Cost	4	
<p>With a little time and some careful medical treatment you can close a person's wounds. The target recovers an amount of HP equal to the result of the check. This ability may be used on a character who is at near death level 1. This ability may only be used once per target per scene, and may not be used during combat.</p>				

Military Expertise				
Type	Knowledge	Max Level	5	
Timing	Permanent			
Check	-	Target	Self	Range -
Threshold	-	Cost	-	
<p>You have pored over books of military tactics from near and far, past and present, and have developed a keen sense of strategy. Increase the result of "Strategy" checks and your Initiative score by [Level + 1].</p>				

Commander				
Type	Knowledge	Max Level	5	
Timing	Permanent			
Check	-	Target	Self	Range -
Threshold	-	Cost	-	
<p>You excel at leading troops in battle and know how to make the right calls. Increase the Initiative modifier of forces you lead by [Level + "Strategy"], and their Movement modifier by 1.</p>				

Chaos Veteran

Type	Knowledge		Max Level	3	
Timing	Permanent				
Check	-	Target	Self	Range	-
Threshold	-	Cost	-		

You have fought against projections many times and have learned how best to fight them.

Whenever you make an attack against a projection, increase the amount of damage you deal by [Level x "Chaos Lore"].

Information Network

Type	Knowledge		Max Level	3	
Timing	Permanent				
Check	-	Target	Self	Range	-
Threshold	-	Cost	-		

Your eyes and ears stretch far and wide to observe many things.

Increase the result of "Crest Lore" and "Gather Information" checks by [Level + 1].

Keen Eye

Type	Knowledge		Max Level	3	
Timing	Setup				
Check	Detection	Target	Individual	Range	6
Threshold	Opposed	Cost	4		

You have the ability to read your opponents' vulnerabilities and unique qualities and use them to mount a more effective attack.

If you succeed on an opposed check against the target's "Stealth," you may learn all of the target's defense ratings. Increase the result of your check by [Level x 2].

SOCIAL BACKGROUND ABILITIES

The following abilities are related to social situations and actions. From collecting information to handling large battles, they should have a myriad of uses.

Charisma					
Type	Social			Max Level	1
Timing	Major Action				
Check	Crest	Target	Scene	Range	Sight
Threshold	Opposed	Cost	5		
<p>You have an inborn talent for winning people's trust and are a natural leader.</p> <p>If you succeed on an opposed check against the target's "Willpower," you can make the target believe what you say. It is up to the GM to determine what effect this has. If the GM decides that it is impossible for the target to trust you, she may disallow use of this ability.</p>					

Elite Troops					
Type	Social			Max Level	3
Timing	Permanent				
Check	-	Target	Self	Range	-
Threshold	-	Cost	-		
<p>There is a cadre of skilled warriors who have followed you across many battlefields.</p> <p>Choose one of the forces that you control. Increase that force's attack modifier and all of its defense ratings besides internal by [Level x 2]. If the GM allows it, you may choose to apply this ability to a different force before each session.</p>					

Quartermaster					
Type	Social			Max Level	3
Timing	Major Action				
Check	Gather Information	Target	Self	Range	-
Threshold	-	Cost	5		
<p>If the check is successful, you receive one item of your choice. The GM determines the threshold for success using the following as a guideline. This ability may only be used once per scenario per level.</p> <ul style="list-style-type: none"> • Large City: 8 • Frontier Town: 12 • Wilderness: 16 • Dead Zone: 20 					

Taunt					
Type	Social			Max Level	3
Timing	Major Action				
Check	Speech	Target	Individual	Range	Sight
Threshold	Opposed	Cost	4		
<p>You can use your sharp tongue or quick wits to draw the attention of your enemies. If you succeed on an opposed check against the target's "Willpower," the target becomes afflicted with the enraged bad status targeting you. At level 3, this ability may also be used during the setup phase.</p>					

Family Heirloom					
Type	Social			Max Level	3
Timing	Permanent				
Check	-	Target	Self	Range	-
Threshold	-	Cost	-		
<p>You have inherited a powerful weapon or armor. Choose an item when you acquire this ability. Increase the Initiative modifier and Movement modifier of the chosen item by an amount equal to the ability's level (to a maximum of 0). If it is a weapon, increase its power by the ability's level. If it is an armor, increase all of its defense ratings other than internal by the ability's level. If the GM allows it, you may choose to apply this ability to a new item before the beginning of each session.</p>					

Privileged Sources					
Type	Social		Max Level	3	
Timing	After Making a Check				
Check	-	Target	Self	Range	-
Threshold	-	Cost	5		
<p>You have created your own information network or have a personal connection that you can use for gathering information.</p> <p>You may re-roll any "Gather Information" or "Speech" checks that you make. This ability may only be used once per scenario per level.</p>					

Etiquette					
Type	Social		Max Level	3	
Timing	Permanent				
Check	-	Target	Self	Range	-
Threshold	-	Cost	-		
<p>Your noble birth has given you the knowledge of how to conduct yourself in high society. There are few places where you will not be treated in a dignified manner.</p> <p>Increase the result of "Crest Lore" and "Speech" checks by [Level + 1].</p>					

MAGICAL BACKGROUND ABILITIES

These background abilities deal closely with the application of magic. At times they may be able to provide an influence even greater than magic itself.

Performance Magic					
Type	Magical		Max Level	1	
Timing	Permanent				
Check	-	Target	Self	Range	-
Threshold	-	Cost	-		
<p>You have learned to use your talents of artistic performance to enhance your spells when you use magic. To excel at art is to excel at magic.</p> <p>When using "Minor Magical Ritual," increase the result of the check by the level of your "Perform" skill.</p>					

Combat Mage

Type	Magical	Max Level	5
Timing	Permanent		
Check	-	Target	Self
Threshold	-	Cost	-

You are one of the small number of Mages who has specialized training in using magic in combat.

Add one die to the damage rolls of your spells. At Level 5, add two dice to the damage rolls of your spells instead.

Passive Meditation

Type	Magical	Max Level	5
Timing	Permanent		
Check	-	Target	Self
Threshold	-	Cost	-

By blocking out the images that rise into your subconscious mind you can strengthen your concentration and empower your abilities. By knowing and mastering yourself, you enhance your magical abilities.

Only Mages may acquire this ability. Increase your maximum MP by [Level x 10].

Spellbook

Type	Magical	Max Level	5
Timing	Permanent		
Check	-	Target	Self
Threshold	-	Cost	-

You carry a personal book of spells that you have prepared to more easily understand the secrets of magic.

Choose a number of spells you know up to the level of this ability. Whenever you use one of the chosen spells, increase the result of the check by 2, and increase the amount of damage dealt or HP recovered by the spell by 1D. If the GM allows it, you may choose to have this ability apply to new spells before the start of each session.

Active Meditation					
Type	Magical	Max Level	5		
Timing	Permanent				
Check	-	Target	Self	Range	-
Threshold	-	Cost	-		
<p>You can actively shape your consciousness to guide the images that appear in your mind to increase the effectiveness of the of spells you cast. You are the master of your own mind and use that strength to shape the world around you.</p> <p>Reduce the cost of spells you cast by an amount equal to the level of this ability.</p>					

Spell Mastery					
Type	Magical	Max Level	5		
Timing	Permanent				
Check	-	Target	Self	Range	-
Threshold	-	Cost	-		
<p>You spend your days in constant study, growing more and more familiar with magic and increasing your ability to manipulate it.</p> <p>Whenever you use a spell or a Magic ability, increase the result of the check by [Level + 1].</p>					

Magical Revitalization					
Type	Magical	Max Level	5		
Timing	Permanent				
Check	-	Target	Self	Range	-
Threshold	-	Cost	-		
<p>You can stave off fatigue using mental fortitude or emotional inspiration.</p> <p>Whenever you score a critical on a check, you recover an amount of MP equal to your Base Intelligence. At level 5, you recover [Base Intelligence x 2] MP instead. The GM may allow a character with this ability to recover MP in response to a deeply moving emotional experience.</p>					

COMMON BACKGROUND ABILITIES

These are abilities that can be acquired regardless of a character's personal background. They can be of use to various types of characters in many different situations.

Horsemanship					
Type	Common			Max Level	3
Timing	Permanent				
Check	-	Target	Self	Range	-
Threshold	-	Cost	-		
<p>You are skilled at riding horses and other animals and are unsurpassed when it comes to mounted combat.</p> <p>You do not receive penalties for being mounted or being a passenger. At level 3, add one die to the damage rolls of your attacks when mounted.</p>					

Skilled					
Type	Common			Max Level	1
Timing	Permanent				
Check	-	Target	Self	Range	-
Threshold	-	Cost	-		
<p>You have a higher level of training or knowledge than a normal person when it comes to a certain field.</p> <p>When you acquire this ability, choose a skill and increase it to level 3. You may acquire this ability multiple times, choosing a different skill each time.</p>					

Lucky					
Type	Common			Max Level	5
Timing	Permanent				
Check	-	Target	Self	Range	-
Threshold	-	Cost	-		
<p>You have good luck that allows you to avoid fatal blows and recover when you are on the verge of death.</p> <p>Increase your internal defense rating by an amount equal to the level of this ability, and increase the result of survival checks by [Level x 2].</p>					

Spiritual Training

Type	Common		Max Level	5	
Timing	Permanent				
Check	-	Target	Self	Range	-
Threshold	-	Cost	-		

Your spirit has been honed through either training, asceticism, living in a strict environment or simply through cruel fate, and you possess a stronger force of will than the average person.

Increase your maximum MP by $[(\text{Level} \times 5) + 5]$.

Toughness

Type	Common		Max Level	5	
Timing	Permanent				
Check	-	Target	Self	Range	-
Threshold	-	Cost	-		

Through long years of experience and training, or just naturally, you are tougher than usual.

Increase your maximum HP by $[(\text{Level} \times 5) + 5]$.

Active Defense

Type	Common		Max Level	1	
Timing	Permanent				
Check	-	Target	Self	Range	-
Threshold	-	Cost	-		

You can use a weapon or shield to block an opponent's attack. This is a fundamental technique of combat training.

You may make guard actions.

Divine Fortune

Type	Common	Max Level	1		
Timing	Permanent				
Check	-	Target	Self	Range	-
Threshold	-	Cost	-		

You are the possessor of a fortunate life, born under a good star. However, whether you live up to this destiny is up to you.

This ability may only be taken by a character who is level 5 or higher. Increase your Fate score by 1.

ITEMS

These are the various objects utilized by and potentially of use to a character.

Characters in the Grancrest RPG carry various items with them. The armor they wear, the swords they hold in their hands, small items like healing potions and the horses they ride; all are referred to as "items." Items are categorized as either weapons, armor, vehicles or other items, and have clearly defined effects.

The GM is free to allow any kind of item not listed below and that there are no rules for. For example, a character can have any kind of common clothing and accessories that the player wishes, provided that they provide no specific effects in the game.

WEAPONS

Swords, axes, spears and all other kinds of weapons. Characters usually equip weapons in order to fight their enemies.

Name

The weapon's name.

Type

Describes what type of weapon it is.

Weight

How much the weapon weighs when you carry it.

Location

Describes whether the weapon is equipped as a main weapon or a sub weapon.

If a weapon is labeled "Main*" with an asterisk, you cannot equip a sub weapon while that weapon is equipped.

Skill

Lists which skill is used when making attacks with the weapon.

Accuracy

A modifier applied to attack checks made when that weapon is used to attack.

Power

The damage that a weapon deals when used for a weapon attack. In the example of "Strength + 2 (Weapon)" the first part refers to the equipped character's ability score modifier, and the part in parentheses describes the damage type.

Initiative Modifier

A modifier applied to the Initiative score of the character while the weapon is equipped.

Movement Modifier

A modifier applied to the Base Speed of the character while the weapon is equipped.

Range

The range, in squares, that the weapon is capable of reaching.

Guard

The value used when the weapon is used to guard.

Description

A description of the weapon and any special effects that it may have.

ARMOR

Equipment that you wrap your body in, including clothing and suits of mail.

Name

The armor's name.

Type

General information about its construction, whether it is clothing or armor, whether it is made of cloth or leather, etc...

Weight

How much the armor weighs when you wear or carry it.

Location

Whether the armor is equipped in the main armor slot or the sub armor slot.

Evasion

The modifier applied to "Evasion" checks when the armor is equipped.

Defense Rating (Weapon/Fire/Crushing/Internal)

The armor's defense ratings. If you have multiple pieces of armor equipped, add their defense ratings together.

Initiative Modifier

A modifier applied to the Initiative score of the character while the armor is equipped.

Movement Modifier

A modifier applied to the Base Speed of the character while the armor is equipped.

Description

A description of the armor and any special effects that it may have.

VEHICLES

Horses, carriages and any other object which is ridden. A character may only have a single vehicle.

Name

The name of the vehicle.

Type

A general description of what kind of vehicle it is.

Attack Modifier

A modifier applied to the damage of weapon attacks made while riding the vehicle.

Accuracy Modifier

A modifier applied to attack checks made while riding the vehicle.

Evasion Modifier

A modifier applied to "Evasion" checks made while riding the vehicle.

Defense Rating (Weapon/Fire/Crushing/Internal)

A modifier applied to a character's defense rating while riding the vehicle.

Initiative Modifier

A modifier applied to a character's Initiative score while riding the vehicle.

Movement Modifier

A modifier applied to a character's Base Speed while riding the vehicle.

Passengers

How many additional people can ride on the vehicle at the same time.

Description

A description of the vehicle and any special effects that it may have.

OTHER ITEMS

A general category for any items not included in any of the above categories.

Name

The item's name.

Type

A classification of the item. Any item listed as "One Use" is lost after it produces its effect.

Weight

How much the item weighs when it is being carried.

Description

Describes the effect the item produces when it is used.

Each item's description also lists the timing with which it may be used. If no timing is listed, the item may be used as a major action.

Weapons

Name	Type	Wt	Loc	Skill	Acc	Power	Init	Move	Rng	Guard	Description
Unarmed	Martial Arts (Bare Hand)	0	Main/ Sub	Martial Arts	0	Str - 2 (Weapon)	0	0	0	1	An empty-handed strike. You are equipped with this naturally when you have nothing else equipped.
Cestus	Martial Arts (Bare Hand)	1	Main/ Sub	Martial Arts	0	Str + 0 (Weapon)	0	0	0	2	Studded gloves that cover the hands. They are used to protect the fists during unarmed combat.
Knuckle Guard	Martial Arts (Bare Hand)	2	Main/ Sub	Martial Arts	0	Str - 1 (Weapon)	0	0	0	4	An iron bracer that covers the entire forearm.
Iron Claw	Martial Arts (Bare Hand)	3	Main/ Sub	Martial Arts	-1	Str + 1 (Weapon)	0	0	0	2	Steel claws that are attached at the back of the hand.
Dagger	Light Weapon (Knife)	1	Main/ Sub	Light Weapons	0	Str - 1 (Weapon)	0	0	0	1	A small blade sharpened on both edges. It is light and easy to hide. Throwable.
Rapier	Light Weapon (Thrusting)	2	Main/ Sub	Light Weapons	0	Str + 0 (Weapon)	0	0	0	0	A thin, one-handed thrusting sword. Favored by nobles and some Mages.
Short Spear	Light Weapon (Spear)	3	Main/ Sub	Light Weapons	0	Str + 1 (Weapon)	0	-1	0	2	A thin spear wielded in one hand. Throwable.
Short Sword	Light Weapon (Sword)	4	Main/ Sub	Light Weapons	-1	Str + 1 (Weapon)	0	0	0	2	A half-length sword sharpened on both edges. A well-balanced and easy to wield weapon.
Hand Axe	Light Weapon (Axe)	5	Main/ Sub	Light Weapons	-1	Str + 2 (Weapon)	-1	0	0	3	A short-handled, one-handed, easy to wield axe. Throwable.
Light Mace	Light Weapon (Club)	6	Main/ Sub	Light Weapons	-1	Str - 1 (Weapon)	-1	-1	0	2	A steel bludgeoning weapon capable of delivering an impact through armor.

Weapons

Name	Type	Wt	Loc	Skill	Acc	Power	Init	Move	Rng	Guard	Description
Long Sword	Light Weapon (Sword)	6	Main/Sub	Light Weapons	-1	Str + 2 (Weapon)	0	-1	0	4	A long one-handed sword. A common weapon regardless of the user's station.
Bastard Sword	Light Weapon (Sword)	8	Main/Sub	Light Weapons	-2	Str + 3 (Weapon)	-1	-1	0	5	A long sword that can also be wielded with both hands. [Type: Heavy Weapon (Long Sword), Location: Main*, Skill: Heavy Weapons]
Staff	Heavy Weapon (Club)	4	Main*	Heavy Weapons	-1	Str + 1 (Weapon)	0	0	0	5	A two-handed staff made of stout wood. Many travelers carry them for defense.
Estoc	Heavy Weapon (Thrusting)	5	Main*	Heavy Weapons	-1	Str + 2 (Weapon)	0	-1	0	3	A two-handed thrusting sword.
Long Spear	Heavy Weapon (Spear)	7	Main*	Heavy Weapons	-2	Str + 3 (Weapon)	-1	-1	0	4	A long two-handed spear. When used while mounted its Initiative modifier becomes "0".
Halberd	Heavy Weapon (Axe/Spear)	8	Main*	Heavy Weapons	-3	Str + 5 (Weapon)	-1	-2	0	5	A long, multipurpose polearm with both a hook and an axe head.
Heavy Mace	Heavy Weapon (Club)	9	Main*	Heavy Weapons	-2	Str + 2 (Weapon)	-1	-3	0	3	A large war club intended for use against heavy armor.
Great Sword	Heavy Weapon (Great Sword)	10	Main*	Heavy Weapons	-3	Str + 6 (Weapon)	0	-3	0	6	A large two-handed sword with a thick blade that can be used as a shield.
Maul	Heavy Weapon (Club)	11	Main*	Heavy Weapons	-4	Str + 4 (Crushing)	-2	-4	0	4	A heavy war club that cuts through enemy troops while ignoring their armor.

Weapons

Name	Type	Wt	Loc	Skill	Acc	Power	Init	Move	Rng	Guard	Description
Pike	Heavy Weapon (Spear)	11	Main*	Heavy Weapons	-3	Str + 6 (Weapon)	-3	-4	0	2	An anti-cavalry weapon. During rounds in which you do not move, this weapon deals +5 damage to mounted targets.
Lance	Heavy Weapon (Spear)	12	Main*	Heavy Weapons	-3	Str + 6 (Weapon)	-1	-3	0	4	A cavalry weapon. Can only be used when mounted. Its damage type becomes "Crushing" when you move and attack during the same main phase.
Great Axe	Heavy Weapon (Axe)	12	Main*	Heavy Weapons	-3	Str + 7 (Weapon)	-1	-3	0	5	A massive two-head war axe. Its weight is enough to tear through armored enemies.
Sling	Ranged Weapon (Thrown)	2	Main*	Ranged Weapons	0	Str - 3 (Crushing)	-1	-1	1-2	0	A leather strap used to hurl stones. Simple but effective.
Half Bow	Ranged Weapon (Bow)	3	Main*	Ranged Weapons	-1	Str - 1 (Weapon)	-1	-1	1-2	0	A small bow and arrow. Its range is short but it is easy to fire.
Bow	Ranged Weapon (Bow)	4	Main*	Ranged Weapons	-2	Str + 1 (Weapon)	-1	-2	1-3	0	A standard bow and arrow intended for use in battle.
Composite Bow	Ranged Weapon (Bow)	6	Main*	Ranged Weapons	-2	Str + 2 (Weapon)	-2	-3	1-4	0	This large bow is made of different materials to improve its strength.
Crossbow	Ranged Weapon (Crossbow)	6	Main*	Ranged	-3	Per + 0 (Weapon)	-3	-2	1-3	0	A ranged weapon made by attaching a bow to a wooden stock. Its precise construction makes it a reliable weapon against Chaos projections.
Buckler	Shield	2	Sub	Exertion	0	Str - 3 (Weapon)	0	0	0	3	A small shield attached to the forearm. +1 Weapon Defense while equipped.

Weapons

Name	Type	Wt	Loc	Skill	Acc	Power	Init	Move	Rng	Guard	Description
Small Shield	Shield	3	Sub	Exertion	0	Str - 2 (Weapon)	0	-1	0	4	A typical small metal shield. +1 Weapon Defense while equipped.
Medium Shield	Shield	4	Sub	Exertion	0	Str - 1 (Weapon)	-1	-1	0	5	A medium sized metal shield. +2 Weapon Defense, +1 Crushing Defense while equipped.
Large Shield	Shield	6	Sub	Exertion	-1	Str + 0 (Weapon)	-1	-2	0	7	A large shield that covers most of the body, used in defensive formations. +2 Weapon Defense, +2 Crushing Defense while equipped.
Takt	Other	1	Main/ Sub	-	0	0 (None)	0	0	0	0	A device restricted to Mages. +1 to checks made when using magic.

Armor

Name	Type	Wt	Loc	Eva	Defense	Init	Move	Description
Tunic	Armor (Clothes, Cloth)	1	Main	0	1/0/0/0	0	0	A typical cloth outfit worn by villagers. Practically the same as being defenseless.
Robe	Armor (Clothes, Cloth)	1	Main	0	2/0/1/0	0	-1	A hooded robe that covers the entire body. Sturdier than typical clothing, it is intended for travel and the like.
Academy Uniform	Armor (Clothes, Cloth)	1	Main	0	2/1/1/0	0	-1	Only worn by Mages, this outfit indicates that one is a member of the Academy. Obviously not all Mages are forced to wear it.
Flashy Clothes	Armor (Clothes, Cloth)	2	Main	0	1/0/1/0	0	0	Splendorous and gaudy clothing. Often worn by the upper class or by Artists with a flair for the extravagant.
Servant's Clothes	Armor (Clothes, Cloth)	2	Main	0	2/1/0/0	0	-1	An outfit commonly worn by maids and butlers. Because they may work with fire, these clothes have a modicum of flame resistance.
Black Gi	Armor (Clothes, Cloth)	2	Main	0	1/0/0/0	0	-1	Clothes the color of darkness meant for clandestine activities. +1 to "Stealth" checks while equipped.
Soft Leather	Armor (Suit, Leather)	2	Main	0	3/1/2/0	-1	0	A light suit of leather armor. It is constructed so as not to obstruct the body's movements.
Hard Leather	Armor (Suit, Leather)	3	Main	0	4/2/3/0	-1	-1	A typical suit of stiffened leather armor.
Studded Leather	Armor (Suit, Leather)	4	Main	0	5/2/3/0	-1	-1	A suit of leather armor reinforced with metal studs.
Chain Shirt	Armor (Suit, Metal)	4	Main	-1	6/3/3/0	-1	-1	A light suit of armor made from woven metal chain. Though made of metal it is light and easy to handle, and commonly worn by foot soldiers.
Breastplate	Armor (Suit, Metal)	5	Main	-2	7/3/4/0	-1	-1	A metal breastplate intended to provide protection to the vital areas of the torso.

Armor

Name	Type	Wt	Loc	Eva	Defense	Init	Move	Description
Scale Mail	Armor (Suit, Metal)	6	Main	-2	8/4/3/0	-2	-2	A suit of armor made of overlapping metal scales. Effective against slashing and piercing attacks but vulnerable to blunt force.
Brigandine	Armor (Suit, Metal)	6	Main	-2	8/3/5/0	-2	-3	Armor made from pieces of metal attached to a leather backing. Often worn in tandem with chain mail.
Mail Surcoat	Armor (Suit, Metal)	7	Main	-2	9/4/6/0	-3	-3	A heavy chain mail shirt paired with a strong outer coat.
Splint Mail	Armor (Suit, Metal)	8	Main	-2	9/5/7/0	-3	-4	This heavy armor is made of hundreds of strips of metal woven together and worn over a suit of leather armor.
Plate Mail	Armor (Suit, Metal)	10	Main	-3	10/6/7/0	-3	-4	A full suit of metal armor. Though heavy, it is guaranteed to provide a strong defense.
Suit Armor	Armor (Suit, Metal)	12	Main	-4	12/7/9/0	-4	-5	This heavy metal suit leaves no part of the body unprotected. It is worn by mounted soldiers since it is difficult to walk in.
Gloves	Armor (Arms, Leather)	1	Sub	0	1/0/0/0	0	0	Simple leather gloves. They offer minor protection for the fingers and the wrist.
Boots	Armor (Legs, Leather)	1	Sub	0	0/1/0/0	0	0	These leather boots cover the entire lower leg up to the knee, providing protection to the legs when walking through fire.
Bandana	Armor (Head, Leather)	1	Sub	0	0/0/1/0	0	0	This leather bandana, sometimes with metal inserts, is worn around the head and protects against sudden blows.
Cloak	Armor (Cloak, Leather)	1	Sub	0	0/1/1/0	0	-1	These leather cloaks protect against the elements and are common among soldiers and travelers alike.
Leather Clothes	Armor (Clothes, Leather)	1	Sub	0	1/0/1/0	0	-1	A suit of padded leather clothing worn beneath other armor to provide additional protection from penetrating attacks.
Half Helm	Armor (Head, Metal)	2	Sub	0	2/0/0/0	-1	0	A metal helmet that covers part of the head.

Armor

Name	Type	Wt	Loc	Eva	Defense	Init	Move	Description
Gauntlets	Armor (Arms, Metal)	2	Sub	0	1/1/0/0	0	-1	A pair of metal gloves meant to protect from various dangers on the battlefield.
Greaves	Armor (Legs, Metal)	2	Sub	-1	2/1/0/0	-1	-1	Metal shin guards. They offer a lot of protection but also hinder the wearer's movement.
Point Armor	Armor (Suit, Metal)	2	Sub	-1	1/1/1/0	-1	-1	A set of pauldrons, cuisses and other armor plates meant to protect the body's vital parts.
Chain Clothes	Armor (Clothes, Metal)	2	Sub	-1	1/0/2/0	-1	-1	A leather-backed chain mail suit worn in conjunction with other armor to offer an even higher level of protection.
Full Helm	Armor (Head, Metal)	2	Sub	-1	2/0/1/0	-1	-1	A metal helmet that completely encloses the head. The faceplate can be opened and closed.
Vambrace	Armor (Arms, Metal)	3	Sub	-1	2/1/1/0	-1	-2	These sturdy metal sleeves cover the entire arm.

Vehicles

Name	Type	Att	Acc	Eva	Defense	Move	Init	Passengers	Description
Riding Horse	Vehicle (Animal/Horse)	0	-2	-1	0/0/0/0	0	+5	1	A typical riding horse. They are used for moving people, items and messages. Not suited for mounted combat.
Warhorse	Vehicle (Animal/Horse)	0	0	-1	0/0/0/0	0	+5	1	A typical warhorse. They are trained to unwaveringly charge into enemy lines during battle.
Armored Horse	Vehicle (Animal/Horse)	0	0	-1	2/1/0/0	-1	+3	1	A trained and armored warhorse. Its agility and carrying capacity are limited by the heavy weight it carries.
Spiked Horse	Vehicle (Animal/Horse)	+2	0	-1	0/0/0/0	-1	+3	1	A warhorse covered in piercing spikes. It can attack enemy soldiers in tandem with its rider.
Two-wheeled Cart	Vehicle (Animal/Cart)	0	-2	-3	1/0/1/0	-2	+3	3	A cart pulled by a single horse. It can carry one person next to the driver and two more in the body of the cart.
Four-wheeled Cart	Vehicle (Animal/Cart)	0	-2	-4	1/0/1/0	-3	+2	5	A cart pulled by two horses. Two people can sit next to the driver and another four inside its spacious body.

Other Items

Name	Type	Weight	Description
Fire Arrow	Other (One Use)	1	The tip of this arrow is coated in oil. Use it as a minor action. For the rest of this main phase, any attacks with a "Bow" weapon deal fire damage instead of their regular damage type.
Poison Arrow	Other (One Use)	1	This arrow is coated in poison. It requires 3 levels in "Knowledge: Poisons" to use. Use it as a minor action. For the rest of this main phase, any attack you make with a "Bow" weapon that deals at least 1 point of damage inflicts the target with the poison bad stats at level 3.
Restorative	Other (One Use)	2	This medicine is made from a combination of various herbs. Use it as a major action. A single target in the same square recovers 2D MP.
Healing Kit	Other (One Use)	2	This kit contains bandages and salves for use in first aid. Use it as a major action. Make a "Healing" check. A single target in the same square recovers HP equal to the result of the check.
Antidote	Other (One Use)	2	This is a set of antitoxins effective against known poisons. Use it as a minor action. A single target in the same square recovers from up to a level 30 poison bad status.
Torch	Other (One Use)	2	This torch illuminates the area around you. Use it as a minor action. For the rest of the scene, ignore darkness penalties up to 6 squares away from the character carrying the torch.
Stationery Set	Other	1	This set contains a pen and ink, parchment, chalk, and other writing implements. It can be used to write not just on parchment, but on walls and other surfaces as well.
Climbing Gear	Other	2	This set of ropes and hooks is strong enough to support even a person wearing heavy armor. Increase the result of "Exertion" checks to climb and "Acrobatics" checks to maneuver through cramped spaces by 1.
Bandolier	Other	2	This belt allows the wearer to quickly draw a knife or other object. You may immediately equip yourself with a weapon with a weight of 1 or less at the start of your main phase.
Telescope	Other	3	This device, developed using the Academy's technology, is a metal tube that magnifies distant objects. Increase the result of "Detection" checks to locate distant objects by 1.
Performer's Tools	Other	3	This can represent instruments, art supplies, props for dancing and acting or other objects used by performers. Increase the result of one type of "Perform" check by 1.
Makeup Kit	Other	3	This kit includes facial powder, lipstick, fake eyelashes and other makeup tools. At the GM's discretion, it may provide a +1 bonus to attempts at disguise or negotiation.

Other Items

Name	Type	Weight	Description
Fine Saddle	Other	3	This high quality saddle is custom-made to fit both the horse and the rider. Increase the result of "Riding" checks by 1.
Lockpicks	Other	3	This set consists of picks, wires, lubricant and other lockpicking tools. Increase the result of "Dexterity" checks to open locks by 1.
Magnifying Glass	Other	3	This device, developed using the Academy's technology, consists of a handheld magnifying lens. Increase the result of "Detection" checks to locate small objects by 1.

COUNTRY MANAGEMENT

The land of Atratan is stained by Chaos. Fleeing from danger, people gather around Lords seeking their protection, forming the basis of nations.

In a land under siege from Chaos the Crests borne by the Lords represent salvation for the common people. They naturally flock to those who possess the power to quell Chaos and uphold order. Because of this, settlements, villages, cities and whole nations all form with Lords as their nuclei.

In the Grancrest RPG there are many Lords who possess their own countries, and PCs should be no exception.

This section contains rules for creating and managing the countries that the PCs will rule. They are written with the intention that all of the PCs will be attached to the same country.

These rules are optional. The GM may choose whether or not to use them.

CREATING A COUNTRY

The first step to ruling a country is to create the country that you will rule.

The information regarding the country is entered into the country sheet. The entries on the sheet and how to fill it out are explained below.

COUNTRY NAME AND LORD NAME

Record the name of the country and the Lord.

If the country already has a name, use that, otherwise the players can discuss and choose a name themselves.

If there are multiple Lords in the session, choose one to act as the ruling representative.

PEER RANK

Peerage is a system for ranking Lords established by the Academy.

The higher a Lord's rank, the larger a territory she governs. The relationship between the Academy, peerage, and Lords is explained in detail below.

The Peerage table gives an idea of the scope of a country.

The GM decides on a rank at the time the country is created. Choose a rank appropriate to the size of the country.

Starting Peer Rank

Generally it is acceptable to start with a rank of "Knight." It is one of the most flavorful positions to occupy, allowing you to watch your territory slowly grow into something great.

Obviously, if you wish to start play with a larger country, that is fine too, but it is recommended that you do not start with a level higher than Viscount.

Peerage Table

Rank	Country Size
Knight	A village
Baron	A provincial city
Viscount	A typical country
Count	A country with a major city
Margrave	A country with multiple major cities
Marquis	A medium-sized country
Duke	A large country
Archduke	Several countries

COUNTRY LEVEL AND SUPPORT POINTS

Next determine the starting country level and number of support points.

The country level represents the size of the country's territory and how advanced and developed it is. Support points are a measure of how much the country's ruling Lord and the Academy are willing to cooperate with each other.

Country level and support points are based on peer rank. Use the following table to determine their starting levels.

Country Level and Support Points Table

Peer Rank	Country Level	Support Points
Knight	1	1000
Baron	5	5000
Viscount	10	10000
Count	30	30000
Margrave	50	50000
Marquis	100	100000
Duke	200	200000
Archduke	300	300000

LOCATION

Note the location of the country on the blank map on the country sheet.

Discuss the location with the GM. You may also leave the location undetermined for now.

ACADEMY SUPPORT

The Mage Academy was created with the mission of eliminating Chaos from the world, and they dispatch Mages across the land in order to lend support to the Lords in accomplishing

this task.

In game, this is called "Academy support." It represents both tangible and intangible support given by the Academy.

Academy Support Descriptions

The various kinds of Academy support are listed later. This is an explanation of each entry listed under their descriptions.

Name

The name of the type of support.

Maximum Level

The maximum level that the support can be taken at. The higher the level, the more effective it is.

Timing

The timing with which the support may be used.

Target

The target of the support.

Cost

How many support points are necessary to acquire the listed support.

Effect

What effect the support has.

ACQUIRING ACADEMY SUPPORT

The more support points a country has, the more effective the assistance they receive from the Academy will be.

You are free to choose whichever and however much Academy support you wish, but the total cost of all of them cannot be larger than your country's support point total.

Using Academy Support

Generally, any character attached to a country may use that country's Academy support. However, the Lord acting as the representative of the country must allow it.

Artifacts

Certain types of Academy support may give you access to "artifacts," magical items created by the Academy.

These artifacts are created in order to allow even non-Mages to benefit from the power of spells or spell-like effects. They are very valuable, and as such are usually not entrusted to people other than Lords.

When you receive an artifact, decide which character is carrying it.

Artifact Descriptions

Artifacts' descriptions are similar to items, with the following two exceptions:

- Level
The minimum level of Academy support necessary to acquire the artifact.

- Support Cost
How many support points are necessary to acquire the artifact.

NATIONAL CHARACTERISTICS AND RESOURCES

A country can take many shapes. If a region possesses grasslands, there may be many wild horses, or a mountainous country may be rich in mineral resources. The culture and lives of its people might change to suit these things.

In the Grancrest RPG these are represented by "national characteristics" and "national resources."

National characteristics are the kinds of geography, people, industries, locations or cultural artifacts that a country may possess. National resources represent the resources at a country's disposal that come about as a result of these characteristics.

Use the following rules to determine national characteristics and national resources.

Determining National Characteristics

First, roll twice on the National Characteristics tables to determine your country's starting characteristics.

When rolling on the National Characteristics tables, first roll on the Category table, then roll on the table indicated by the result of that roll. You may have multiples of the same characteristic.

If starting with a peer rank above "Knight" you may make a number of additional rolls for characteristics equal to $(\text{Country Level} \div 5)$ (round down).

Record the results on the sheet and make a note of their effects.

Determining Resources

Resources consist of the following six types:

- Food
The amount of food the country produces.
- Technology
The country's technological level.
- Horses
The amount of horses living in the country.
- Mineral
The country's mineral resources.
- Forests
The country's forests.
- Finances
The country's economic state.

First record a "1" in each space.

Next apply the effects of any national characteristics and Academy support that may affect the resource values. It is possible for a resource's value to fall below 0; in this case, make a note of its negative value. A negative value represents a lack of that type of resource.

If starting with a country level greater than 1, apply $(\text{Country Level} - 1)$ points freely to any resources that you wish.

ACQUIRE FORCES

The struggles against Chaos are not the only ones that wrack the continent. Battles between people—between Lords—are also the order of the day.

The Lords form their own armies and lead them into battle. These armies also play a necessary part in the fight against Chaos.

In the Grancrest RPG, the armies led by the characters are called "forces." A PC leading a force can participate in mass combat (rules for mass combat appear starting on page 229).

Forces are acquired using national resources.

If the total value listed in each force's "Required Resources" description is less than or equal to the country's resources, you may acquire that force.

For the purpose of acquiring forces, three points in "Finances" may be used as a single point in another resource.

Force Data

The following section explains how to read the entries for the various force types.

Individual force descriptions are listed starting on page 184.

Force Level and Force Type

These will be listed as, for example, "Level 1 Archers." The first part describes the force's level, which represents the force's general size and level of training. The second part describes the force's type, listing what kind of equipment they possess and what role they play on the battlefield.

Required Resources

The amount of resources that are necessary to acquire the force.

Morale

The maximum level of the force's morale.

Ability Modifiers

These modifiers are applied to the results of a character's Strength, Reflexes, Perception, Intelligence, Spirit and Empathy checks while leading the force.

Note that the modifiers only apply to the results of checks, and do not affect secondary ability scores, weapon damage, etc...

Secondary Ability Modifiers

These modifiers are applied to a character's HP, Initiative, and Movement while leading the force.

The HP modifier is only applied to a character's current HP and Maximum HP at the time she takes control of the force.

Attack Power

This modifier is applied to the power of a character's weapon attacks while leading the force.

The damage type of an attack is still based on the weapon that a character has equipped.

Defense Power

These modifiers are applied to a character's defense ratings while leading the force.

Force Abilities

These are abilities that a character may use while leading the force.

See the section on force abilities for their descriptions.

Description

An explanation of what the force is.

ALTERING COUNTRY DATA

It is possible that the information on the country sheet can change as a result of play. These changes are described later.

National Characteristics Table – Categories

1D6 ROC

Roll	Category	Description
1	Geography	Represents various natural features such as forests, mountains or rivers.
2	Industry	The labor output of a country, such as agriculture or metalsmithing.
3	People	Your country is home to a skilled blacksmith, a knowledgeable healer or some other talented individual.
4	Organization	An important group makes its home in the country, such as a hunting party or a merchant caravan.
5	Facility	An important military facility like a base or checkpoint, or a market or major highway.
6	Culture	A national custom, like variations on food or a deep respect for nature.

National Characteristics – Geography

D66 ROC

Roll	Result	Description	Effect
11-13	Coastal	Your country is situated on the shore of a large lake or along a coast and excels at naval warfare.	Technology +2 Finances +1
14-16	Forest	Your country has many large forests. Scenery aside, they also provide an excellent source of timber.	Forests + 3
21-23	Mountain	Your country is surrounded by large mountains. They have given you a wealth of resources.	Mineral +2 Forests +1
24-26	Plains	Your country has grasslands stretching as far as the eye can see. Some might see it as the ideal land for raising and trading horses.	Food +1 Horses +2
31-33	Marsh	Your country is dotted with small rivers and the swamps and marshlands that pop up around them.	Food +2 Forests +1
34-36	Wilderness	Most of your country's land is still untamed. It is notable for its rough and rugged terrain.	Mineral +2 Horses +2 Finances -1
41-43	Desert	Your country is surrounded by desert. Your daily life is one of sweltering days and freezing nights.	Technology +2 Finances +2 Forests -1
44-46	Arctic	Your country is no stranger to snow and ice. Summers are short and winters are long. You have been raised under cool leaden skies.	Mineral +2 Finances +1
51-53	Tropical	Your country is very warm. The rainy season brings heavy rainfall and with it a thick tropical jungle.	Food +1 Forests +2
54-56	Volcanic	Your country is located in an active volcanic region. The mountains spew fire and the earth shakes, but they also bring with them their own wealth.	Mineral +3
61-63	Archipelago	Your country is made up of many small islands. There is no other region better suited for trade.	Finances +3
64-66	Uncharted	The effects of Chaos have given your country an otherworldly existence. It could be a floating island or a rainbow given shape. Discuss the details with the GM.	Any One Resource +3

National Characteristics – Industry**D66 ROC**

Roll	Result	Description	Effect
11-13	Agriculture	Your country excels at growing food. You have been blessed by a goddess of the soil.	Food +3
14-16	Craft	The people of your country are skilled at creating objects using weaving or other types of handiwork.	Technology +3
21-23	Mining	Your country knows how to turn its mineral resources into wealth.	Mineral +4 Forests -1
24-26	Ranching	Your country's wide open spaces have become home to ranches for horses and cattle.	Food +1 Horses +2
31-33	Fishing	Your country has made a name for itself through fishing the ocean or its rivers.	Technology +1 Food +2
34-36	Trade	Your country has formed bonds with other countries and has gained an advantage through your interactions with each other.	Finances +3
41-43	Banking	Your country has become rich through handling other countries' money and making loans.	Finances +3
44-46	Metalwork	Your country has made an industry out of smithing swords and other objects, turning metal into whatever tools the people need.	Technology +2 Finances +2 Forests -1
51-53	Glassmaking	Your country is skilled in the production of glass. This is a rare ability even among the larger powers of the world.	Technology +2 Finances +2 Forests -1
54-56	Spices	Your country produces black or red pepper.	Food +1 Finances +2
61-63	Alcohol	Your country is known as a major producer of wine, mead or other alcohol.	Food +2 Finances +1
64-66	Service	Your country's reputation as a place for theater, pubs and restaurants has spread throughout the land.	Technology +1 Finances +2

National Characteristics – People

D66 ROC

Roll	Result	Description	Effect
11-13	Philosopher	Your country is home to a famous philosopher and is thought of as a place rich in knowledge.	Technology +1 Finances +2
14-16	Scientist	Your country has a scientist (not a Mage) who stands against Chaos and excels at the art of technology.	Technology +3
21-23	Famous Knight	A famous knight lives in your country and his courage has inspired various martial practitioners to gather there.	Technology +1 Horses +2
24-26	Entertainer	Your country boasts a virtuoso performer or songstress whose fame has spread even as far as other countries.	Technology +1 Finances +2
31-33	Merchant	A powerful merchant whose personal wealth rivals that of an entire country calls your country home. The taxes she pays are nothing to take for granted.	Finances +3
34-36	Saint	Your country is home to a great religious leader whom some have called a saint. It is an impressive title.	Food +2 Finances +1
41-43	Woodsmen	Your country possesses a knowledgeable woodsman who manages your lumber resources.	Forests +3
44-46	Artisan	An incredibly talented blacksmith lives in your country and has passed her skill on to several apprentices.	Technology +2 Finances +1
51-53	Traitor	Your country is home to the most unscrupulous kind of retainer. While she is extremely effective, it is obvious that she entertains thoughts of betrayal.	Finances +4 Technology -1
54-56	Peasant Hero	A great hero commands the respect of the peasants of your country. She is a constant ally of the common people.	Food +3
61-63	Exile	A skilled worker is living in your country, exiled from her former home. It is possible that she might one day invite disaster.	Any Two Resources +2
64-66	Former Hero	Part of your country has allied itself with an Artist who was once hailed as a hero. She has been known to lend you her strength from time to time.	Food +1 Forests +2

National Characteristics – Organizations

D66 ROC

Roll	Result	Description	Effect
11-13	Porters	Your country has many people work in shipping and transportation.	Food +3
14-16	Trade School	Your country has a school for teaching and developing technology.	Technology +3
21-23	Rangers	Your country has a group that acts independently to guard the forests.	Forests +3
24-26	Prospectors	Your country has attracted groups of miners eager to strike it rich.	Mineral +3
31-33	Assembly	Your country has an assembly of merchants and wealthy farmers who offer their advice.	Finances +3
34-36	Courier Service	Your country has developed a high speed horseback messenger service.	Horses +3
41-43	Nomads	There are many nomadic or equestrian tribes who travel through your country.	Horses +3 Finances +1
44-46	Religion	There is a large religious order (the Church of the Crest, if you wish) situated in your country.	Technology +2 Finances +1
51-53	Scholars	Your country has a branch school of the Academy or some other group of researchers.	Food +1 Technology +2
54-56	Foreigners	A group of people from another land have taken up residence in your country.	Technology +1 Finances +2
61-63	Refugees	A group of refugees fleeing war in another country have settled in yours. They have put a strain on your resources.	Food -2 Technology +2 Finances +3
64-66	Criminals	Your country's wealth has invited a criminal organization that is running rampant.	Finances +3

National Characteristics – Facilities

D66 ROC

Roll	Result	Description	Effect
11-13	Fortress	Your capital is known for its walls that will withstand even a brutal assault.	Technology +3
14-16	Defensive Wall	Your border is defended by a great wall meant to repel invaders. Discuss with the GM how much of the border it actually covers.	Technology +2 Finances +1
21-23	Harbor	Your country possesses a well-guarded harbor that is the envy of other powers.	Finances +3
24-26	Canals	Your country is crossed with a series of waterways that provide the people with a thoroughfare for travel and protection from floods.	Food +2 Technology +2
31-33	Library	Your country possesses a library that has accumulated a great amount of knowledge through the ages.	Technology +3
34-36	Training Ground	Your country possesses a training facility, allowing your soldiers to continuously hone their skills.	Technology +2 Horses +1
41-43	Slums	Your country has a region which is populated by the poor. While they may not be rich, they are lively.	Food +2 Finances +1
44-46	Wealthy District	Your country boasts many wealthy citizens, and there are many more with aspirations of one day joining their ranks.	Finances +3
51-53	Resort	Your country's scenic beauty makes passing the time easy. Even people from other countries find themselves drawn there to relax.	Forests +1 Finances +2
54-56	Holy Site	Your country is the home to a site of religious importance; regardless of whether it provides any real benefit or not, people are drawn to it.	Food +2 Forests +1
61-63	Mining Town	An entire town has sprung up to meet the needs of miners, with bars, schools, hospitals and other facilities.	Mineral +3
64-66	Pleasure District	Your country has achieved notoriety for its bars and theaters where people can pass the time and enjoy themselves. The smiles of the people are just another blessing.	Food +1 Finances +2

National Characteristics – Culture

D66 ROC

Roll	Result	Description	Effect
11-13	Performers	The people of your country place a high value on entertainment.	Finances +3
14-16	Pleasure Seekers	Your country's citizens feel that it is important to live for the day.	Food +1 Finances +2
21-23	Temperance	Your country's citizens value morals and believe in always showing self-restraint when it comes to one's own desires.	Food +4 Finances -1
24-26	Belligerent	Your country's citizens are war seekers. They believe that everything can and should be solved through violent means.	Technology +1 Horses +2
31-33	Pacifist	Your country's citizens are a peace-loving people. They think that it is important to first attempt to solve problems with words.	Food +1 Forests +2
34-36	Intellectual	The people of your country value reason and logic. The only question they need to ask is which path is the correct one.	Technology +3
41-43	Emotional	Your country's citizens place a great emphasis on their emotions. They never forget a favor, or a sleight.	Mineral +1 Forests +2
44-46	Courteous	The people of your country value etiquette and public perception. Manners are the path to order and prosperity.	Technology +2 Horses +1
51-53	Greedy	There is nothing more important to the people of your country than money. Without money they might not be able to live.	Forests -1 Finances +4
54-56	Agriculturalist	Farmers form the core of your country. Working the fields is held up as a virtue.	Food +3
61-63	Militarist	Your country's development is tied to the modernization of its military.	Technology +2 Horses +1
64-66	Carefree	Your country is wealthy. The people spend their days enjoying themselves without a care in the world.	Technology -1 Food +4

ACADEMY SUPPORT

The following section describes the various kinds of backing and aid provided by the Academy. In order to receive these benefits you must have enough support points.

Artifact Possession			
Max Level	5	Timing	Permanent
Target	Country	Cost	See Below
<p>You have been granted or are being loaned an artifact by the Academy. You may acquire artifacts with a level less than or equal to the level of this ability. The support cost increases with each level as follows:</p> <ul style="list-style-type: none"> • 1: 500 • 2: 1000 • 3: 2000 • 4: 4000 • 5: 8000 			

Advanced Magical Facility			
Max Level	3	Timing	Permanent
Target	See Below	Cost	Level x 500
<p>You have been furnished with the knowledge and assistants necessary to prepare high quality research apparatuses and experimental facilities that are the equal of the Academy's. Increase the maximum MP of your country's Mages by $[(\text{Level} \times 5) + 5]$.</p>			

High Quality Arms			
Max Level	5	Timing	Permanent
Target	Country	Cost	Level x 500
<p>You possess exceptional arms created by a famed blacksmith or the alchemists of the Academy. You receive a number of non-artifact weapons and armor equal to the Level of this ability. Increase the power of weapons by 2 and their guard by 1. Increase all of the defense ratings of armor besides internal by 2, and their initiative and movement modifiers by 1.</p>			

Resource Exchange

Max Level	3	Timing	See Below
Target	Country	Cost	Level x 500

With the assistance of the Academy you have arranged trade routes and an exchange of resources with another country.

Before a session starts, choose and reduce any of your national resources by up to (Level + 1) points, and increase any of your other national resources by the same amount. This change lasts for the rest of the session.

Apprentice Mage

Max Level	1	Timing	Permanent
Target	Country	Cost	1000

The Academy has sent you a Mage to aid you in managing the internal affairs of your country.

You have an NPC Mage in your employ. This Mage knows one spell of Level 3 or lower that you may use once per scenario with a check result of 7 and an ability level of 3. The NPC Mage may not participate in combat or mass combat. All other matters concerning the NPC are left up to the GM.

Symbol of Trust

Max Level	5	Timing	Before a Check
Target	-	Cost	Level x 500

Your country has won the trust of the Academy and their assurance that you are reliable and will deal fairly.

Whenever a character affiliated with your country makes a "Speech" or "Gather Information" check, or any check that involves negotiation or exchange with another country, add 1 die to the check. This ability may be used once per scenario per level.

Elite Forces

Max Level	5	Timing	Permanent
Target	Country	Cost	Level x 500

Your country maintains an elite group of soldiers whose skills were honed through the training of the Academy.

Choose a number of your country's forces up to this ability's level. Increase their HP modifiers by +5, and their power and all of their defense ratings other than internal by +2.

Advanced Medicine

Max Level	3	Timing	Permanent
Target	See Below	Cost	Level x 500

The Academy has taught your country cutting edge medical techniques and nutritional knowledge which have manifested in an even more powerful military.

Increase the maximum HP of all characters affiliated with your country by (Level x 5).

Technological Support: Industry

Max Level	5	Timing	Permanent
Target	Country	Cost	See Below

This ability represents advanced technology and knowledge—or people possessing them—given to your country by the Academy.

Increase your country's Technology resource level by an amount equal to the level of this ability. The cost to increase this ability's level is (Level x 500) up to Level 3, and (Level x 1000) at Level 4 or higher.

Technological Support: Mining

Max Level	5	Timing	Permanent
Target	Country	Cost	See Below

This ability represents advanced mineral extraction and processing techniques and the specialists and tools necessary to make use of them that have been given to your country by the Academy.

Increase your country's Mineral resource level by an amount equal to the level of this ability. The cost to increase this ability's level is (Level x 500) up to Level 3, and (Level x 1000) at Level 4 or higher.

Technological Support: Food

Max Level	5	Timing	Permanent
Target	Country	Cost	See Below

This ability represents advanced agricultural techniques, selectively bred livestock and food storage methods given to your country by the Academy.

Increase your country's Food resource level by an amount equal to the level of this ability. The cost to increase this ability's level is (Level x 500) up to Level 3, and (Level x 1000) at Level 4 or higher.

Technological Support: Forestry

Max Level	5	Timing	Permanent
Target	Country	Cost	See Below

This ability represents advanced afforestation and lumbering techniques and knowledge of nature given to your country by the Academy.

Increase your country's Forests resource level by an amount equal to the level of this ability. The cost to increase this ability's level is (Level x 500) up to Level 3, and (Level x 1000) at Level 4 or higher.

Loaned Documents

Max Level	5	Timing	Before a Check
Target	Country	Cost	Level x 500

The Academy has allowed you access to their vast wealth of documents and records which will be a great help in various kinds of investigation and deciphering.

Whenever a character affiliated with your country makes a "Strategy," "Chaos Lore," "Crest Lore" or "Knowledge" check, add one die to the check. This ability may be used once per scenario per level.

Reserve Supplies

Max Level	3	Timing	Major Action
Target	See Below	Cost	Level x 1000

You are given preference when acquiring supplies through the Academy's networks even while far away from your own country, or are otherwise able to have them delivered to you wherever you are.

A character affiliated with your country can acquire or exchange any number of non-artifact weapons, armor and items. This ability may be used once per scenario per level, but may not be used during combat.

Pharmaceutical Knowledge

Max Level	5	Timing	Permanent
Target	Country	Cost	Level x 500

You are able to create powerful medicines using the knowledge taught to you by the Academy.

Whenever a character affiliated with your country uses a "One Use" item, increase the amount of HP and MP recovered by (Level x 5).

ARTIFACTS

The following section describes artifacts, powerful items that you may acquire from the Academy in exchange for support points. These items are made using magic and the Academy's cutting edge alchemical and technological techniques and are extremely difficult to acquire by other means.

The points spent on "One Use" items are not lost just because the item is used. When used, you acquire another of that item at the beginning of the next session.

Healing Potion			
Type	Other (One Use)	Weight	2
Level	1	Cost	100
<p>This is a magic potion that, when drunk, accelerates the body's natural restorative capabilities, healing wounds instantly.</p> <p>This item may be used as a minor action. You recover (Base Strength + 2D) points of HP. A country may possess up to ten of these items.</p>			

Mana Potion			
Type	Other (One Use)	Weight	2
Level	1	Cost	100
<p>This is a magic potion that, when drunk, instantly restores the mind's energy and focus.</p> <p>This item may be used as a minor action. You recover (Base Spirit + 2D) points of MP. A country may possess up to ten of these items.</p>			

Strong Healing Potion			
Type	Other (One Use)	Weight	2
Level	2	Cost	400
<p>This powerful magic potion is capable of healing even serious wounds.</p> <p>This item may be used as a minor action. You recover [(Base Strength x 2) + 2D] points of HP. A country may possess up to six of these items.</p>			

Strong Mana Potion			
Type	Other (One Use)	Weight	2
Level	2	Cost	400
<p>This high quality magical potion has an even stronger effect than a regular mana potion.</p> <p>This item may be used as a minor action. You recover [(Base Spirit x 2) + 2D] points of HP. A country may possess up to six of these items.</p>			

Cure-all Potion

Type	Other (One Use)	Weight	2
Level	1	Cost	200

This magic potion can cure various ailments and disorders and return the body to normal working function.

This item may be used as a minor action. You recover from all poison, bleeding and fatigue bad statuses. A country may possess up to ten of these items.

Serene Talisman

Type	Other (One Use)	Weight	1
Level	1	Cost	200

This charm is imbued with a healing spell that protects your spirit from the distorting effects of Chaos.

Use this item immediately after becoming afflicted with the distracted or enraged bad status. You recover from one instance of either. A country may possess up to ten of these items.

Quenching Talisman

Type	Other (One Use)	Weight	1
Level	1	Cost	200

This charm is imbued with elemental magic that reacts to fire and high heat, automatically cooling the body and extinguishing flames.

Use this item immediately after being afflicted with the burning bad status. You recover from burning. A country may possess up to ten of these items.

Talisman of Release

Type	Other (One Use)	Weight	1
Level	1	Cost	200

This charm is imbued with a restraining spell that will free your body and break bonds when it becomes restricted.

Use this item immediately after becoming bound or stunned. You recover from one instance of either. A country may possess up to ten of these items.

Substitution Stone

Type	Other (One Use)	Weight	1
Level	2	Cost	400

This gem produces an invisible magical shield in response to you being struck. Use this item immediately after a damage roll is made. Increase all of your defense ratings by 4D. This effect lasts for the rest of the main phase. A country may possess up to ten of these items.

Magical Focus

Type	Other	Weight	1
Level	2	Cost	1200

These specialized devices are designed to more effectively focus Chaos. They take the shape of accessories, instruments or other similar items and are a common sight around Mages. This item is equipped in either the weapon or armor sub slot. When you acquire it, choose a category of magic. While it is equipped, whenever you use a spell of the chosen category, reduce that spell's MP cost by 1 (to a minimum of 1).

Eye of Asclepius

Type	Other	Weight	2
Level	2	Cost	1200

This glass lens is created using an advanced alchemical process. It magnifies a small area such as the surface of a wound and can be used to great benefit in medical treatment. This item may be used as a minor action. For the rest of the main phase, add 1 die to all healing checks you make.

Silhouette Stiletto

Type	Light Weapon (Short Sword)	Weight	1
Location	Main/Sub	Skill	Light Weapons
Accuracy	0	Power	Str + 0 (Weapon)
Initiative	0	Movement	0
Guard	1	Level	2
		Cost	1000

This assassin's dagger has a pale, shadow-like blade that makes it difficult to detect. Whenever you make a vital strike using this weapon, increase the result of the attack roll by 2, and calculate damage as if the target's guard score were reduced by 5.

Mailcrusher

Type	Heavy Weapon (Great Sword)		Weight	11	
Location	Main*		Skill	Heavy Weapons	
Accuracy	-3		Power	Str + 9 (Weapon)	
Initiative	-1	Movement	-3	Range	0
Guard	6	Level	3	Cost	1900

This great sword's blade is accelerated by magic and can shatter the armor of even heavily armed soldiers. By using a minor action, for the rest of the main phase this weapon's damage type becomes crushing, and any target to which it deals at least 1 point of damage becomes afflicted with the bleeding bad status.

Crestblade

Type	Light Weapon (Long Sword)		Weight	7	
Location	Main/Sub		Skill	Light Weapons	
Accuracy	-1		Power	Str + 3 (Weapon)	
Initiative	0	Movement	-1	Range	0
Guard	4	Level	2	Cost	1200

This long sword is made of materials that transmit the wielder's will, the strength of her Crest, through it. Whenever this weapon is used with a Gift ability with a timing of "Major Action," "Reaction" or "Before the Damage Roll," increase the damage by an amount equal to the user's "Crest" level.

Stormfury Halberd

Type	Heavy Weapon (Axe/Spear)		Weight	9	
Location	Main*		Skill	Heavy Weapons	
Accuracy	-3		Power	Str + 6 (Weapon)	
Initiative	-1	Movement	-2	Range	0
Guard	5	Level	2	Cost	1400

This long poleaxe is magically balanced, allowing it to be used from horseback to hack through the enemy line like a whirlwind. By using a minor action while mounted, for the rest of the main phase attacks with this weapon may target two separate targets.

Windpiercer Bow

Type	Ranged Weapon (Bow)		Weight	7	
Location	Main*		Skill	Ranged Weapons	
Accuracy	-2		Power	Str + 3 (Weapon)	
Initiative	-2	Movement	-3	Range	1-5
Guard	0	Level	2	Cost	1800

This bow fires arrows enchanted with wind elemental magic that fly further and more accurately than normal arrows. When a ranged attack with this weapon scores a critical, increase the damage by (Perception Modifier x 2).

Unyielding Shield

Type	Shield		Weight	5	
Location	Sub		Skill	Exertion	
Accuracy	-		Power	Str + 1 (Weapon)	
Initiative	-2	Movement	-2	Range	0
Guard	8	Level	2	Cost	1400

This large shield uses void magic to stop time the moment it is struck, increasing its resistance many times over. When using this shield to guard, you may spend a number of MP up to your Spirit modifier. For purposes of that attack, increase your guard by an amount equal to the MP spent. You may not reduce your MP below 0 in this way.

Fireproof Robe

Type	Armor (Clothing/Cloth)	Weight	1	Location	Main
Evasion	0	Defense	2/10/1/0	Initiative	0
Movement	-1	Level	2	Cost	1000

This deep red robe is enchanted with elemental magic that grants it a high resistance to heat. While equipped, you cannot be afflicted with the burning status at level 2 or lower.

Engraved Leather

Type	Armor (Suit/Leather)	Weight	4	Location	Main
Evasion	0	Defense	6/3/4/0	Initiative	-1
Movement	-1	Level	2	Cost	1300

This ominous suit of leather armor produces a synergistic reaction to Chaos in the surrounding area that activates the wearer's Art. While equipped, during any scene in which the Chaos level is 4 or higher, add one die to both the damage dealt by any of the wearer's Art abilities with a timing of "Major Action," "Reaction," "Guard" or "Before the Damage Roll," and the armor's defense ratings.

Silver Breastplate

Type	Armor (Suit/Metal)	Weight	6	Location	Main
Evasion	-1	Defense	9/6/7/0	Initiative	-1
Movement	-1	Level	2	Cost	1200

This breastplate made of silver has had its structure magically reinforced, decreasing its weight while increasing its strength.

Immovable Plate

Type	Armor (Suit/Metal)	Weight	13	Location	Main
Evasion	-5	Defense	14/6/12/0	Initiative	-5
Movement	-5	Level	3	Cost	2000

This suit of plate mail is enchanted to momentarily increase its mass, allowing it to withstand even a direct charge from a mounted soldier. While equipped, whenever an effect would have you make a forced move, reduce the distance moved by 1 (to a minimum of 0).

Immortal's Cloak

Type	Armor (Cloak/Leather)	Weight	2	Location	Sub
Evasion	0	Defense	1/1/2/0	Initiative	0
Movement	-1	Level	2	Cost	1200

This blood-colored cloak magically enhances the wearer's natural regenerative capabilities. While equipped, when you are the target of a Recovery effect, increase the amount of HP recovered by (Fortitude x 2).

Boots of the Wind

Type	Armor (Legs/Leather)	Weight	2	Location	Sub
Evasion	0	Defense	0/1/1/0	Initiative	0
Movement	+3	Level	2	Cost	1100

These boots are enchanted with a spell that allows the wearer to run at high speeds by controlling the level of friction with the ground. Treat their movement modifier as 0 when mounted or flying.

FORCES

The following section describes the forces that may be used by characters in mass combat. They are classified by soldier type, and possess various characteristics and abilities. Their strength increases with their level.

Level 1 Militia					
Requirements	None			Morale	3
Str	+1	Ref	+0	Per	+0
Int	+0	Spi	+0	Emp	+0
HP	+10	Initiative	+0	Movement	+0
Power	+1	Defense	1/0/0/0	Abilities	None
A collection of citizen militia. Their morale and ability are both low.					

Level 1 Infantry					
Requirements	Food 1, Any Other Resource 1			Morale	5
Str	+1	Ref	+1	Per	+1
Int	+1	Spi	+1	Emp	+0
HP	+20	Initiative	+1	Movement	+0
Power	+3	Defense	3/2/2/0	Abilities	Flanking (1)
The most general, balanced type of force.					

Level 2 Infantry					
Requirements	Food 3, Any Other Resource 2			Morale	5
Str	+2	Ref	+2	Per	+1
Int	+1	Spi	+2	Emp	+1
HP	+30	Initiative	+2	Movement	+0
Power	+5	Defense	5/3/4/0	Abilities	Flanking (2)
More experienced, more powerful infantry.					

Level 1 Cavalry

Requirements	Horses 2, Food 1			Morale	6
Str	+2	Ref	+2	Per	+0
Int	+0	Spi	+0	Emp	+1
HP	+20	Initiative	+0	Movement	+1
Power	+5	Defense	3/1/1/0	Abilities	Mounted Charge (1)

A mobile cavalry unit.

Level 2 Cavalry

Requirements	Horses 4, Food 2			Morale	6
Str	+3	Ref	+3	Per	+1
Int	+0	Spi	+1	Emp	+1
HP	+30	Initiative	+1	Movement	+1
Power	+7	Defense	4/2/2/0	Abilities	Mounted Charge (2)

More experienced, more powerful cavalry.

Level 1 Shieldbearers

Requirements	Forests 1, Food 1			Morale	5
Str	+2	Ref	+0	Per	+1
Int	+0	Spi	+1	Emp	+0
HP	+30	Initiative	-2	Movement	+0
Power	+1	Defense	7/3/6/0	Abilities	Allied Protection (1)

Shield-carrying soldiers who protect important people or locations.

Level 2 Shieldbearers

Requirements	Forests 3, Food 2			Morale	5
Str	+2	Ref	+0	Per	+2
Int	+1	Spi	+2	Emp	+1
HP	+40	Initiative	-1	Movement	+0
Power	+2	Defense	9/5/8/0	Abilities	Allied Protection (2)

More experienced, more powerful shieldbearers.

Level 1 Armored Infantry

Requirements	Mineral 2, Technology 1			Morale	6
Str	+1	Ref	+0	Per	+0
Int	+0	Spi	+0	Emp	+0
HP	+35	Initiative	-4	Movement	+0
Power	+0	Defense	9/4/8/0	Abilities	Defensive Formation (1)

Heavily armored soldiers meant for the defense of bases.

Level 2 Armored Infantry

Requirements	Mineral 4, Technology 2			Morale	6
Str	+2	Ref	+0	Per	+0
Int	+0	Spi	+2	Emp	+0
HP	+45	Initiative	-2	Movement	+0
Power	+2	Defense	12/6/11/0	Abilities	Defensive Formation (2)

More experienced, more powerful armored infantry.

Level 1 Archers

Requirements	Technology 2, Forests 1			Morale	5
Str	+1	Ref	+1	Per	+2
Int	+1	Spi	+0	Emp	+0
HP	+15	Initiative	-1	Movement	+0
Power	+6	Defense	2/1/1/0	Abilities	Arrow Barrage (1)

Archers trained in the use of bows.

Level 2 Archers

Requirements	Technology 4, Forests 2			Morale	5
Str	+1	Ref	+2	Per	+3
Int	+2	Spi	+1	Emp	+0
HP	+25	Initiative	+0	Movement	+0
Power	+7	Defense	3/2/2/0	Abilities	Arrow Barrage (2)

More experienced, more powerful archers.

Level 1 Mercenaries

Requirements	Finances 2			Morale	4
Str	+2	Ref	+2	Per	+1
Int	+0	Spi	+0	Emp	+0
HP	+20	Initiative	+2	Movement	+0
Power	+4	Defense	3/2/2/0	Abilities	Rally (1)

Mercenaries paid to fight on the battlefield.

Level 2 Mercenaries

Requirements	Finances 4			Morale	4
Str	+3	Ref	+3	Per	+2
Int	+0	Spi	+0	Emp	+1
HP	+30	Initiative	+4	Movement	+0
Power	+6	Defense	5/3/4/0	Abilities	Rally (2)

More expensive elite mercenaries.

Level 1 Military Band

Requirements	Technology 1, Finances 1			Morale	4
Str	+0	Ref	+0	Per	+0
Int	+1	Spi	+0	Emp	+1
HP	+10	Initiative	+1	Movement	+0
Power	+0	Defense	2/1/1/0	Abilities	Military Chorus (1)

A band that inspires other forces with their music.

Level 2 Military Band

Requirements	Technology 3, Finances 2			Morale	4
Str	+0	Ref	+1	Per	+0
Int	+2	Spi	+1	Emp	+2
HP	+20	Initiative	+3	Movement	+0
Power	+0	Defense	3/2/2/0	Abilities	Military Chorus (2)

A more experienced, more powerful military band.

FORCE ABILITIES

The following section describes the various special abilities that forces have. They may only be used while you are leading a force.

Flanking					
Type	Force			Max Level	5
Timing	Before Making a Check				
Check	-	Target	Individual	Range	0
Threshold	-	Cost	1 Morale		
<p>With this ability you apply pressure to the enemy at the same time as an ally attacks, ensuring that their attack is even more reliable.</p> <p>When a target other than yourself makes a melee attack, add one die to the attack check, and increase the damage of the attack by (Level x 5). This ability may only be used once per round.</p>					

Mounted Charge					
Type	Force (Movement)			Max Level	5
Timing	Minor Action				
Check	-	Target	Self	Range	-
Threshold	-	Cost	2 Morale		
<p>This ability allows you to make a ferocious charge into the enemy line and trample them. You may immediately make a full move. Increase the damage of any melee attack you make during this main phase by [(Level x 5) + 5].</p>					

Allied Protection					
Type	Force (Cover)			Max Level	5
Timing	Before the Damage Roll				
Check	-	Target	Individual	Range	1
Threshold	-	Cost	1 Morale		
<p>You raise your shield and block an attack intended for one of your allies. Make a cover action towards the target. You may make a cover action even if you are exhausted, and you do not become exhausted as a result of making the cover action. For the rest of this phase, increase all of your defense ratings by (Level x 5). This ability may only be used once per phase.</p>					

Defensive Formation					
Type	Force			Max Level	5
Timing	Setup				
Check	-	Target	Self	Range	-
Threshold	-	Cost	1 Morale		
<p>With this ability you form an impenetrable defensive line that deflects all kinds of enemy attacks.</p> <p>For the rest of the round, increase all of your defense ratings other than "internal" by $[(Level \times 3) + 2]$.</p>					

Arrow Barrage					
Type	Force (Offensive)			Max Level	5
Timing	Major Action				
Check	Ranged Weapons	Target	See Below	Range	Weapon
Threshold	Opposed	Cost	1 Morale		
<p>You and your squad fire a barrage of arrows that turn the enemy into pincushions.</p> <p>Make a ranged attack with a target of [Area: (Level + 1)]. At Level 4, change this to [Target: Cross], and at Level 5 [Target: Cross (Choice)].</p>					

Rally					
Type	Force (Recovery)			Max Level	5
Timing	Initiative				
Check	-	Target	Self	Range	-
Threshold	-	Cost	2 Morale		
<p>This ability invigorates your unit's members, giving them a second wind when it matters the most.</p> <p>You recover $[(Level \times 5) + 5]$ HP. For the rest of the round, increase the damage of your attacks by $[(Level \times 3) + 2]$. This ability may only be used once per round.</p>					

Military Chorus

Type	Force	Max Level	5
Timing	Minor Action		
Check	-	Target	See Below
Threshold	-	Cost	1 Morale
<p>This ability buoys your allies' spirits by playing songs of courage from their homeland.</p> <p>This ability targets any other characters of your choice within (Level + 1) squares. Increase the morale of the target(s) by 1 point. At level 3 and above, increase the morale of the target(s) by 2 points instead.</p>			

REFERENCES: LITERATURE

The following are some books (one series of novels and two manga series) that should serve as good points of reference when trying to imagine the world of the Grancrest RPG. They are all great works that have earned the praise of the design staff.

Record of Lodoss War

Author: Mizuno Ryo
Publisher: Kadokawa

Set on the cursed island of Lodoss, this series of fantasy novels follows the struggles and the growth of the young Parn, who dreams of becoming a knight.

The debut work of the author, Mizuno Ryo, it also formed the basis for the look of fantasy in Japan—the struggle between kingdoms of light and darkness, witches who have manipulated history from the shadows and a beautiful high elf heroine.

A revised, reissued version was released in 2013 to celebrate the series's 25th anniversary. Even today the legend still feels fresh and new.

Kingdom

Author: Yasuhara Hisa
Publisher: Shueisha/Weekly Young Jump

This historical manga is set in China during the late Spring and Autumn period of the Warring States era (771 – 476 BC). It tells the tale of Xin, a young peasant boy who relies on his sword to guide him through the chaotic world on his path to become a warlord.

Great heroes of history appear one after the other, inspiring the reader with their amazing deeds.

The warlords who dominate the battlefields, the cunning strategies of their tacticians and the ferocity with which lone warriors confront entire armies can all serve as inspiration for the adventures characters will experience in the Grancrest RPG.

Berserk

Author: Miura Kentarou
Publisher: Hakusensha/Young Animal

This masterpiece of dark fantasy tells the story of the soldier Guts, wielder of his massive sword *Dragon Slayer*—“Nothing more than a slab of iron”—and his journey for revenge.

Guts's enemies, the terrifying monsters known as “Apostles,” are essentially the same as Chaos projections, and the intensity with which the battles are drawn perfectly reflects the themes of the Grancrest RPG.

More than anything, Guts, with his grim visage and his desire for revenge, exemplifies the life led by Artists.

Rules Section

ACTION CHECKS

Characters will succeed or fail at various tasks based on their ability scores and the luck of the dice.

Characters in the Grancrest RPG undertake many actions. Exploring a forest for enemies, riding galloping horses, searching their memories for an important piece of information, etc... Amidst all of those actions there will likely be times where you will need to determine whether someone succeeds or not. In those situations, you roll a certain number of dice and use the result to determine the success or failure of an action. This is called an "action check."

When the rules refer to "making a check," they are always referring to making an action check.

RESOLVING ACTION CHECKS

Action checks are resolved in the following order:

1. Call for a check
2. Determine the skill
3. Determine the threshold for success
4. Determine the number of dice
5. Roll the dice
6. Calculate the result
7. Determine whether the action succeeds or fails

1. Call for a Check

The GM decides whether or not the action a character is taking requires a check in order to resolve.

2. Determine the Skill

Next, the GM decides which skill will be used for the check. For example, if the character is trying to find something hidden, she would use "Detection."

Consult the section titled "Ability Score and Skill Explanations" to see which skills correspond to which types of actions.

3. Determine the Threshold for Success

The GM chooses a "success threshold" to represent how difficult the check is. Use the following as a general guide for determining thresholds:

Threshold	Difficulty
3-8	Very Simple
9-10	Simple
11-12	Average
13-14	Difficult
15-16	Very Difficult
17+	Extremely Difficult

These guidelines are only intended for Level 1 characters and may not represent similar difficulties for higher level characters. The GM may also call for a check without declaring a threshold, or may keep the threshold for a check secret.

4. Determine the Number of Dice

The player examines the skill that the GM has determined to be used for the check and rolls a number of dice equal to the number of circles filled in for that skill. If a character receives extra dice (from an ability or other effect), add them to the total number of dice rolled.

5. Roll the Dice

Roll all of the dice and add up the total of all values shown on their faces. If two or more dice come up "6", the check results in a critical. A critical produces effects that are more than what is typically possible.

The effects of criticals are described later.

6. Calculate the Result

After totaling the result of the roll, add the check modifier for the skill used to make the check to the total to determine the final result. Also add any other modifiers that may apply to the check.

Criticals

If the dice roll resulted in a critical, add 10 to the final result of the roll

7. Determine Whether the Action Succeeds or Fails

If the total result is greater than or equal to the threshold set by the GM, the action is a success. If it is less than the threshold, the action is a failure.

MODIFIERS

The GM is free to apply modifiers to checks based on the circumstances under which the actions are being attempted.

For example, when attempting to ride a horse quickly, the state of the road, the horse's temperament, the weather and the presence of any pursuers may change the situation.

These modifiers may apply to the threshold, the number of dice, the final result, etc...

A typical modifier should be the addition or subtraction of one die. Any more than this would make success or failure all but inevitable and eliminate the need for a check altogether.

OPPOSED CHECKS

Unlike normal action checks, these rules for opposed checks are used when two characters compete with each other. For example, when one character swings his sword at another, and the second character attempts to evade.

RESOLVING OPPOSED CHECKS

Opposed checks are resolved in the following order:

1. Call for an opposed check
2. Decide which side is acting and which side is reacting
3. Determine the skills to be used

4. The acting side makes a check
5. The reacting side makes a check
6. Determine victory and defeat

1. Call for an Opposed Check

First, the GM decides that an action will be resolved through an opposed check and names which characters will participate.

2. Decide Which Side is Acting and Which Side is Reacting

Next decide who will be the one making the action (the acting side) and who will be the target of the action (the reacting side).

In the above example, the one swinging the sword would be the acting side, and the one attempting to evade would be the reacting side. The decision as to which side is which is up to the discretion of the GM.

3. Determine the Skills to be Used

The GM chooses which skills that the acting and reacting sides will use.

In the above example, the acting side would most likely use "Light Weapons," and the reacting side "Evasion."

4. The Acting Side Makes a Check

First the acting side makes a check and totals the result.

5. The Reacting Side Makes a Check

Next the reacting side makes a check and totals the result.

If for some reason the reacting side is in a situation where they would be unable to make a check, the result of their check is 0.

6. Determine Victory and Defeat

Compare the results of both checks; the side with the higher result succeeds and the side with the lower result fails. Succeeding at an opposed check is referred to as winning, and failing at one is called losing.

In the event of a tie, the reacting side is the winner.

OPPOSED CHECKS WITH MULTIPLE PARTICIPANTS

If the reacting side of an opposed check consists of multiple characters, the acting side makes only a single check, and each character on the reacting side makes a check. Determine who won and who lost on a case by case basis.

DIFFERENTIATING BETWEEN THE ACTING AND REACTING SIDES

In the event that it is impossible to determine which side is acting and which side is reacting, treat both parties as the acting side, and the resolve their checks in whichever order the GM wishes.

In the event that the check results in a tie, the opposed check is re-rolled. Apply all modifiers as per the initial check, and no extra time passes in the game.

ABILITY SCORE AND SKILL EXPLANATIONS

Strength

This ability score represents physical power and toughness.

Martial Arts

Grappling and bare-handed combat.

Exertion

Used for lifting objects and climbing over walls.

Heavy Weapons

The ability to handle axes, large swords and other heavy weapons.

Swimming

Used when trying to act while in water.

Fortitude

Represents the body's physical resilience.

Reflexes

This ability score represents physical agility and speed.

Light Weapons

The ability to handle short swords and other light weapons.

Acrobatics

Used when performing nimble or agile movements.

Stealth

The ability to make yourself hidden or difficult to spot.

Evasion

Used when trying to avoid an attack.

Riding

The ability to ride and control horses and other animals.

Perception

This ability score represents sight, vision and all of the physical senses.

Ranged Weapons

The ability to make ranged attacks using bows and other missile weapons.

Dexterity

Used when trying to make detailed and precise movements.

Detection

Used when trying to notice something.

Sixth Sense

Used when attempting to sense Chaos.

Intelligence

This ability score represents your level of knowledge and ability to make quick judgments.

Healing

Used when trying to treat wounds.

Chaos Lore

Represents your level of knowledge regarding Chaos.

Crest Lore

Your knowledge relating to Crests and Lords.

Strategy

Your level of knowledge of military strategy and tactics.

Knowledge: ()

Used for a specialized knowledge of some other subject.

Spirit

This ability score represents your strength of spirit and your ability to focus.

Willpower

The ability to resist temptation or magic.

Crest

Used when a Lord uses her Crest.

Empathy

This ability score represents various types of emotional intelligence.

Speech

Your skill at negotiation and speaking.

Sensitivity

Your ability at manipulating Chaos.

Gather Information

Used when trying to learn something or simply collect information.

Perform: ()

Used when performing something artistic or entertaining.

PLAYING THE GAME

This chapter will explain how an actual session progresses. Both the GM and the players should read this before playing.

OVERVIEW OF A SESSION

A single session of the Grancrest RPG is divided into three main parts: the pre-game, where the players create their characters and the GM prepares for the game; the main game itself, where the players play through the scenario presented by the GM; and the post-game, where characters grow and advance and other lingering details are taken care of.

The game session itself is further divided into sections called "scenes."

A single scene lasts as long as it requires to reach a conclusion, and the game itself is made up of a series of scenes one after the other. Scenes are described in more detail beginning on page 200.

PRE-GAME

The pre-game is where you do all of the work necessary to begin playing.

These are things that you will want to do leading up to the day that you play as well as on the day itself before the actual game begins.

PREPARING FOR THE GAME

There are things that all of the participants will need to do leading up to the day that you play.

The most important of these is to prepare yourself mentally. How much you enjoy the game can depend heavily on how much you are looking forward to it beforehand. See it for yourself.

Obviously it is also important to prepare yourself physically. A roleplaying game session can last for several hours and being sick or injured can make playing more difficult. Furthermore, as a game that premises itself on communication, progress is also dependent on paying attention to the other players. Make sure that you get plenty of sleep the night before you play in anticipation of the session.

Reading the Rulebook

If you have access to the rulebook, we suggest that you spend the days leading up to the session looking over it. While you do not need to memorize each and every word, the session will run more smoothly if you are familiar with the parts of the rules that apply to you.

Preparing a Scenario

The GM needs to spend the time leading up to the game session preparing a scenario. If it is the first time that the GM is playing the Grancrest RPG, we recommend using the scenario included with this book. Otherwise, you may feel free to use other commercial or publicly available scenarios, or prepare your own.

Either way, the GM should make sure that she is familiar with the details of the scenario.

Necessary Items

You should also make sure you have all of the materials listed on page 12.

THE DAY OF THE GAME

There are also things you should prepare on the day you will be playing.

Sheets

Distribute any sheets necessary for the game to the players.

Trailer

The GM relates a trailer to the players. A trailer serves to introduce the scenario to the players, a simple setup to let them understand the situation of the game before it begins. For more information on trailers, see page 297.

Handouts

Next, the GM distributes the handouts to the players. A handout consists of a few paragraphs explaining the basic setting or background of the characters in the scenario.

The GM reveals all of the handouts to the players who then decide who will take which one. Usually the players will decide for themselves, but if they are having trouble choosing the GM may decide for them.

For more information on handouts, see page 297.

Character Creation

After the players have selected their handouts they can use them as guidelines for creating their characters. The rules for character creation appear beginning on page 17. After the players make their characters, the GM should look them over to make sure they have not made any mistakes or omissions.

Characters do not need to be made on the day that you play. As long as the trailer and handouts are available to the players, they can create their characters beforehand. You may want to use social media or some other method to keep in touch with each other should any questions arise.

However, even in those cases, you should still present the trailer and the handouts to the players just before you begin the game. It is easy to forget certain details when you are creating characters some time before playing.

Filling Out the Session Sheet

Record the scenario name, the date and the GM's name on the session sheet. The players should record the information for each of their PCs.

Filling Out the Record Sheets

The players should each fill out the necessary data on of their record sheets.

PC Bonds

Next, determine the PCs' starting bonds with each other. Having the PCs all be connected to each other at the start of the game will make the game run more smoothly.

The GM can determine which PC has a bond with whom, or you can simply have each PC have a bond with the PC of the player sitting to their left.

See page 40 for rules on determining bonds. Allow a little time for the players to discuss their characters and their relationships with each other in order to give them a little more depth.

Finishing Up

Once the players have determined their bonds you can start the game.

It is okay to take a brief break in order to prepare yourselves before you finally start.

MAIN GAME

Now you can begin the actual game.

During the game, guided by the descriptions presented by the GM, the PCs work their way from encounter to encounter, fighting against Chaos and eking out an existence in a war-ravaged world.

The main game is divided into units of time called scenes.

SCENES

A scene in the game is the same as a scene in a movie or TV show, and like a movie or a TV show a single scenario is made up of several scenes strung together.

Depending on what happens during the game the GM may come up with new scenes that were not part of the scenario, or the players may ask the GM to come up with specific scenes for them. Ultimately it is up to the GM to determine the contents of each scene.

Entering and Exiting the Scene

In a TV show, a character's actions can only be confirmed by the audience when that character appears in front of the camera. Actors cannot act when they are not on stage. A scene in the Grancrest RPG is no different; a PC cannot do anything when she does not appear in a scene.

When a character makes an appearance in a scene it is called an "entrance," and an "exit" when she leaves. A character who has not entered a scene cannot take any actions, nor can a character in a scene affect characters who have already exited.

The GM can decide who is appearing in a scene as well as allow characters to enter and exit the scene while it is ongoing.

If a player wishes to appear in a scene she should let the GM know. The GM can allow or disallow it depending on what is happening in the scene and the circumstances of the scenario. The GM may also allow a character to enter a scene based on succeeding at a check, for example, or with other conditions. Ultimately, it is the GM who determines who appears in a scene and when.

Creating a Scene

A scene will generally progress in the following manner:

1. Declare who is appearing in the scene
The GM designates which PCs and NPCs are present at the start of the scene.
2. Open the scene
The GM starts by describing the circumstances of the scene: where the characters are, what is happening, why they are there, etc... If a scene has a clear objective—for example, "infiltrating a neighboring country"—it will make it easier to decide who is appearing in the scene and make the scene run smoother.
3. The PCs make their entrance
Next the GM determines which PCs will be appearing in the scene. Any PC who wants to appear can begin the scene already present with the GM's permission.
It is also possible to enter the scene in the middle of the action. Obviously in those

situations the GM still has final say.

4. Act out the scene

Once the scene has been set it is time to actually act it out. The scene progresses through a dialogue between the GM and the players.

5. End the scene

The scene ends whenever the GM declares that it is over. A scenario will usually have some sort of condition listed for a scene that lets you know when to end it.

When the scene ends, the game proceeds to the beginning of the next scene.

Master Scenes

The GM may insert scenes, called "master scenes," in which none of the PCs appear.

A master scene is acted out entirely by the GM. They are used to give the players, but not their characters, information about what is going on behind the scenes of the story.

In other kinds of entertainment there are actions and events that are presented to the watchers or readers that the main characters are unaware of. In a roleplaying game, the players are participants in the story as well as an audience. These scenes are used to preserve the sense of fairness that the GM shows to the players.

Pledge Scenes

A pledge scene is a special kind of scene where a PC takes advantage of an oath or a bond. Pledge scenes are explained in more detail on page 219.

Pledge scenes occur at the GM's discretion and are only for the purpose of using an oath or bond.

Connecting Scenes

Scenes are self-contained objects. One scene does not have to necessarily be a direct continuation of the previous one. For example, the first scene could consist of a Lord witnessing a Chaos disaster while the one that follows could be of a Mage listening to a conversation at the Academy that occurs at the same time.

How scenes are connected, whether they occur in chronological order, how much time passes during and between scenes and other questions are all up to the GM to answer.

However, trying to keep track of how long everything takes can be a large burden on the GM. It is easier to keep things vague, and only keep careful track of time when it is absolutely necessary.

CHAOS LEVEL

The world of the Grancrest RPG is one that languishes under the encroachments of Chaos, a force whose power ebbs and flows throughout the world. Chaos disasters are more likely to occur in places heavy with Chaos while those without are relatively safe.

At the beginning of each scene the GM determines the Chaos level for that scene.

The Chaos level is a number from 1 to 10, and the higher the number the more heavily permeated with Chaos the area is. The GM may also raise or lower the Chaos level throughout the course of a scene. Use the following as a guideline for determining the Chaos level and its effects.

Chaos Level 1	More or less no Chaos present. There are very few places with a Chaos level this low.
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Chaos Level 2	A place with very little Chaos, such as a large city.
Chaos Level 3	The standard Chaos level, found in smaller towns and the areas surrounding them.
Chaos Level 4	Represents a slight increase in Chaos, usually found as one moves further away from civilization.
Chaos Level 5	Even more dense levels of Chaos, such as in the areas near a dead zone.
Chaos Level 6	A dense level of Chaos, the kind found inside of dead zones.
Chaos Level 7-9	A very high level of Chaos. In the past it has been recorded at the very heart of dead zones.
Chaos Level 10	These areas are approaching the upper limit of Chaos saturation, where anything can happen. No areas with this Chaos level have ever been recorded in the present day.

STRUCTURING A SESSION

While a game is made up of a collection of scenes, simply stringing scenes together randomly runs the risk of creating a vague and confusing story.

What follows is an explanation of the most common form that a Grancrest RPG session can take. While only an example it should still be useful as a guide.

Introduction

No matter what the content of the game it should start by explaining the relation that the characters have to the story. In other words, an introduction.

When you begin the game the players will not immediately understand their role in the story. Even if you know that you are playing a Lord, you do not know whether today you will be opposing Chaos, fighting against another Lord or doing something else entirely.

The purpose of an introductory scene is to answer those questions for the players. For example, if a soldier covered in wounds rushes into the room and begins telling a story of an attack from a neighboring kingdom the players should be able to grasp that today's game will likely be about a war with that kingdom.

If possible you should give an introduction for each of the characters. However, it may also be possible to include multiple characters in a single introductory scene.

Development

After the introduction come several scenes that expand the plot.

Following the above example, the players may seek out ways to oppose the attacking kingdom and search for deeper reasons behind the attack.

The effects of the "oath" system (see p.219) also take effect during these scenes. A character swearing an oath to uphold their beliefs may serve as the climax of the story.

The real high points of a roleplaying game scenario take place during these development scenes. The GM should try to work all of her ideas into this part of the game in order to make the session as fun as possible.

Decisive Battle

While major battles can also occur during the development stage of the game, many Grancrest RPG scenarios will include these major battles near the end.

The Grancrest RPG has a rich and colorful combat system. You should make battles against projections, other Lords and these decisive battles as exciting as possible. See the rules for combat beginning on page 203.

Conclusion

After the decisive battle has ended you can move on to the conclusion.

If the players were victorious then you can end on a high note, but if they failed it may leave them feeling regret.

Regardless of the outcome, however, this is the point where the session ends. Everybody can discuss how they felt about the game, and then move on to the post-game.

POST-GAME

The post-game occurs after the main game has ended.

The post-game part of the session involves the following activities:

- Reset stats
- Calculate experience points
- Cleaning up

RESET STATS

At the beginning of the post-game characters' stats are reset.

A character's HP, MP and Fate are all restored to their original values and all bad statuses are removed. However, if a character died, instead of resetting that character's scores she simply becomes unusable. There is nothing left to do save pray that she finds happiness in her next life.

CALCULATE EXPERIENCE POINTS

Next you calculate experience points.

Experience points are calculated by checking off boxes on the "Experience" section of the record sheet.

The GM goes through the boxes one by one and adds up the points. Each of the boxes is explained below.

After adding up the players' experience points, record them on the session sheet. Add half of those points (rounded down) to the GM's experience point total.

Player Experience Points

In the Grancrest RPG, experience points are awarded to players rather than to PCs. In other words, the experience points that a player earns may be used to advance a different character. However, in order to spend experience points on anything you must have the GM's approval.

Rules for spending experience points are explained beginning on page 204.

AWARDING EXPERIENCE POINTS

In the Grancrest RPG, experience points are awarded for meeting the following requirements.

For Players

- Surviving until the end of the session. **+1 XP**
- Achieving the scenario objectives:
If the players meet the objectives set forth by the GM in the scenario, they will gain experience for doing so. A scenario may have multiple objectives.
- Fulfilling an oath. **+2 XP for each oath fulfilled**
- Encountering enemies:
Add together the total levels of all enemies encountered and divide it by the number of PCs (round down) to determine the amount of XP gained. It does not matter if the players won or lost the fights with those enemies.
- Good roleplaying. **+1 XP**
- Saying or doing something to help another player. **+1 XP**
- Positively advancing the session. **+1 XP**
- Having fun. **+1 XP**

Add these all together and confirm them with the GM to determine your total number of experience points gained.

For GMs

Record the amount of experience points acquired by each player on the session sheet.

Add them all together and divide the total by 2 (round down). Finally, check off the "The GM Had Fun" box and calculate your final experience point total.

These session sheets are used to track the GM's growth.

CLEANING UP

After everything else has been taken care of, it is time to clean up.

Make sure that the area you played is clean and ready to be used next time.

ADVANCEMENT

Experience causes people to grow, and the characters who manage live through the Chaotic age of the Grancrest RPG are no different.

This section of the rules will explain how to use experience points to advance your character and how the results of a game session can create changes in your country.

CHARACTER ADVANCEMENT

A player may spend experience points to advance her character. You may not spend experience points on other players' characters.

Experience points are used to raise a character's character level. The number of experience points needed to increase a character's level are equal to ten times the level you are raising the character to. For example, raising a character from Level 1 to Level 2 would cost twenty experience points.

LEVELING UP

To increase your character's level, follow these steps:

1. Adjust your level
2. Increase your HP and MP
3. Increase your ability scores
4. Acquire class abilities
5. Acquire background abilities

1. Adjust Your Level

Add 1 to your current level on your character sheet.

2. Increase Your HP and MP

Increase your maximum HP and MP. The amount that they increase depends on your style. Increase each by the amount listed on the Style Table (p.64).

3. Increase Your Ability Scores

Choose three of your base ability scores and add one point to each of them. If any of those increases would change your check modifier, then adjust that as well.

4. Acquire Class Abilities

You gain two levels worth of class abilities. You may use these to acquire either common class abilities or abilities specific to your style.

These levels may be used to acquire new abilities or to increase the level of abilities that you already possess. You may increase one ability by two levels. However, you may not learn any new epic abilities.

5. Acquire Background Abilities

You gain one level worth of background abilities. You may use this to acquire a new ability regardless of its category, or to increase the level of an ability that you already possess.

GROWING YOUR COUNTRY

Much like characters, it is also possible for your country to grow as a result of the session. These rules will explain those changes.

Country growth can only take place after the game, not during it.

SUPPORT POINTS

Support points represent the amount of support that a Lord receives from the Academy.

There are three different ways in which they can be increased.

One is through defeating the forces of Chaos. The second is through eliminating dead zones. The third is through usurping another Lord's Crest.

Defeating the Forces of Chaos

Whenever you defeat an individual associated with Chaos, you gain a number of support points equal to that character's level times 50. The GM may feel free to adjust this amount.

This includes enemies with the "Chaos" subtype as well as Artists.

Eliminating Dead Zones

Whenever you eliminate a dead zone you gain more support points. Rules on dead zones are included in the Grancrest Rulebook II.

Usurping Another Lord's Crest

Whenever you steal another Lord's Crest you gain all of the support points that that Lord had accumulated. The GM is free to decide the amount. If you are unsure of how much to award, you can multiply the Lord's level by 50 to determine the number of support points.

SPENDING SUPPORT

You may spend acquired support points on Academy support.

When you do, you may also return previously acquired support for a refund.

RAISING THE COUNTRY LEVEL

The more support points you acquire, the larger the area controlled by the Lord becomes.

For every thousand support points you gain, the country level is raised by 1.

Whenever the country level increases, follow the steps listed below.

Raise Peer Rank

If the raise in country level would increase your peer rank, change it on the country sheet.

The correlation between country level and peer rank is listed on the table on page 162.

Increase Resources

Each time your country level increases, increase the level of one resource by 1.

Each time your country level reaches a multiple of 5, you may roll once on the national characteristics table and apply the effects. The GM may also choose to apply a specific effect instead of having the players roll on the table.

For example, if during the session you had a victory over a plains region, the GM may choose to add the "Plains" characteristic to your country.

Acquire Forces

You may acquire new forces using your newly raised resource levels.

You may also return previously acquired forces in order to refund their resources to the available resource pool.

WHEN THE PCS FAIL

Victory is not the only outcome of war. Sometimes you will fail or face other hardships. When that happens you may be subject to various penalties.

DEATH OF A LORD

Sometimes during a session a Lord will die and her Crest will vanish.

When that happens, the country that the PCs had been ruling collapses. Dispose of the current country sheet and start a new one.

STOLEN CREST

Sometimes a Lord's Crest will be stolen by another Lord.

There are two different ways that such a situation can be handled.

Acquire a Minor Crest

An enemy Lord may bestow the PC with a minor Crest.

Change the name on the country sheet to that of the enemy Lord.

When this happens, the GM may reduce the amount of support points to represent them being stolen by the enemy Lord.

Reduce the country level, resources and forces accordingly.

Without Acquiring a Minor Crest

The enemy Lord might not offer the PC a minor Crest, or the PC might refuse it. If that occurs, the PCs' country is taken by the enemy. Dispose of the country sheet.

LOSING SUPPORT POINTS

Sometimes support points can be lost as an outcome of war. When one side loses they may end up sacrificing favor instead of territory to the victor, for example.

Academy support, the country level, resources and forces all need to be reduced to meet the new support point total. It is also possible to lose national characteristics.

The GM may also decide that a characteristic was lost as a result of the territory it represents being captured.

COMBAT

War-torn Atratan is home to countless battles, day after day. For its inhabitants survival has become a part of daily life.

In the Grancrest RPG the PCs will eventually be called on to fight.

There is no shortage of situations where combat will become inevitable, such as when eliminating the otherworldly Chaos projections or protecting a kingdom from a tyrannical Lord.

The following rules explain how to handle and resolve those battles.

THE START OF COMBAT AND ROUND PROGRESSION

Combat in the Grancrest RPG is resolved through a set of rules called round progression. Time is split up into units called rounds that are resolved in a certain order, and once everyone has had an opportunity to act play moves on to the next round.

At the start of combat the GM declares that play will start moving in rounds.

When acting in rounds, a character is considered to be one of two statuses, either "active" or "exhausted." Characters are active when they have not yet acted during a round and become exhausted after making an action.

THE STEPS OF A ROUND

A round is divided into the following four steps:

- Setup Phase
- Initiative Phase
- Main Phase
- Cleanup Phase

Each round begins with the setup phase. During each initiative phase all of the active characters compare their Initiative scores and the character with the highest Initiative score begins her main phase—in other words, takes an action. Once that action is completed the character becomes exhausted.

After that character has completed her main phase play proceeds to another initiative phase where all of the active characters compare their Initiative scores. Then the next character completes her main phase, and this process repeats until all characters have become exhausted.

After all characters have become exhausted, move on to the cleanup phase, after which a new round begins.

SETUP PHASE

The setup phase is preparation for the rest of the round.

During the setup phase, first all characters become active.

After that, characters may use abilities with a timing of "Setup." Abilities are resolved in order of the character with the highest Initiative score.

If multiple characters have the same Initiative score, resolve them according to the following rules:

- A PC and an NPC
The PC acts first.
- A PC and another PC
It does not matter who goes first. The players may decide after discussing among themselves. If they still cannot decide, the character with the highest Reflexes modifier acts first. If both characters have the same Reflexes modifier, decide it with a die roll.
- An NPC and another NPC
The GM decides the order.

INITIATIVE PHASE

The initiative phase is used to determine which character will act next.

During this phase, determine who has the highest Initiative score among all of the active characters.

After finding the character with the highest Initiative score, that character begins her main phase. If multiple characters have the same Initiative score, determine the order in which they act in the same manner as during the setup phase.

When there are no more active characters, move on to the cleanup phase.

Abilities with "Initiative" Timing

There are abilities which list their timing as "Initiative." These may be used during any initiative phase, not just the one that occurs before the user begins her main phase.

Abilities with a timing of "Initiative" may be used at any time during the initiative phase. However, they may not be used after the next main phase has begun.

MAIN PHASE

During this phase the character who was determined to act during the initiative phase may take various actions such as moving, attacking, healing, etc...

A character may make one minor action and one major action during each main phase. It does not matter which order they are made in.

At the end of a character's main phase that character becomes exhausted. After that, play proceeds to another initiative phase.

Minor Actions

These are simple actions that usually may be made without requiring a check. They primarily consist of the following:

- Normal Move
You may move a number of squares equal to your Movement score.
- Use an Ability
You may use an ability whose timing is listed as "Minor Action."
- Change Weapons
You may exchange an equipped weapon with another weapon that you are holding.
- Pick Up an Item
You may pick up an item that is on the ground. You may also equip it at the same time.

- Other
Any other action that is designated as a "Minor Action."

Major Actions

These actions usually require a check. They primarily consist of the following:

- Attack
Make an attack using a weapon.
- Full Move
You may move a number of squares equal to twice your Movement score.
- Use an Ability
You may use an ability whose timing is listed as "Major Action."
- Exchange Items
You may exchange items with another character who occupies the same square as you.
- Other
Any other action that is designated as a "Major Action."

CLEANUP PHASE

During this phase you resolve any effects that expire at the end of a round.

First, resolve any effects that say that they are resolved during the cleanup phase. Then, characters may use any abilities with a timing of "Cleanup." Resolve abilities in the order of Initiative scores.

Once the cleanup phase has ended the round ends. If combat is to continue, then proceed to the next round.

The End of Combat

Combat continues until the GM declares that it has ended.

THE MAP

Combat in the Grancrest RPG is represented on a map consisting of a square grid. Each space on the map is referred to as a "square."

Any number of characters may occupy the same square, and all characters in the same square are considered to be at a range of 0.

THE SIZE OF A SQUARE

The size of a square is not explicitly defined. This allows them to be used for various situations.

If it ever becomes necessary to know the size of a square, you may treat them as being 5 meters on each side.

PLACEMENT ON THE MAP

At the start of combat the GM determines the placement of the PCs and NPCs.

The players may make suggestions as to their initial placement based on the events up

until that point, but the GM has final say.

MOVEMENT

Characters are capable of moving 1 square for each point of their Movement score. Characters may only move up, down, left and right, not horizontally.

There are two types of movement, normal and full, each of which denotes a different distance that may be moved.

Normal Move

A normal move may be made as a minor action. A character may move a number of squares up to her Movement score.

Full Move

A full move may be made as a major action. A character may move a number of squares up to twice her Movement score.

OCCUPYING THE SAME SQUARE AS AN ENEMY

If a character occupies a square with another hostile character, leaving that square requires enough points of movement equivalent to moving 3 squares. If a character's Movement score is not sufficient to do so then she may not leave that square.

Entering a square with a hostile character in it requires no additional expenditure of Movement.

ATTACKS

Attacking and defending are indispensable features of combat. Both sides cross swords and the one which forces the other to yield first is the victor. Sometimes it may even become necessary to take the life of your enemy.

An attack is usually resolved as a major action using the rules for opposed checks. The following steps are used when a character makes an attack:

- The attacker's declaration and check
- The reacting side's declaration and check
- Calculate damage
- Apply damage

The Attacker's Declaration and Check

First the attacking character declares that she is making an attack as a major action.

An attack may be made with either an equipped weapon or by using an ability. The attacker declares how she is attacking and which character is the target of her attack.

After all that has been decided the attacker makes a check. An attack with a weapon uses the appropriate weapon skill, and an attack with an ability uses that ability's designated skill. This check is called an "attack check."

The Reacting Side's Declaration and Check

Next, the character being attacked makes a reaction check.

Usually the check will be made using "Evasion," but there are other skills that may be used as well.

If the reacting side wins the opposed check the attack fails. If the reacting side loses the opposed check, move on to the "calculate damage" step.

The reacting side does not become exhausted by making a check, and an exhausted character may still make a reaction check.

Attack Types

Attacks in the Grancrest RPG are divided into different categories.

Certain abilities will use specific skills for the attack and reaction checks. Those will be listed in the ability's description.

- **Weapon Attack**
This is an attack made using an equipped weapon.
- **Melee Attack**
This is an attack made using a sword or other close-combat weapon. These types of attacks are made using the "Martial Arts," "Light Weapons," or "Heavy Weapons" skills, depending on the weapon. The reacting side uses "Evasion."
- **Ranged Attack**
This is an attack made against an enemy from a distance using magic or weapons such as a bow. A ranged attack may not be made against a character at close range (0 squares). The attack is made using the skill designated for the weapon or spell. The reacting side uses "Evasion."
- **Special Attack**
These are attacks made against an area that the opponent is in, an assault on the target's mind or any other kind of attack besides the ones listed above. The skills used for the attack and reaction checks are determined by the type of attack.

Calculate Damage

If the attacker's attack check is successful, calculate the damage of the attack.

In the case of a weapon attack the damage is equal to the weapon's power + 2D.

For other attacks the damage is determined by the ability or spell used.

The die roll for determining damage is known as a "damage roll."

If the attack check resulted in a critical increase the damage of the attack by 10.

Damage Types

Damage is divided in four different types. What type of damage an attack deals depends on the weapon or ability used to make the attack. It is possible for a single attack to deal multiple types of damage.

- **Weapon Damage**
This is damage dealt by weapons such as swords, spears or arrows.
- **Fire Damage**
This is damage dealt by energies like flame or lightning.
- **Crushing Damage**

This is damage dealt by impacts such as falling rocks, being trampled by a horse, explosions or sounds.

- **Internal Damage**

This is damage dealt directly to the internal body by things like poisons or suffocation.

Apply Damage

After the attacker makes the damage roll the target of the attack subtracts her defense rating from the result.

Use the defense rating that applies to the type of damage being dealt. If the attack has multiple damage types, apply only the lowest defense rating of all the ones applicable.

The resulting value is the total HP damage. Subtract the amount of HP damage from the target's current HP.

HP Less Than 0

HP represent a character's body's physical resilience. If a character's HP falls below 0, it means that she is close to death.

A character whose HP falls below 0 as a result of damage is near death. Once a character's HP falls below a certain point, she is dead.

A character who is near death may not make any actions or checks (except for survival checks). There are multiple levels of near death depending on how far below 0 a character's HP falls.

- 0 HP to $-(\text{Base Strength})$

Near Death Level 1

You are unconscious. At the end of combat your HP becomes 1 and you are no longer near death.

- Up to $-(\text{Base Strength} \times 2)$

Near Death Level 2

You need immediate healing. Make a survival check at the end of combat.

- Up to $-(\text{Base Strength} \times 3)$

Near Death Level 3

You are in serious danger. During each cleanup phase you lose 2D HP. Make a survival check at the end of combat.

- More than $-(\text{Base Strength} \times 3)$

The character dies.

Recovering from Near Death

When a character who is near death recovers HP, it may decrease the level of near death, and a near death character whose HP becomes 1 or greater is no longer considered near death. However, in order for a near death character to recover HP she must use an item or ability whose description states that it may be used on a near death character.

A character who recovers from near death becomes exhausted.

A character who is dead cannot recover HP.

Survival Checks

At the end of combat a character who is at near death level 1 or 2 makes a "survival check."

Roll 2D and add your Base Spirit to the result. The threshold for the check is the amount

of HP less than 0 your character currently has. In other words, if a character is at -15 HP the threshold for her survival check is 15.

A successful survival check restores the character to 1 HP and removes the near death status. If the check fails, the character dies.

ABILITIES AND ITEMS

Characters in the Grancrest RPG can achieve a wide range of effects using items and abilities. This chapter explains how to handle them.

In the Grancrest RPG there are several different types of abilities and equipment. Characters use these to survive the chaotic struggles of war.

This chapter is a collection of rules concerning abilities and items. Both the players and the GM should read it carefully and familiarize themselves with the rules.

ABILITY PRIORITY

When the effect of an ability or an item contradicts the rules, generally the ability or item will take precedent. This is called the "ability priority rule." However, the ability priority rule does not take precedence over the golden rule.

If there is a contradiction between the effects of an ability and an item, the PC who used them may choose whichever is more advantageous. However, it still requires GM permission to do so. If the GM believes that such a result would not make sense then she is free to refuse it.

USING ABILITIES AND ITEMS

The use of an ability or item is resolved in the following order.

Declare Its Use

Tell the GM that you are going to use the ability or item.

Choose a Target

Check the potential targets and choose a target or targets.

Confirm Timing

Check the timing of the ability or item and confirm that it can be used.

When not in combat it is up to the GM to decide whether or not an ability or item can be used. Generally, any ability or item that can be used in a single main phase should be able to be used any time.

Pay Costs

Pay any costs for using the ability or item. In most cases the cost will be in MP.

Check

If the ability or item requires a check, make the check. If it does not require a check then simply state so.

Only one ability or item with the same timing may be used at a time. If you have multiple abilities and/or items that have the same timing, you must choose only one to use at a time.

Apply Effects

Apply the effect of the ability or item.

If the check failed, then skip this step.

SPECIAL RULES

This section describes special rules or other points to be aware of when using abilities and items.

EFFECT STACKING

Effects from any individual ability or item do not stack on the same target. For example, if you use an ability that increases your attack power by +5 for an entire scene, it will not increase your attack power by +10 if you use it a second time.

If a target is affected by the same ability or item multiple times, the target chooses which of them applies. However, if the effect of the ability or item includes a die roll, you must choose which one to apply before rolling.

This rule also applies to abilities and items with a timing of "permanent."

ONE VERSUS MANY

Whenever an ability or item affects multiple targets and requires an opposed check, resolve it in the following manner.

First, the character using the ability or item makes a single check. Then, all of the targets make their reactions. Determine success or failure individually for each target, and then apply the effects.

If an effect requires a die roll, resolve it in the same manner, by making a single roll and applying the result to all of the targets.

ABILITIES AND ITEMS WITH THE SAME TIMING

It is possible that more than one ability or item may be used at the same time. When this happens, their effects are not resolved in the order that they are declared. Instead, resolve them according to the following rules.

Initiative Order

During the setup phase, initiative phase and cleanup phase of combat, resolve abilities and items using initiative order.

This process is explained in detail on page 209.

Alternating Order

When items or abilities are used before or after a check or a damage roll, resolve them in the following manner.

First, the attacking side and any character supporting them declares the use of abilities or items and applies their effects. After all of them have been resolved, the reacting side and any character supporting the reacting character use any abilities or items that they wish. The reacting side may choose whether or not to use any abilities or items after seeing the attacking side's result.

Ultimately, which side is considered the attacking side and which the reacting side is up to the discretion of the GM.

Other Situations

In other situations where the use of multiple abilities and/or items is declared at the same

time, the order in which they are resolved is decided by the GM. As a general rule, the acting side should go first, followed by the reacting side.

FATE

For those who wish to reign supreme, strength alone is not enough. You also need fortune—fate—on your side.

In all sorts of stories of war, it happens that the heroes are favored by fortune.

In the Grancrest RPG, "Fate" is one of the trump cards that the PCs can hold. Fate is measured in points and the PCs may spend them to gain an advantage on checks or to use powerful abilities.

USING FATE

The PCs may use Fate in the two following ways.

Boosting a Check

By declaring before a check that you are going to use Fate you may increase the number of dice that you roll. For each Fate point you spend you may add one die to the roll. You may spend as many points of Fate on a single check as you wish.

Using Epic Abilities

There are certain abilities, called "epic abilities," which require you to spend Fate points to use them. Without fortune on your side they would be unusable.

Each epic ability's description will tell you how many Fate points are necessary to use it.

GAINING FATE

A PC starts with three Fate points.

You may also gain more Fate points during play. In order to gain more Fate points, you must swear an "oath." As the name implies, an oath entails promising to accomplish something during the session. The will to swear an oath is strength enough to lure fate to your side.

Oaths are made during special scenes known as "pledge scenes."

PLEDGE SCENES

A pledge scene is a scene where a PC swears an oath and forms a bond.

Pledge scenes appear between normal scenes at the GM's discretion. A pledge scene does not consist of acting and dialogue like normal scenes. They consist only of swearing an oath and forming a bond.

Forming a Bond

The PC gains a new bond in the same manner as during character creation (p.40). A character may have a maximum of five bonds, including both those from character creation and those gained during play.

You may gain multiple bonds during a single pledge scene.

Swearing an Oath

Record the details of the oath in the "Oaths" section of the record sheet.

When a PC swears an oath she gains one Fate point. Place a check mark in the "Fate" box beneath the oath on the record sheet.

You may swear up to three oaths during each session. Like bonds, you may swear multiple oaths in a single pledge scene.

The details of each oath may be the same. This represents the strength of will with which you swear the oath.

You may swear anything that you wish. It must be something that you swear to uphold during that session. The player is free to come up with the details.

However, the oath must be based on either the PC's beliefs or on a bond. An oath that is only made for show is not enough to sway fortune to your side.

It is fine if you do not actually succeed at upholding what you swear to accomplish. What is important is your conviction at the time you swear the oath, not whether you manage to follow through on it.

Shared Oaths

When swearing an oath, you may also have it be a shared oath. A shared oath is one that you swear along with another character.

A shared oath is based on an oath that has already been sworn. It does not matter when the oath was originally sworn.

When making a shared oath, inform the GM and the player who swore the original oath. If both of them agree, write the same oath down on your sheet, and write the other character's name in the "Shared Oath" section of your record sheet. You then gain one Fate point.

The other character also writes your character's name in the "Shared Oath" section of her record sheet, but does not gain any additional Fate points.

Transferring Fate

After swearing a shared oath you may transfer a single Fate point to the other character at any time you wish. When you do, place check marks in both the "Spent" box and the "Transfer" box next to the oath.

The character receiving the Fate point must use it immediately. You may transfer multiple Fate points for different oaths at one time.

Characters not appearing in a scene, near death and dead characters may still transfer Fate points.

Oaths With Three or More People

You may also swear shared oaths with three or more people. When you do, list the names of each character involved.

However, even when you do, you may only transfer one Fate point per oath.

For example, a Lord, a Mage and an Artist all swear to return safely. The Lord may transfer 1 Fate point to the Mage, but if she does she may not transfer anything to the Artist.

Details of Shared Oaths

When you swear a shared oath you do not have to swear the exact same oath as the other character. You may swear a shared oath as long as the GM and the other player(s) agree that overall the details of the oaths are generally the same. If two characters swear similar oaths at different times, they may later decide that their oaths were similar enough to make them into a shared oath.

A shared oath can be used to bring the PCs together towards a common goal or to create excitement. The GM should make it easy to form shared oaths.

RECOVERING FATE

Fate points do not recover until the session has ended.

SITUATIONAL RULES

The following rules apply in specific situations. You should use them whenever those situations arise.

BAD STATUSES

In the Grancrest RPG there are numerous negative states that can afflict characters during combat. For example, they could be poisoned, set on fire or disoriented from a strong blow to the head.

In the game, these negative states take the form of "bad statuses." When a character suffers from a bad status she receives its corresponding penalty. The methods of recovering from each bad status are explained in their descriptions below.

Cumulative Bad Statuses

If a character receives the same bad status multiple times, apply only the most powerful effect. For example, if a character is afflicted by both a level 5 poison and a level 10 poison, only apply the effect of the level 10 poison.

Removing Bad Statuses

All bad statuses only produce their effects during combat. The effects of all bad statuses are removed as soon as combat ends.

BAD STATUS OVERVIEW

Poison

The character has been affected by some sort of toxin.

A poisoned character takes internal damage during each of her main phases. The poison bad status has a level which is equal to the amount of damage it deals.

Poison can be healed by using items or abilities.

Bleeding

The character is losing blood.

A bleeding character takes internal damage during each of her main phases. The damage is equal to the character's Base Strength.

Bleeding can be healed by using items or abilities or by using a minor action.

Burning

The character is engulfed in flames.

A burning character takes fire damage during each of her main phases. The burning bad status has a level, and the damage it deals is equal to a number of dice equal to its strength rating.

Burning can be healed by using items or abilities or by using a minor action.

Stunned

The character has been prevented from moving.

A stunned character cannot make a normal or full move.

Stun can be healed using abilities or by taking a minor action.

Distracted

The character's thinking becomes muddled.

A distracted character subtracts one die from any check that she makes (to a minimum of one die).

A distracted character is healed during the cleanup phase of the round.

Bind

The character loses the use of one of her weapons.

When a character becomes bound, designate one of her weapons. The chosen weapon cannot be used to attack or guard.

Binding can be healed using abilities or by using a minor action.

Fatigued

The character becomes more easily tired.

Increase the cost of all of a fatigued character's abilities by 2 (except for epic abilities).

Fatigue can be healed using abilities or by using a minor action.

Enraged

The character becomes driven to malice towards another character.

When a character becomes enraged, choose another character appearing in the scene.

When the enraged character makes an attack that does not target the chosen character, subtract one die from the attack check (to a minimum of one die).

An enraged character is healed during the cleanup phase of the round.

SPECIAL MAGIC RULES

There are certain special rules for Mages using spells. "Extended spells" require extra time to perform the incantation and have mental images that are difficult to manifest, and "sustained spells" require continued concentration to extend their effects over time.

EXTENDED CHANTS

Spells with the type "Extended" are cast over multiple rounds, increasing the result of the check. By making multiple checks that all add to the result even extremely high thresholds can be met in order to cast powerful spells.

Use the following rules for casting an extended spell. The character using the spell is referred to in these rules as the "caster."

Casting an Extended Spell

When the caster uses a spell with the type "Extended," makes a check for the spell, and the result does not meet the threshold, she can declare that she is using an extended spell. Note the total result of the first check.

The next time the caster may make a major action, she makes another check for the same spell. Add the result of that check to the result of the first check. If the total is greater than or equal to the threshold of the spell, the spell activates. If not, then the caster may declare that she is using an extended spell again.

Extended Spell Penalties

When the caster declares that she is using an extended spell she is considered

defenseless. This effect continues until the spell is activated or the caster halts the extended spell.

The caster must also spend the cost of the spell each time a check is made. For example, a spell that requires 25 MP to cast would cost 25 MP each time a check is made.

Limits on Extended Spells

A caster can only make a number of checks using an extended spell equal to her "Magical Knowledge" ability level.

For example, when a character with three levels of "Vitality Magic Knowledge" uses an extended spell, if after three checks the total result has not met the threshold for the spell, the spell has no effect.

Stopping an Extended Spell

An extended spell can be stopped during the caster's main phase.

When a caster stops an extended spell, the total check result becomes 0 and the caster is no longer considered defenseless.

SUSTAINED SPELLS

Spells with the type "sustained" do not end after being used and instead continue to produce an effect for as long as the caster concentrates on them.

In order to sustain a spell this way after it has been cast it is necessary to declare that you are using a major action to sustain the spell. Sustaining a spell does not require a check, but you must pay the cost for the spell each time you declare that you are sustaining it.

As long as the above conditions are met, a spell can continue to be sustained.

When you stop sustaining a spell its effect is canceled at the end of that main phase.

COMBAT ACTIONS

The following section describes special actions that may be taken in combat.

"Wait" and "cover" may be used by anyone, while "guard" and "vital strike" require certain abilities in order to use.

WAIT

During the course of the round there may be times when you wish to watch what others will do rather than act yourself.

When that happens a character may declare a wait action.

Declare that you will wait at the beginning of your main phase. Keep in mind that you cannot wait if you have used a minor action.

A character who waits starts her main phase after all other characters have become exhausted. If there are multiple waiting characters, they act in order starting with the character with the lowest Initiative score.

After declaring that you are waiting you cannot declare that you are waiting again when your main phase occurs.

COVER

During combat you may wish to use your own body to protect someone else. In that case, you may make a cover action to take the damage yourself instead of the character that

you are protecting.

You may only make a cover action once per phase. This cannot be increased through any other effects.

Conditions for Using Cover

You must be in the same square as the character that you are covering.

You must be active.

Declaring Cover

You must declare that you are making a cover action before the damage roll is made. You cannot choose to make a cover action after the dice are rolled.

Cover Effects

After a cover action has been declared, the character being protected is removed as the target of the damage roll and replaced with the covering character.

After the damage roll is made, calculate the amount of HP damage using the covering character's defense ratings.

The covering character becomes exhausted.

Cover and Area Attacks

When an area attack or other attack would damage both you and the target you are protecting, multiply the final HP damage of the attack by two. When the effects of abilities or a guard action would increase your defense rating or decrease the damage, double the results of those effects as well.

GUARD

When you are going to be hit by an attack, you may want to use your weapon or another object as a shield to reduce the damage. This is called a guard.

In order to guard you must have an ability that allows you to make a guard action and a weapon or shield equipped that can be used to guard.

Declaring a Guard

Declare that you are guarding after the damage roll is made. If you use another ability with the same timing, you cannot declare a guard.

Calculating Your Guard Score

In order to calculate a character's guard score, total the guard values of all of that character's equipped weapons.

Increase the Defense Rating

Add a character's guard score to her weapon defense rating and use the total value when calculating damage.

VITAL STRIKE

All living things have weak points, and when you seek them out in order to seriously wound them with an attack it is called a vital strike.

You may make a vital strike as long as you have a certain ability that allows it.

Declaring a vital strike is a minor action. If any melee attack or ranged attack that you make during that main phase deals at least 1 point of damage to the target, the target becomes

afflicted with the bleeding bad status.

SPECIAL CONDITIONS

There are many things that characters are able to do in the Grancrest RPG, such as ride a horse, fly, hide, etc... A condition describes those various states that a character might be in.

Unlike bad statuses, many conditions a character may choose to be in freely, and they have effects that can apply outside of combat.

A character can be affected by multiple conditions at once.

MOUNTED

The character is riding on and in control of a vehicle.

In order to be considered mounted a character must possess a vehicle type item and use a minor action. A minor action is also necessary to remove the mounted status. It is also possible to start a scene mounted with the GM's permission.

A mounted character applies the vehicle's ability modifiers. However, she also subtracts one die from from all checks made while mounted. This penalty does not apply to characters who have the "Riding" skill at level 3 or higher.

Passenger

This condition represents a character who is riding on a vehicle that is being controlled by another character. You must meet the following conditions to be considered a passenger (in the following explanation, the vehicle's mounted character is referred to as its "controller"):

- The vehicle must have a passengers value of 1 or higher, and there must be enough extra space for the character.
- The character must be in the same square as the controller.
- The character must use a minor action.

If all of these requirements are met, the character can become a passenger.

A character who is a passenger cannot make normal or full move actions. Instead, when the controller moves, the passenger automatically moves along with her.

A character who is a passenger subtracts one die from from all checks. This penalty does not apply to characters who have the "Riding" skill at level 3 or higher.

A character who is a passenger does not receive the benefit of any of a vehicle's ability modifiers.

FLYING

This condition is used to represent a character who is flying through the air.

To become flying requires the effect of certain abilities or items.

A flying character only needs to expend two points of Movement to leave a square occupied by a hostile character.

For the sake of simplifying the rules, there is no defined distance as to how far above the ground a flying character is at. If the GM wishes, she may allow a flying character to remain out of melee reach of a character on the ground.

HIDDEN

This condition represents a character who is trying to hide.

Follow the following steps in order to become hidden.

First, the character who wishes to hide declares that she is hiding by using a major action.

If there is a character in the scene who wishes to try and stop the character from hiding, that character must make an opposed check, with the hiding character using "Stealth" and the opposing character using "Detection." If the hiding character wins the opposed check she becomes hidden. If there are multiple characters attempting to stop her, the hiding character must win the check against all of them.

Any character in a scene may make a check to pierce a character's hidden condition. This check requires a major action and is handled as an opposed check as per above.

Effects of Being Hidden

Apply the following effects to a hidden character:

- A hidden character cannot be the target of any attack or ability with a target of "individual" or any set number of targets.
- A hidden character adds one die to any reaction checks made against attacks.
- A hidden character cannot block another character's movement. A character only needs to expend one point of Movement to leave a square occupied by a hidden hostile character.

Becoming Unhidden

A character can lose her hidden condition in any of the following ways:

- By declaring any minor or major action.
- By declaring the use of any ability, spell or item.
- By losing an opposed check to discover the hidden character.
- By voluntarily ending her own hidden condition. A character may choose to no longer be hidden during the initiative phase.

There are situations where a character can remain hidden through the effect of an ability or spell even if one of the above requirements are met.

DEFENSELESS

This condition represents a character who is sleeping, completely restrained, or otherwise totally unable to defend herself.

The GM determines whether a character is considered defenseless or not.

A defenseless character automatically fails any reaction check she makes. Treat all of her defense ratings as 0, and double any HP damage she receives.

Generally, a character ceases to be defenseless whenever she takes any kind of damage. However, in cases where a character is completely restrained, or for any other appropriate reason, the GM may decide that she continues to be defenseless.

TIRED

This condition represents a character who is suffering the effects of lack of sleep or rest.

The GM may declare that a character is tired when she determines that the character has spent a long enough time without sleep or rest.

There are multiple levels of tired, the penalties for which change with each level.

Tired Level 1

This condition applies to a character who has been acting for a day or more without rest.

A character at this level of tired doubles the costs for non-epic abilities and halves her current MP total (round down).

This level of tired can only be cured by taking a nap (see below) or through the use of abilities, spells or items.

Tired Level 2

This condition applies to a character who has been acting for two days or more without rest.

In addition to the effects of Level 1, a character at this level of tired halves her maximum MP (round down).

This level of tired can only be cured by thorough rest (see below) or through the use of abilities, spells or items.

Tired Level 3

This condition applies to a character who has been acting for three or more days without rest.

In addition to the effects of Levels 1 and 2, a character at this level of tired cannot recover MP by any means.

This level of tired can only be cured by comfortable sleep (see below) or through the use of abilities, spells or items.

OTHER RULES

SURPRISE ATTACKS

Even Lords and Mages are still human, and as humans it is possible for them to be taken by surprise. Even projections are nothing more than living beings from another world. As long as they are alive they have gaps that can be exploited.

When making a surprise attack, the GM resolves it in the following manner.

First, make a check to determine whether the surprise attempt is successful. Each character attempting the surprise attack makes a "Stealth" check.

Then, using the lowest result among all of the checks as the threshold for success, each character on the side being surprised makes a "Detection" check.

After everyone has made a check, combat begins. However, each character that did not make a "Stealth" check and each character that failed at her "Detection" check is treated as if they were exhausted during the first round.

Starting with the second round of combat, all characters are treated normally.

FALLING

A character who falls from a tall enough height will take damage. Calculate falling damage in the following way:

- **Falling Damage = (Number of Meters Fallen)D + (Number of Meters Fallen x 10) crushing damage.**

Falling Safely

When a character takes falling damage she may make an "Acrobatics" check to reduce the damage. Reduce the damage by an amount equal to the result of the "Acrobatics" check.

JUMPING AND CLIMBING

When a character wants to jump, she makes an "Acrobatics" check.

The threshold for the check is 10, and a character can jump a number of meters equal to her Movement score. Add 1 meter to the total distance able to be jumped for each 3 points above the threshold the result is, to a maximum distance of (Movement x 2).

When a character wants to climb something, she makes an "Exertion" check.

The threshold for the check is 10, and a character can climb a number of meters equal to her Movement score. If a character wishes to continue climbing further, increase the threshold by 2 for each subsequent check. If a check fails, the character takes falling damage, but may make an "Exertion" check with the same threshold in order to halve the distance fallen.

MOVING IN WATER

When a character enters water, resolve it using the following rules.

Actions While Half-submerged

This applies to characters who are in water up to waist-deep.

A half-submerged character subtracts one die from all checks (to a minimum of one die).

Actions While Fully Submerged

This applies to characters who are completely under water.

A fully submerged character subtracts one die from all checks, and halves her Movement score (round down).

A character can only act while fully submerged for a number of rounds equal to half her Strength modifier (round down). If she remains submerged for longer than that, she takes (Base Strength x 2) points of internal damage during the cleanup phase of each subsequent round.

NATURAL HEALING

With enough rest a character is able to heal her wounds and recover her strength.

If the GM decides that there is enough time, she may allow a character to rest long enough to use natural healing. It is not necessary to actually play these scenes out (though you may).

Natural healing requires sleep and rest, and cannot be used when a character is doing something that prevents her from getting enough rest.

The amount of HP and MP recovered through natural healing depend on the quality of

rest the character receives. They are explained below.

Nap

If a character is able to get at least two hours of rest (no matter where), treat it as a nap.

When a character takes a nap, she recovers (Base Strength ÷ 2) HP (round down) and (Base Spirit ÷ 2) MP (round down).

Thorough Rest

If a character is able to sleep for at least six hours with a tent, sleeping bag, blankets or other bedding, treat it as thorough rest.

A character who gets thorough rest recovers (Base Strength) HP and (Base Spirit) MP.

Comfortable Sleep

If a character is able to get eight or more hours of sleep in a proper bed and a quiet place, treat it as comfortable sleep.

A character who gets comfortable sleep recovers (Base Strength x 2) HP and (Base Spirit x 2) MP.

Interrupted Sleep

If a character's sleep is interrupted—for example, by an attack in the middle of the night—it will of course reduce the quality of her sleep.

In that case, the GM may reduce the quality level of the character's sleep and adjust the amount of HP and MP recovered, or decide that no recovery was possible.

You may use the amount of sleep as a guideline for the amount of HP and MP recovered.

ACQUIRING ITEMS

During the course of a session the PCs may replace or restock items with the GM's permission. The GM should take into account the current situation in the game when making decisions on what is available.

For example, the PCs may be able to freely acquire anything they wish in a town which they control, but finding anything in the middle of the wilderness might be impossible.

Characters cannot acquire items during combat.

MASS COMBAT

When two nations come into conflict, so too do their armies, leading to war. This chapter contains rules for those large-scale battles.

In the world of the Grancrest RPG battles are not only fought between humanity and Chaos. Because a Lord can strengthen her own Crest by taking the Crest of another Lord, there is no shortage of struggles between Lords as well. These struggles between Lords inevitably come to involve the commitment of the troops under their commands—in other words, they turn into outright war.

The Grancrest RPG handles battles between tens or hundreds of combatants using "mass combat" rules.

Many things are handled differently in mass combat than they are in the rules for regular combat.

It is up to the GM to determine whether a battle uses the rules for regular combat or mass combat.

FORCES

During mass combat characters fight as leaders of entire forces. When leading a force, they receive whatever bonuses apply to that force and can utilize special abilities available to that force.

POSITION

There are two ways of leading a force, called "positions." The two possible positions are "forward" and "center."

Whenever a character leads a force she chooses one of the two positions. The bonuses applied to the character change based on the position. Position cannot be changed in the middle of a battle.

Forward

While in the forward position you lead your force into battle at its head. You are able to bring your close combat abilities to full bear, but at the same time your exposure to danger is greater.

Furthermore, when choosing the forward position, it is possible that more of your abilities may become available to use. For more information, see the section entitled "Abilities in Mass Combat" below.

Center

In the center position you stand at the core of your force, shouting orders to those around you. Protected by your subordinates, you are very safe, but the effect of bonuses you would receive is decreased. When in the center position, modify the ability modifiers of the force you are leading in the following ways:

- Reduce all ability score modifiers by 1.
- Reduce the power modifier by 5.
- Increase the HP modifier by (Force Level x 10).

- Increase all defense ratings by (Force Level x 2).

ABILITIES IN MASS COMBAT

Mass combat entails the large scale clash of tens or hundreds of people. Accordingly, there are some abilities which can and cannot be used in mass combat.

Whether or not an ability is usable in mass combat is listed under the "MC" entry of the ability's description. The following explains how to read those entries:

- OK
This ability can be used in mass combat.
- -
This ability cannot be used in mass combat.
- FW
This ability may only be used by a character if she is leading a force in the forward position.

Abilities with no "MC" entry

As a general rule, abilities without an "MC" entry, such as background abilities or enemy abilities, can all be used during mass combat.

MORALE

Your force consists of a collection of humans. They are not emotionless, and at times they are eager for battle while at others they will fear for their lives. A force's fighting spirit and motivation are represented by a score called "morale."

Morale is determined by the force, each of which has its own maximum morale score, and it can fluctuate based on various conditions during combat. When a force's morale reaches 0, the entire force collapses and you suffer a heavy penalty.

CHANGES IN MORALE

Various factors can affect morale. They are explained below.

Decreasing Morale

Morale is decreased under the following circumstances. If morale falls below 0, it becomes a negative value. When morale reaches 0 or less, you suffer from "force collapse" (see below).

- Whenever you take at least 1 point of damage from any source, reduce morale by 1.
- During the cleanup phase of each round, each character participating in the combat reduces their morale by 1.
- Using force abilities decreases morale. If using an ability would reduce morale to 0 or less, that ability cannot be used.
- The effects of certain abilities and items may reduce morale.

Increasing Morale

Morale is increased under the following circumstances. Morale cannot increase to a level greater than the force's maximum morale.

- Whenever a character chooses to use the "Recover Morale" action as a major action, that character increases her morale by 2.
- Whenever an ally defeats an enemy (causes them to become near death), all allies increase their morale by 3. Which characters are considered enemies and which characters are considered allies is up to the GM. If multiple enemies are killed, increase morale by 3 for each enemy killed.
- The effects of certain abilities and items may increase morale.

FORCE COLLAPSE

If a character's morale falls below 0 during mass combat, that character suffers from force collapse, and receives the following penalties.

- The character loses all bonuses from force modifiers, except for the HP modifiers.
- The character can no longer use force abilities.
- Subtract 1 die from all checks (to a minimum of 1 die).
- Subtract 20 from all damage dealt by the character (to a minimum of 0).
- Increase all damage taken from attacks by 20.

A character ceases to suffer the effects of force collapse when her morale becomes 1 or greater.

During mass combat, any character not leading a force is always treated as if she were under the effects of squad collapse.

REFERENCES: FILM

Film is a powerful medium for telling stories. The unique nature of war especially is more readily understood through pictures rather than through words. These works will undoubtedly be of great inspiration when planning and running mass combat.

Lord of the Rings

Director: Peter Jackson

J.R.R. Tolkien's monumental 20th century work served as the introduction to fantasy for countless children.

In the 21st century it shook the world in the form of an epic film trilogy.

Magic. Good and evil. Fear and the courage to overcome it. These movies are fantasy.

There is not enough room here to say everything that could be said about this series. Just watch it!

Excalibur

Director: John Boorman

The legend of King Arthur boasts a tremendous popularity throughout Europe. There have been many works produced about him, of which this 1981 film is one.

Based on the 15th century work, "Le Morte d'Arthur," it tells of the trials and tribulations of Arthur and the Knights of the Round Table. The relationship between Arthur and the wizard Merlin is the primary inspiration for the relationship between Lords and Mages.

Perhaps after watching it you may hear the haunting notes of Carmina Burana playing in your head as, during the game, you set off for war.

The Avengers

Director: Joss Whedon

What kind of people are Artists?

The answer may be found in this film. Its cast, a collection of superhumans with fantastic powers, are just like Artists.

Heroes from American comics like Iron Man and Captain America come together to save the world from destruction in an all-out superhero war. It's 143 minutes of watching Artists use their powers.

World Section

CHAOS AND HEROES

The world of Grancrest is one ruled over by Chaos. Only the strength of heroes is enough to stem its tides.

CHAOS

Regardless of whether it is something that they wished for, the fates of those who live on the continent of Atratan are governed by Chaos.

Whether it is the sun nurturing the crops or the apple that falls from the tree, wherever Chaos involves itself reality ceases to exist, and Chaos takes root in its stead. Even the youngest child understands that they must live in the face Chaos.

Before discussing the heroes of this world it is first necessary to discuss Chaos, the force against which they fight. Their roles as heroes are born through their relationship with Chaos.

Chaos

Chaos is a presence that distorts ordered existence—in other words, the laws of physics. When Chaos appears in the air, it is not surprising for fire rob the surroundings of warmth, for a tossed stone to fly upwards into space or for the images in paintings to move of their own accord.

Chaos represents unlimited possibility, a kind of directionless but potential-filled energy.

But sometimes, through some sort of catalyst (whether it be a strong will or the work of magic, or merely coincidence) it will manifest itself in the real world. This phenomenon is called a "convergence."

When Chaos converges in an area it ruins and distorts Order.

For example, let us say that one were to toss an apple into the air. Typically, the apple would rise into the air and then fall back down again, but in an area under the effects of a Chaos convergence it might continue to accelerate to the speed of light (or maybe even faster), or perhaps split into two apples.

Chaos creates effects that can be considered nothing save irrational.

Chaos Cores and Projections

During a Chaos convergence something called a "Chaos core" appears at its center.

While a Chaos core can have many appearances, in most cases they take the shape of a mass of inky darkness. These so-called Chaos crystals begin the process of convergence and then disappear. These events are known as Chaos accidents.

However, powerful Chaos cores can converge in the shape of living things, a process called "projection" or "Chaos projection." A projection is the appearance in this world of various phenomena or a copy of an object that exists in another world.

Small but ferocious goblins, man-eating ogres, multi-headed hydras, poisonous basilisks, giant soaring rocs and fire-breathing dragons can all appear as projections from a Chaos core.

A Chaos core that spawns a projection does not immediately disappear. They continue to act in this world as one of its inhabitants. While good deities and heroes have also been known to appear as projections, in most cases the beings brought forth by Chaos are terrible monsters.

When serious destruction results from a projection, it is known as a "Chaos disaster." If one appears in the middle of a city, the damage caused both by it and in trying to stop it can be

greatly magnified. These disasters cannot compare to simple Chaos accidents.

Knowledge of the worlds these projections come from has spread and names like the demon lair of Diabolos or the lands of the gods, Olympus and Valhalla, are well known. No one knows how many other worlds there are, and no way of traveling to them has ever been discovered.

There are also Mages called "summoners" who can temporarily create Chaos cores to call forth projections. Summoned projections are not permanent, but strangely, they do seem to have memories of when they were previously summoned. Why they do is a mystery.

Friendly Projections

Not all projections react towards humanity with hostility.

In many cases the gods of Olympus and the heroes of Valhalla lead noble and gentle lives.

Even so, they have no desire to respond to the wishes of humans. They still possess wills of their own and their own pride. For example, a projected god may demand offering and worship, and a projected hero might expect to receive appropriate social standing.

What a projection thinks, and what a projection will do, only the projection itself knows for sure. They could be beneficial to humanity or damaging.

Of course, there are also many who seek to welcome the projections, thirsty for the otherworldly knowledge and skills that they possess. Because there is no way to tell that they are projections from their appearance, there are also those that live as normal humans.

The Power of the Projections

Projections are capable of actions that defy the laws of physics. For example, dragons can breathe fire hot enough to melt steel even while lacking any physical organ capable of doing so, can fly despite it violating the principles of aerodynamics and do not collapse under their own massive weight.

This is because projections, with Chaos cores as their hearts, function according to their own physical laws. With their ability to exert control over Chaos, projections can force their own worlds onto others.

A projection that dies disappears without a trace (except for their Chaos core, which remains behind when the projection is purged). There are no effects on the original in its own world. For example, if a projection of Zeus were to be killed (no matter how unlikely that may be), it is only the projection that dies, and the actual Zeus on the actual Mt. Olympus will likely not even notice that anything has happened.

Furthermore, when Chaos converges as a projection, it will not later re-converge as something else. A projection of a goblin will not suddenly turn into a dragon. Regular Chaos convergences are the same—a poison marsh will not later turn into a mountain made out of diamond.

Dead Zones

When a Chaos convergence occurs at its largest, on a regional scale, the area that results from such a convergence is called a "dead zone."

They are also sometimes known as Chaos regions, and as the name suggests, they happen when an entire region becomes affected by the corrupting force of Chaos. The entire area ceases to be usable as it had once been and turns into something out of a nightmare, cut off from the rest of the world.

They can range in scope from a single building to an entire city, or as large as a whole forest or desert. If there is one thing that all dead zones have in common it is that they inevitably

become uninhabitable to humans.

A dead zone's backdrop is formed from the environment of the area where the dead zone appears. A dead zone in a forest will be made up of trees, a fungal dead zone full of mushrooms. More importantly, life inside of the dead zone consists of monsters that are formed or projected by Chaos. It can feel almost as if the world itself is alive.

Perhaps fortunately, dead zones do not act of their own free will the way that projections do (though rarely there are some dead zones which are capable of expanding or moving), and in many cases they can be dealt with simply by being avoided. Things are different, however, when they converge along roads or in the fields. Such situations may call for drastic measures, blood calling for blood.

Like a projection, a dead zone will collapse if the Chaos core inside of it is destroyed. While this is not an unachievable task it may be something that only Mages and Artists, led by a Lord, are capable of accomplishing.

Riches of the Dead Zones

The objects found inside of dead zones do not disappear when they are removed. Within the thick eddies of Chaos of the dead zones can be found a unique ore called "Chaosium," and both rare and expensive metals, animals and plants.

This often leads to the bold, or the foolish, braving the dead zones in order to pawn their wealth off onto Mages. The larger dead zones are used as Chaosium mines, where bars and weapon sellers begin to congregate in areas called "Chaos towns."

Much how the objects inside of dead zones can be removed without disappearing, creatures from inside the dead zones can also spill over their borders and attack these Chaos towns. Fortunately, however, unlike the projections these beasts contain no Chaos cores and cannot survive long outside of the dead zones lest they find themselves succumbing to the quelling effects of natural order. Unfortunately, they have been known to be able to last for anywhere from a day to a year, and the effects of Chaos make predicting just how long difficult.

The Chaotic Bang

These phenomena were not always part of this world. The decline of order was precipitated 2000 years ago during an event known as the "Chaotic Bang."

The cause of the Chaotic Bang is a mystery. All that is known about it is that it caused the breakdown of physical laws across the entire continent and brought with it the end of the old civilization. The Academy insists that it was some kind of ultimate weapon, and the Church of the Crest claims that it was a punishment from the gods for man's depravity. There are many who believe these explanations.

For more than three hundred years afterwards, Atratan was swallowed by a time of despair known as "The Age of Ultimate Chaos." Creatures appearing from other worlds attacked people and shattered cities, twisting the laws of physics to the extent that even building a home was impossible.

But then, under the protection of gods and heroes from other worlds (even though they themselves were also projections formed from Chaos), Mages and Artists who tamed and manipulated Chaos were able to clutch humanity from the jaws of total extinction.

It was then that a hero known as the First Lord discovered the Crests, a tether that would bind humanity to their right to survive.

LORDS

Lords.

Rulers. Masters.

It is not a title to be bestowed on a simple bandit leader or local magistrate.

A Lord's existence is measured by her Crest.

A Crest holds the power to cleanse and absorb Chaos. The only individuals who are able to purge Chaos disasters and dead zones from the world are the Lords.

Without the Lords the people of Atratan could find their lives hurled into turmoil at any moment. During the Age of Ultimate Chaos, before the discovery of the Crests, it was impossible to do something as simple as construct a home or start a fire.

Crests

Crests are the heart of the Lords' true power.

When they wish to use that power, a Crest appears and begins to shine, either from somewhere on their bodies or in the air above them. It is said that this light is the light of the faith and belief that every Lord holds in her heart.

Undoing the damage of Chaos is not all that the Crests are capable of, however.

They can become a shield of light to protect people from a hail of arrows or imbue a sword with the magic necessary to slay an evil dragon. The power of the Crests are like miracles from the gods.

Even so, a Lord's will alone is not enough to make just anything happen (though with the Grancrest, such a thing might be possible). In practice, the powers of Crests differ based on what the Lord believes. A Lord who desires battle can produce the strength to subdue her enemies while a Lord who desires peace for her people can bring forth the strength to safeguard them.

It could be said that even the will to rule is not enough to command power over others, and that the true heart of any ruler is found in her Crest.

Inheriting a Crest

A Lord may pass her Crest on to another person, an act known as "inheritance."

Generally, an aging Lord will entrust her Crest to her successor when she is no longer able to fulfill her duties. The successor is most often the Lord's eldest child, but if a Lord has no children, or if there is another more suitable candidate, her Crest can be inherited by someone else.

Not just anyone can inherit a Crest, however; there are certain qualities needed to become a Lord. While these qualities are passed along through blood among the so-called noble class, there are many among the common people who also possess them. There are many instances recorded throughout history of wandering knights on the verge of death entrusting their Crests to children dreaming of adventure, who then went on to become heroes in their own rights.

Minor Crests

A Lord's most important duty is the purging of Chaos.

As her territory expands, however, it becomes impossible for a single Lord to patrol the entire thing. When this happens, a Lord can grant a piece of her Crest to one of her retainers with whom she has some kind of relationship. This piece is called a "minor Crest."

While that relationship is most often one of loyalty, as long as the Lord believes in the

recipient's strength, it can be based in anything. A familial bond, friendship, and even fear, spite and self-interest can be motivators. However, if there is no relationship, or if that relationship ceases to exist, the minor Crest will automatically return to its owner.

This does not necessarily mean that the Lord of a powerful nation will be the possessor of a powerful Crest. While the Lord of a great nation may possess a Crest a hundred times more powerful than that of the Lord of a minor territory, if the power of that Crest is spread out among two hundred of the knights who serve her it is possible for the power of her Crest to be even less than that of a single minor Lord.

That is, of course, an extreme example. Most Lords try to preserve the power of their Crests and only grant as little as is necessary to their retainers, but it is nonetheless true that some Lords have found ruin in growing too large.

The Death of a Lord

When a Lord dies without passing on her Crest it turns into a Chaos core and soon disappears. While it is rare for this core to spawn a convergence, it is not entirely unheard of.

If another Lord is able to use the power of her own Crest before the core disappears she can absorb the power of the fallen Lord's Crest. Naturally, this has led some Lords with ambitions of conquest to seek to invade other nations.

Whether a Crest disappears or is absorbed, any minor Crests spawned by it become independent, their relationships with the main Crest severed. It goes without saying that this has also been the impetus for some subordinates to aim to supplant their masters.

Lords and Society

Most Lords probably live quite as you would imagine them to, as rulers.

But there are some who use their strength only to pursue the eradication of Chaos, forsaking their right to rule and acting as wandering knights or mercenaries, or as the surviving rulers of dead nations.

The lowest tier of ruling Lords are leaders of villages, usually areas of between ten and a hundred homes with their accompanying fields and pastures.

The people call the Lord their master and spend their days toiling away at agriculture and trade. The Lord makes her living on the taxes collected from those people.

The greater part of a Lord's day is spent dealing with the management of her territory and her people; maintaining peace, handling minor Chaos accidents, settling disputes between citizens and engaging with other territories.

What rights a Lord has as a ruler and how the territory is governed varies from land to land. There are as many different nations as there are Lords. The Lord of one territory might be an autocratic despot, while another Lord may delegate her land's domestic affairs to an attendant Mage, and yet another territory's Lord may exist only as a figurehead with the actual power in the hand of a council of wealthy merchants. But there is one truth, and that is that there is no land without a Lord.

The people of all countries need a Lord, no matter how foolish or evil she may be. Without one they would find their lives regressed to the way they were during the Age of Ultimate Chaos. It is not uncommon for those suffering under the yoke of misgovernment to entreat upon wandering Lords or the Lords of neighboring countries to save them. The people should be more than mere puppets for their Lord to play with.

War

The most dangerous and most spectacle-filled duty of a Lord is the waging of war.

Surrounded by Chaos and ambitious neighbors, even the most peaceful Lord cannot hope

to free herself completely from violence.

These battles can range from a small skirmish led by a village Lord and a militia made up of her neighbors all the way to a great war between city-states or nations, with thousands or tens of thousands of soldiers and the participation of several Lords on each side.

Peerage

Crests are categorized according to the amount of power that they hold. This ranking is called "peerage," and the higher a Lord's rank the more powerful she is.

Peerage rank is determined and granted by the Academy, who act as an unseen force responsible for giving Lords the power that they use to govern. No matter her true strength, a Lord with an inferior rank will not be respected by either the people or by other Lords. It often becomes necessary for Lords to play to the whims of the Academy in order for them to make their true goals manifest.

Even if no direct subservient relationship exists, it is expected for a Lord to show respect to another Lord of a higher rank.

Below is a list of the different ranks in order from greatest to least. There has never been a Lord of the highest rank, the Emperor. The Emperor is the possessor of the Crest of the Emperor, the "Grancrest." It is said that when the Emperor finally appears, the whole of the land will be united and Chaos will be totally eradicated.

- Emperor
- Archduke
- Duke
- Marquis
- Margrave
- Count
- Viscount
- Baron
- Knight
- Esquire

MAGES

Mages are people who use the power of their minds to detect and manipulate Chaos. To the common people their existence is nothing short of awe-inspiring.

In this world, minor patches of Chaos not large enough to incite disaster can be found everywhere. By concentrating, chanting and performing certain rituals, Mages can instill that Chaos with meaning, creating fire, transforming matter and distorting space.

Only individuals who possess the ability to detect Chaos, a kind of sixth sense, can become Mages. This sixth sense is innate and those that do not already possess it never will. It is something that a person is born with.

The Mage Academy gathers children who demonstrate this sixth sense from all over the world, separating them from their parents and raising them in dormitories while they attend classes. If a person with the potential to become a Mage were allowed to roam free she might unintentionally cause a Chaos disaster, and the Academy seeks to limit the chances of such a thing occurring.

The Mage Academy

The Mage Academy in the magic city of Aeram is the land's greatest and practically only (with the exception of the Church of the Crest) center of knowledge. Even during the Age of Ultimate Chaos they worked tirelessly to gain an understanding of Chaos and have even managed to preserve fragments of knowledge from the ancient world.

The Mage Academy brings together those who possess the sixth sense and introduces them like adopted children into the families of other Mages, forming both a giant school and an extended pseudo-family.

Children who enter the Academy live in dormitories, their board and tuition paid for by the Academy while the students undergo strict instruction. They are restricted from leaving or interacting with others from outside the Academy and drilled in the natural sciences and general learning. All Mages are expected to demonstrate this knowledge as members of the learned class, and a Mage without an understanding of the principles that underlie the natural world could never be expected to be able to control magic. Without an understanding of natural law magic is nothing more than a pipe dream.

Though the time varies from student to student, they typically complete their basic course of study between the ages of sixteen and eighteen. After this they move on to specialist or university courses where they focus on the actual use of magic itself.

Mages and Lords

After completing their specialist courses, the Mages graduate from the Academy and are dispatched to serve under Lords in all corners of the continent.

Their service to the Lords is intended to help fulfill the Academy's goal of eliminating Chaos from the world. Magic, however, because it is born from the manipulation of Chaos, cannot remove Chaos directly. It is only through aiding the Lords, the bearers of the Crests, that the Academy's objective can be achieved. Furthermore, because it is the power of the Mages that gives the Lords their authority, both parties can be thought of as being indispensable to one another.

Mages and Lords are bound to each other through the contracts they form with each other. For a Mage, this means the freedom to choose not to serve an unreasonable Lord, at least in theory. In practice, the wishes of the Academy and the power of the Lords leaves them few chances to refuse.

The length and terms of their contracts vary, and there are wandering Mages who serve many Lords for short periods as well as those who serve the same Lord for their entire lives.

Many Mages often become very close to the Lords whom they serve, and Mages who even marry their Lords are not uncommon.

Some Mages also return to the Academy in order to train the next generation or to assist in other ways in maintaining the Academy.

Leaving the Academy

Not everyone who attends the academy succeeds at becoming a Mage. There are many youngsters who are screened out during the course of their basic education. There may also be some who personally come to see the limitations of being a Mage.

However, being a Mage makes an individual dangerous and is not something that a person can simply quit so easily.

Those who abandon the path of Magic are not allowed to leave the Academy's home in the city of Aeram, nor may they use magic without permission. They are also forbidden from

disseminating the forbidden knowledge of the Academy.

Those who violate these prohibitions or who wish to leave Aeram (for example, to return to their families) undergo selective erasure of their memories. The memories that remain include comparatively harmless knowledge of philosophy and natural science, and many who drop out of the academy find second lives as local scholars or as tutors to noble families.

Mages who manage to escape Aeram without having their memories erased are known as "Dark Mages." They are dangerous criminals who seek to use magic for their own wicked ends.

ARTISTS

Chaos has the power to alter the face of reality.

When the crystalline cores from which Chaos is formed are absorbed into the body, there is no telling what effects they can have.

This dreadful act was likely an inevitable one that came into practice during the Age of Ultimate Chaos. At that time, the pervasiveness of Chaos was on a level incomparable to the way it is today.

There is, however, one certain result of absorbing a Chaos core. Death. Humanity's existence came about through natural law, and when that law is torn apart by Chaos there is no longer a need for the lifeforce which those laws supported to continue to exist. Those not fortunate enough to simply perish find themselves turned into soulless monsters or the seeds of a new projection.

However, there are a very rare few who manage to absorb Chaos yet retain their reason, continuing an existence that is only quasi-human.

The strange powers that they hold inside themselves gives them superhuman abilities, the corruption of Chaos showing itself in the shape of artistic patterns that appear on the surface of their bodies.

These individuals are the Artists.

The Goals of the Artists

Artists have various goals, but there is one thing that almost all of them have in common. Namely, it is the will to achieve their ideal self.

Mastery of the fighting arts, an undying body, total freedom, wealth—though the ways in which they describe it may vary, those who brave Chaos in order to receive the Art all possess a world view that is centered on themselves and their power. The Academy speculates that it is that ego itself that, when it comes into contact with Chaos, creates the new natural laws that cause their new bodies to take on the shapes that they do.

Such an ego would be necessary for a person to even consider seeking out a Chaos core in the first place. Under the right circumstances the process of encountering a core is enough to kill even Lords.

Artists are capable of controlling Chaos for the sake of fulfilling their dreams and ideals. One may sprout wings, another extra arms and yet another may sheathe hers body in flames. No two Artists possess the exact same abilities, just as no two individuals share the exact same mind.

What all Artists do share, however, is the Art etched onto their bodies that glows when they use their powers. As the power of Chaos inside of them grows, the Art expands, eventually

enveloping their entire bodies.

Artists and Society

Artists live outside the bounds of normal society. Such a fate is only natural for those who willingly seek out Chaos.

However, it is rare for the common folk to outright scorn the Artists. To do so would be signing their own death warrants. A typical response is to keep a respectful distance and do their best not to become involved.

Of course, most Artists will not go out of their way to kill every person that they meet. While some exceptions exist, there are not many who would intentionally seek out a Chaos core for such boorish ends. They are only interested in themselves.

The only exception to this are the Lords.

To an Artist, there are many benefits to falling under a Lord's protection.

Most importantly, the Lords who battle Chaos give an Artist more opportunities to consume Chaos themselves. They also represent the chance for reward and to fight for a just cause. Because most Artists still require food, clothing and shelter, finding themselves in the employ of a Lord means that they can still be a part of society. It is the difference between being a guard dog and being a stray.

Because their bodies hold such a high concentration of Chaos, they can also become the targets of other Artists or Lords looking to kill them and use that power to strengthen their own powers. As the threat of being pursued and hunted by other Lords is ever present, the benefit to an Artist of falling under a Lord's protection becomes even more important.

As for the Lords, they need no more reason to seek their help than the fact that the Artists are the most powerful warriors in the world. It should go without saying that normal people avoid quarreling with Artists, but so too do Lords and Mages. Artists are Chaos incarnate, living dead zones, and to face one unprepared means death.

Artists Meeting Their Ends

Many Artists find their deaths in battle. Such may be a natural result of offering their bodies up to Chaos.

Rarely, however, it is said that some Artists will push Chaos and their bodies to their own physical extremes, finally achieving a kind of immortality.

They become a part of the universe, like the wind or the stars. An Artist who devotes herself to swordplay becomes a sword in concept, and one who repeatedly fuses herself with beasts ends up becoming a new lifeform altogether.

Chaos is both possibility and the potential for that possibility to be made real, and an Artist is capable of imprinting her ideals on the world. It may even be possible for an Artist to change the physical laws of the universe.

The stars in the sky or the hill on the horizon may actually be an Artist who has met her final fate.

A BRIEF HISTORY OF ATRATAN

This chapter will introduce you to the history of Atratan. Knowledge of history may be your road map to understanding the present.

A WARTORN PAST

The Atratan calendar begins in the year of the Chaotic Bang, the oldest recorded historical event. Though it was once called the "Chaotic Calendar," the ominous implications of the name led to it eventually being changed.

This Age of Ultimate Chaos continued for over three hundred years until its end was ushered in by the appearance of a hero known as the "First Lord."

His name was Leon.

There are many legends regarding his origins, but none of them have ever been confirmed as true. There are likely more than a hundred people and places that bear his name: Leon's birthplace, Leon's grave, descendant of Leon.

It is said that when he first appeared in the central regions of the continent, in a then uninhabited Aeram, that he was already the bearer of a Crest. He was not alone either. Accompanying him was the future founder of the Mage Academy, the great Michaelo; Leon's instructor in the art of the sword, Downey; and Titania, the faerie queen from another world who used her powers to aid Leon.

No one knows how they met or for what purpose they came to Aeram. Although the Academy, inheritors of Michaelo's legacy, may possess the knowledge, they are highly restrictive of who is allowed to access it.

Leon and his allies succeeded in defeating the dragon that had made a lair of Aeram and purged the dead zone known as "the Dragon's Nest" that had spread across the region.

Aeram, a plateau encircled on all sides by mountains, rarely saw any further influx of Chaos after that, and became the only place where people could once again live as they had in the past.

Hearing the rumors, people from across the land flocked to Aeram. With its wealth of lumber, stone for building, minerals and water, it became the site of the first city constructed since the fall of the old civilization.

To signify the rebirth of civilization, a harp-shaped monument, a building that came to be known as the "Great Hall," was erected in the center of Aeram. Leon was interested not only in safeguarding the lives of the people but also in returning to the world the culture and civilization that it had lost.

He also brought together youths who possessed the potential to become Lords and divided the power of his Crest among them. Those who received Leon's minor Crests became the first Order of the Knights-errant. Under the protection of the First Lord and with Aeram at its center, people succeeded in steadily reestablishing their right to prosper.

However, in his final foray into battle, known as the "Great Campaign," Leon set off with his Knights-errant and never returned. All that is known of the Great Campaign are unsubstantiated rumors and exaggerated legends, and Leon's final fate, much like his origins, remains riddled with mysteries.

THE RECONQUISTA

The First Lord did leave behind a legacy: the Crests of the Order of the Knights-errant that remained after his disappearance. As the inheritors of his legacy they traveled to every corner of the land, eliminating Chaos and safeguarding the people. It should go without saying that the Order of the Knights-errant were met with raucous applause and adulation wherever they traveled.

In many ways this was a fortuitous age for humanity. Lords were free to fight against Chaos, enjoying the full support of the nascent Mage Academy, and Artists were winning fame that was the stuff of legend.

These wars of restoration, the "Reconquista," stretched over a thousand years, and humanity succeeded in reestablishing its presence throughout the entire continent, with Aeram at its center. While paradise was still a long struggle away, it was an age where people had faith in what was right, and where they were able to accomplish what they needed to do in order to live.

THE COMING OF WAR

The Reconquista eventually came to an end.

The shape of the land returned to what it once had been, most of the dead zones were eliminated, and the ones that remained were largely found in areas that had never been of any value to humanity in the first place.

The level of Chaos throughout the land continued to fall and Chaos disasters and the predations of monsters grew sparse. There were people who had lived their whole lives without ever witnessing such horrors.

In the lands that the Crests had purged of Chaos, people planted seeds, tended the fields and dreamed of their prosperous futures.

But with prosperity came surplus, and with surplus came excess.

The Lords who had once fought Chaos now found themselves instead vying for control of each other's lands. It was the beginning of an age where man would fight against his fellow man. The beginning of an age of war.

WAR AND THE ACADEMY

Obviously these developments became a cause of great concern for the Academy. Their goals had always been the safeguarding of knowledge and bringing about the awakening of the Grancrest in order to eliminate Chaos from the world once and for all. It was for that reason and that reason alone that they granted the Lords their authority, so that one might perform a deed great enough to be worthy of inheriting the Grancrest.

However, even if the Academy, who ruled only the region of Aeram, were able to mediate the conflicts, they could do nothing to actually prevent them.

To remedy that, the Academy oversaw the establishment of the peerage system to determine who had the right to rule which territory and which Lords were higher in rank than others. Once created, it codified a system of formal rules by which conflicts could be prevented before they erupted.

This plan was successful in placing a check on the Lords. Those Lords who received a peer

rank and the protection of the Academy were able to have Mages dispatched to work with them. Those who refused to accept the peerage system were eliminated by the other Lords as enemies of peace and order, their Crests and lands swallowed up by the victors.

These actions brought with them the emergence of the system whereby legitimate rulership could only be allowed through the acknowledgments of the Academy. Their manipulation of social power gave them direct control over the Lords.

Unfortunately, even the peerage system did not completely eliminate the problem. Because the ranks were tied to the strength of the Crests, a Lord could increase her rank and the strength of her own nation by invading another country and capturing its Lord's Crest.

The Academy was unable to intervene in these wars between Lords. Though they would go so far as to act as mediators in the conflicts, and would dispatch Mages to either Lord, they refused to take sides.

As a result of the Academy's policies of non-intervention the struggles between Lords only intensified. Interpreting the Academy's silence as tacit approval for their personal conflicts, they fought with each other, vying to achieve ever-greater status. To ensure that their expanding territories could be administered without gaps they emulated the First Lord in bestowing minor Crests on their followers, along with control of pieces of their lands.

This hierarchical organization among Lords resulted in the establishment of a system of feudalism, a social structure that persists into the present day.

THE BIRTH OF TWO GREAT POWERS

Over the next six hundred years the land experienced countless wars both large and small, and repeated unions and divisions, conquests and revolutions.

Then, about fifty years ago, the "Iron-blood Duke," Jürgen Kreische, appeared like a comet in a land called Waldrind in the eastern part of the continent.

Jürgen proposed the formation of an alliance, calling out to neighboring Lords asking for their cooperation. Those who joined found themselves subordinate to Jürgen in the hierarchy of the alliance, but they retained the right to rule over their own territories, and if one were to find herself the target of external hostility the whole of the alliance would come to her aid.

Many of the surrounding Lords chose to join the alliance. Waldrind was already a powerful nation, and many came to the conclusion that joining the alliance would be to their advantage, allowing them to retain control of their lands and prolong their lives. The fates of those who did not join likely need no explanations.

As the alliance itself was formalized at a large factory in the capital of Waldrind, it came to be known as the Factory Alliance.

Leveraging all of his political power in Aeram, Jürgen assembled a group of powerful Mages. He also formed an army of crossbow-armed heavy cavalry and light infantry who were further strengthened by the power of his Crest, creating a force that could leverage long-distance firepower equivalent in power to even an Artist.

At the same time he moved all of the lesser Lords from within the allied territories into the vicinity of his castle and mobilized his army for rapid deployment. It was an attempt to move from scattered feudal control to a new type of central authoritarian rule.

In addition, the Mages who had until then believed that their only role was to be as planners and strategists in the rear echelons were placed on the front lines, their magic to be used for support and direct attacks.

This was allowed by the contracts formed between the Mages and the Alliance, and the Academy was unable to protest it. Whether because of this, or though the Academy's obligation to dispatch Mages appropriate to a Lord's rank, one by one the number of Mages in Aeram began to dwindle. It was suspected that Jürgen was callously sacrificing the Mages, even as he continued to win battle after battle, in an aim to weaken the power of the Academy.

The influence of the Factory Alliance quickly spread. With the whole of the eastern half of the continent subjugated, its sights turned to the west.

THE INCEPTION OF THE FANTASIA UNION

At the same time, the western half of the continent was also being united under the power of the Crests. Unlike the eastern half, influence was spread out among several large nations, and although wars occurred from time to time, their unification was occurring through more moderate political marriages rather than through warfare and subjugation

With the appearance of the Factory Alliance, the rulers of these nations agreed to present a united front to resist them. Because of the organic manner in which these nations had come together, they came to be known as the Fantasia Union, after the piece of improvisational musical performance.

The Factory Alliance and the Fantasia Union eventually clashed with each other in the central region of the continent where their territories abutted each other. Jürgen, at that point having achieved the rank of duke, assaulted the Fantasia Union territory with his army.

At first it seemed that the Union's resources and territory gave them a sound advantage. However, immediately after the outbreak of hostilities, the Union found itself overpowered by the Alliance. The Union forces fell one by one against the army of the Alliance Lords with Jürgen's heavy cavalry at its core.

With the outcome of the war clear and Jürgen's conquest of the entire continent close at hand, at the time it was believed that the appearance of the Grancrest was all but inevitable.

It was then that Mikhail Constance, a Lord of Artuk, a land to the south of the Alliance's headquarters in Waldrind, announced that he was joining the Union. He invaded Waldrind and surrounded Jürgen's castle.

Mikhail was a member of the Kreische family through marriage to Jürgen's daughter, Queen Flora, and had been responsible for the conquest of the Union-friendly minor realms of Dartania, Haman and Kircheis.

While Jürgen was on the front lines of the war against the Fantasia Union he was informed that Mikhail had his castle under siege. Were he to ignore the threat to his home, he may have been able to completely eliminate the Union ability to wage war. However, his family was inside his castle, and his heir, Matthias, had been entrusted with its defense. Realizing that acquiring the Grancrest would mean nothing if he had no one to whom he could pass it on, Jürgen decided to retreat.

Death of a Hero

One of the lesser Lords, unsatisfied with Jürgen's decision to retreat, murdered him. The murderer too was killed, and the duke's Crest was taken back to its home by the knights of Waldrind, who just barely managed to return it to Matthias, Jürgen's heir.

However, without Jürgen as its driving force, the Alliance's military endeavors turned in on itself, its members vigor for uniting the continent lost.

On the other side of the continent, the Union recognized that the cause of their loss was

the successive blunders of various rulers, and they chose to reform the Union under the leadership of Victor Doucel, the commander of a series of successful campaigns in Hallusia.

Subsequently, the Fantasia Union and the Factory Alliance avoided all-out war with each other, spreading their influence through either diplomacy or military bluster and intimidation. Twelve years later, Matthias Kreische and Victor's son Sylvester were to join their Crests in order to be granted the rank of archduke. It was thought it possible that, through the joining, the Grancrest could appear. As their influence expanded, the likelihood of conflict between the two reigniting grew ever higher.

But then something unexpected happened.

While on a visit to Aeram, Matthias's daughter Marine and Sylvester's son Alexis fell in love.

At first, when they learned of each other's true identities, they despaired, but eventually the iron-willed Marine was able to appeal to her father to allow the two families to join together through marriage. Though at first he was vehemently opposed, he reluctantly came to agree. Sylvester was the same, but fearing that opposing their union would result in a war that would sour the minds of the people towards him, he too assented.

TRAGEDY IN THE GREAT HALL

Alexis Doucel and Marine Kreische were to have a grand wedding in Aeram's Great Hall. However, the ceremony was struck by catastrophe. While the two archdukes stood on the dais awaiting the bride and groom, a projection appeared without warning and they were slaughtered by the demon lord that appeared.

Alexis and Marine narrowly avoided the same fate, but the loss of the archdukes' Crests was a terrible blow to both the Factory Alliance and the Fantasia Union. With no one to lead them, the minor Lords were thrown into disarray and forced to stand on their own. With no clear culprit on whom the deaths could be blamed, and with the reason for the demon lord's appearance a mystery, the Fantasia Union and the Factory Alliance both accused each other.

Alexis was left as nothing more than the heir to the Duchy of Hallusia, Marine the heir to only to the Margraviate of Waldrind. With their feudal kingdoms dissolved and individuals on both sides deciding that a leader was needed to maintain the Union and the Alliance, they once again resorted to all-out conflict.

A Land in Turmoil

The Alliance was unsurprisingly the first to restore order. Its new leader, Marquess Marine, led the army of Waldrind in an assault against the Countship of Artuk. Artuk occupied a strategic position along the Union-Alliance border and was like a dagger pressed to Waldrind's throat.

Though Waldrind had just lost its archduke, the pride of their military, the heavy cavalry, were still strong and in good spirits.

However, the battle took a turn that no one could have imagined. Marine's army met with defeat at the hands of the forces of Artuk's Count Villard.

With both the stunning victory by a hitherto unknown Lord and his Mage, and the loss of faith in Waldrind, this battle can be thought of as a portent for what was to come for the entire continent.

At the same time as news of those events was spreading through the land, the existence of a secret society known as Pandora was also coming to light. Consisting of power-hungry individuals seeking to bring about a second Age of Ultimate Chaos with adherents in every

nation, the effects of their actions—insurrection, assassination, destruction—had been felt by many.

It had once been thought that the great war that would bring about the Grancrest had been avoided, but now the horns of war are once again echoing across the land.

THE LAND OF ATRATAN

This chapter will introduce you to the modern continent of Atratan. This is the land that will play host to your adventures.

ATRATAN IN THE PRESENT DAY

The following map shows the current state of Atratan following the events that take place in "Record of Grancrest War: Volume 1."

The borders are only intended as a guide. In actuality, any single nation will consist of a primary state and an area that can be many times its size, divided up into several smaller states. For example, the Free City of Ganon is located in Kircheis, but is not shown on the map due to restrictions of scale.

Some states are also divided into smaller baronies and fiefs. For example, the Barony of Old Cassadole is part of Clovis, but like Ganon is not shown due to the scale of the map.

The world may appear to be divided into two parts, the Union and the Alliance, but these divisions are only notes of those countries major tendencies. There are some nations where the entire territory is part of either the Union or the Alliance, as well as those where various portions of it can be found in one or the other. It is not uncommon to find nations locked in civil wars between Lords who favor the Alliance and Lords who favor the Union.

Travel

The distance between major cities on the continent of Atratan is generally between thirty and fifty kilometers. However, in many cases these distances can stretch to more than a hundred kilometers for cities in the frontiers. It is only an estimate.

Where the highways are maintained, it is common for people to be able to travel upwards of thirty kilometers in a day, far enough in many cases for it to be possible to reach the next town.

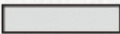
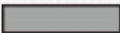
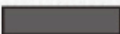
Military forces, however, are a different case, and are usually relegated to a single city. A military force's movement is limited by the speed of its slowest member, and they are further slowed by the equipment that they must carry. Even striking and breaking camp requires more time and work.

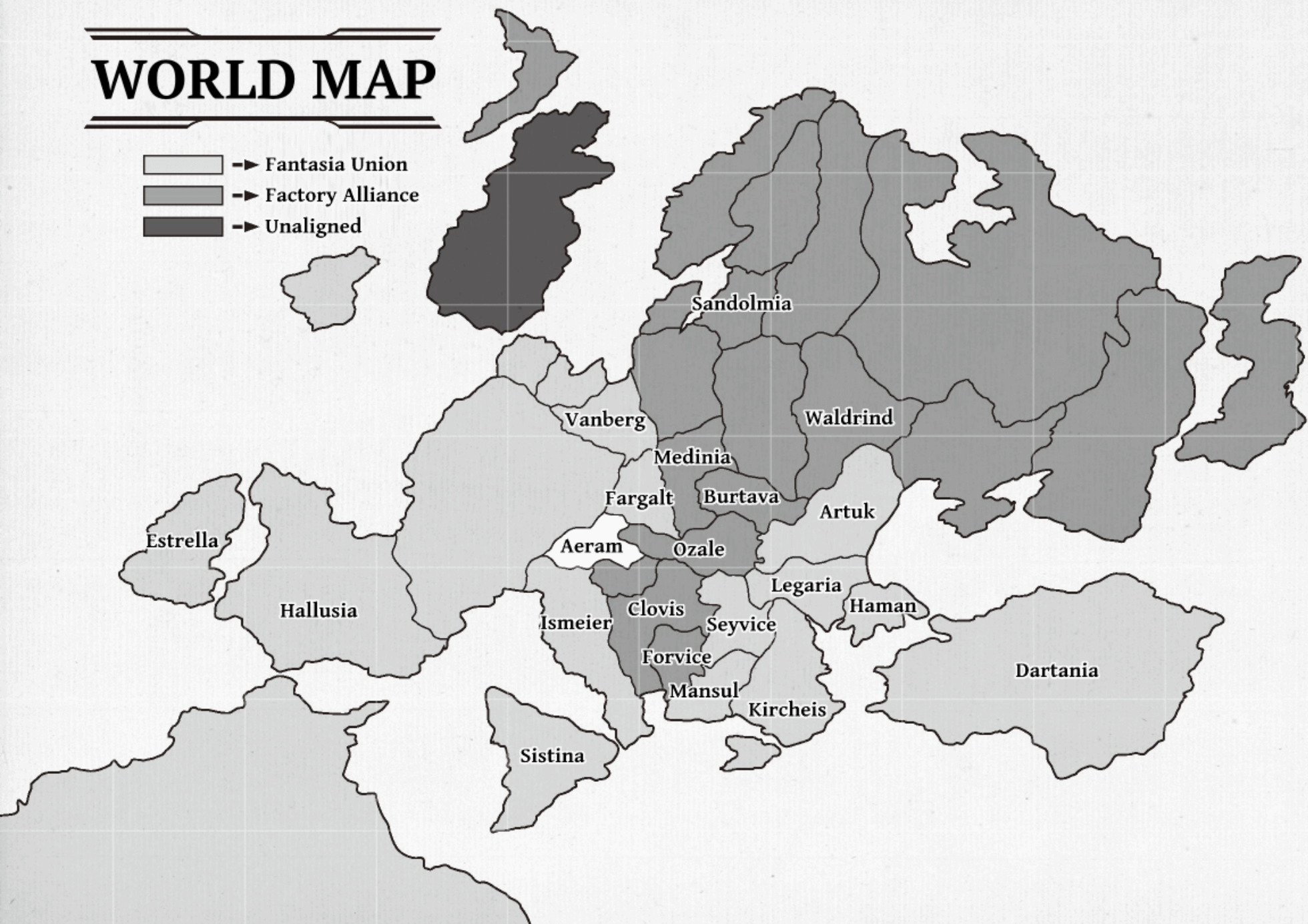
An army on the move can travel an average of six kilometers in a day, or as many as fifteen on a forced march. These numbers represent a typical force consisting of hired or conscripted soldiers. A proper army, like the specially trained soldiers of Waldrind or elite mercenaries like the Fangs of Dawn can travel ten to twenty kilometers in a day, or more than thirty on a forced march. Even more terrifying special units composed only of cavalry or Artists are capable of traveling upwards of seventy kilometers in a single day.

These are only guidelines, however, and in practice they may vary based on the terrain or the quality of a commander. An army may be able to march faster on well-maintained roads, or may proceed slower in snow or severe heat. The interference of wizards and magic can also have a great effect. A warlord bound by conventional thinking will find no paths to victory.

Generally, the highways of Atratan are not very well upkept. At best they are usually no better than mown fields lucky to even have distance markers. In addition to the lack of public order, there are also Chaos beasts, bandits, disgraced warriors and the shattered remains of mercenary bands prowling throughout the land. Travel is dangerous, and even an army in march may find itself swallowed by the sudden appearance of a dead zone.

WORLD MAP

-  -> Fantasia Union
-  -> Factory Alliance
-  -> Unaligned



ORGANIZATIONS

This chapter introduces the various groups and nations of Atratan. It should help to further your understanding of the world.

WHAT ARE ORGANIZATIONS?

There are various groups and nations that take part in the story of the Grancrest RPG.

It should be obvious that humans (as well as other intelligent races) cannot survive without forming some kind of social bonds. The only possible exception to this rule might be the rare exceptional and lone Artist.

These organizations might serve as patrons, allies or even enemies. Their status is fluid and changing. In a war-ravaged land like Atratan it is not uncommon to see yesterday's foe turn into today's friend.

The GM may feel free to alter any of the information presented herein. A group that is thought to be only a minor power may actually be just the visible part of a much larger group, for example, or the rumors about a group may be completely different from the truth.

Moreover, the following information may change as a result of the characters' adventures. Atratan is first and foremost a stage for your adventures. While extreme, it is even possible for both the Factory Alliance and the Fantasia Union to find themselves crushed under the heels of a new nation led by the players. Even if it contradicts with what is written in novels or other supplements, what happens at your table is the well from which your own epic stories spring.

The following descriptions are presented with the hope that you will make the most of them in creating your own tales.

THE FACTORY ALLIANCE

Representative: Marine Kreische
Structure: Alliance

Military Strength: S
Political Strength: A
Economic Strength: A
Technological Strength: A

The Factory Alliance is headed by Marine Kreische, daughter of the late archduke. Despite his loss, the Knights of Waldrind were still powerful and there were many who believed that they would still succeed in uniting the continent.

However, their loss to the forces of Artuk cast a shadow over people's faith in Marine. There are some who see her only a figurehead and who doubt her ability to lead.

Marine, of course, is no fool, and she understands this. In an attempt to restore the core of the original Alliance—the swift top-down decision making from the Waldrind magistrate—she has been rushing about to forge bonds with whomever she can inside the Alliance and establish her position as its leader.

With Waldrind at the head of the Alliance there has been a rift between the lesser nobility and the knights. There are many among the former group who believe that they are the ones who should lead.

The Alliance military is well known for their crossbow-armed heavy cavalry and they tend to focus on fighting as a unit rather than on achieving personal glory.

THE FANTASIA UNION

Representative: Alexis Doucel
Structure: Military Alliance

Military Strength: A
Political Strength: A
Economic Strength: S
Technological Strength: A

As the states that make up the Union are generally fairly amicable towards each other, they have found themselves in less of a state of disarray as the Alliance. Most only see themselves as a meeting whose chairman has gone absent.

Decisions in the Union are made through the deliberation of its various member countries' leaders. Their conferences can last for days or weeks, elaborate affairs ("excessive," in the words of the Factory Alliance) consisting of confidential talks and planning sessions interspersed with banquets and balls. The head of the alliance, while ostensibly its leader, serves merely as the moderator of these meetings.

Even so, the tragedy has caused the Union to lose its step. In the absence of Sylvester Doucel's leadership they have split into two factions; one feels that they should strike at the Alliance while they are still weakened, while the other feels that they are better off waiting and observing the situation. Thus far there appears to be no resolution to their disagreements. It has been said that the Union's leader, Alexis, still holds hope for peace between the Union and the Alliance.

While on one hand the Union's military has not learned from its mistakes and still emphasizes the deeds of individual soldiers, the individual countries that make up the Union are strong, surpassing the Alliance in many people's eyes.

THE MAGE ACADEMY

Representative: Sembrose Stratos
Structure: Academic Society

Military Strength: B
Political Strength: S
Economic Strength: B
Technological Strength: S

The Mage Academy is an extended group encompassing all Mages save for the so-called Dark Mages. It exists for the sake of training, communicating with and supporting Mages.

The Academy brings together children with magical aptitude from across the continent and creates a pseudo-family environment for these potential Mages to be raised in. The highest authority in the Academy is held by the Council of Sages, a group formed from the heads of the most powerful families.

Mages have an obligation to work for the sake of the Academy. Children serve their parents, and the parents serve their families.

The Academy wields great power, including the right to circulate currency and the right to bestow peerage ranks on the Lords. They also have a near-monopoly on knowledge and technology. This power has earned the Academy the envy and jealousy of many.

While the territory that the Academy controls directly does not extend beyond the Free City of Aeram, because they have Mages placed in the service of Lords everywhere, their political reach and information gathering abilities are enormous. The eyes and ears of the Mage Academy extend to all corners.

THE CHURCH OF THE CREST

Representative: Pope Howell I
Structure: Religious Organization

Military Strength: B
Political Strength: A
Economic Strength: B
Technological Strength: B

The Church of the Crest is an upstart religion centered in Ismeier, to the south of Aeram. They worship a deity whom they call "The Forgotten God."

They preach that the Crests are fragments of their god and the Lords his chosen disciples, and claim that when the Grancrest appears man's sins will be forgiven, their god will be resurrected and Chaos will be purged from the world. Because their beliefs acknowledge the right of the Lords to rule they count many adherents among the ruling class. On the other hand, because they condemn Chaos as the work of evil and denigrate the Mages and Artists who rely on it, their relationship with the Academy is extremely antagonistic.

Their goal is to use spiritual means to uncover the Grancrest by offering up Crests to the bishops—the leaders of the church—and increasing the number of Lords with minor Crests under their control. They are in the process of distinguishing themselves as the third major power in the world.

Another group within the church advocates in favor of increasing their economic strength by levying a tithe against the Lords as an offering to their god, enabling the church's continued expansion.

PANDORA

Representative: Unknown
Structure: Secret Society

Military Strength: B
Political Strength: ?
Economic Strength: ?
Technological Strength: ?

Pandora is a mysterious secret society that transcends national boundaries, rumors of which surfaced at the same time as the tragedy in the Great Hall.

They appear to be a collection of independent cells of heretical Chaos worshipers organized around the goal of preventing the appearance of the Grancrest.

There are many reasons that could drive people to become Chaos worshipers, but a large number of the supporters of Pandora are those who fear the loss of power that would come from the loss of Chaos; Mages (not only Dark Mages), Artists and even some Lords who hate the idea of the power of the Grancrest being concentrated in a single person. Furthermore, Pandora grants the power of Chaos to the weak in order to prolong the suffering of war and prevent the Grancrest from appearing. Their name is often spoken in the shadows wherever rebellion, slaughter, assassination and destruction rear their heads.

However, Pandora does not have enough military strength to conquer the world by force, instead relying solely on the tools of conspiracy and terrorism. While they are as equally equipped as the Mage Academy to send Mages about to do their bidding, that alone is not enough to bring the entire world under their rule.

However, even now there are some who claim that several countries have already been infiltrated by Pandora and are completely under their control. It is possible that those countries could one day rise up against the Academy as one.

THE FANGS OF DAWN

Representative: Volmis One-eye
Structure: Mercenary Company

Military Strength: B
Political Strength: C
Economic Strength: C
Technological Strength: C

The Fangs of Dawn is Atratan's most exceptional mercenary company. They are not an army, but more a collective of Artists that was formed so that the members could provide each other with work.

The mercenaries of the Fangs of Dawn arrange jobs for each other, matching them up with employers with whom they form contracts. The group treats these contracts as sacred and will pay from their own coffers to hunt down those who commit a breach of contract. The members see upholding the Fangs of Dawn's "brand name" as of the utmost importance.

Their contracts are usually atypical ones, and the mercenaries of the Fangs of Dawn will fight until the end even if the enemy is a family member or even another member of the Fangs of Dawn. When two mercenaries of the Fangs of Dawn fight on the same battlefield, neither of them returns. Boasts like these are the Fangs of Dawn's most valuable asset.

Thought originally formed as a group of Artists, they currently also count Lords and normal individuals among their ranks. All are welcome as long as they are able to complete their missions.

However, out of consideration for the political role of the Mage Academy, they bar entry to Mages who not serving under Lords who are part of the organization.

THE WOLSEED CONGLOMERATE

Representative: Stein Wolseed
Structure: Business

Military Strength: C
Political Strength: B
Economic Strength: A
Technological Strength: B

The Wolseed Conglomerate is a company headquartered in Aeram. They hold a great influence over the flow of money, with branches in regions all across the continent. They employ highly-paid Artists as specialized couriers and boast the fastest and most accurate information network on the continent, able to trump all rivals.

They treat both the Union and the Alliance equally as potential customers and have a policy of not becoming too deeply entrenched with either. Some say that they made themselves influential in organizing the wedding between the two counties in order to avoid being cast by the wayside should either side end up in a position of dominance.

The Conglomerate is also very interested in the developments surrounding dead zones and administers many of the Chaos towns that pop up around them. They have been known to hire wandering Lords in order to investigate the dead zones.

While they are often seen as calculating and opportunistic merchants, there are many Lords whose military ambitions were thwarted by the Conglomerate's refusal to lend them the necessary funds. On the other hand, the merchants of the Conglomerate know the advantages of the Lords' struggles to purge Chaos from the land, and it is not uncommon to find Lords whose troops have been dispatched for the Conglomerate's benefit.

OBLIVION

Representative: Varaig the Doomsayer
Structure: Mercenary Company

Military Strength: A
Political Strength: C
Economic Strength: C
Technological Strength: C

Oblivion is a mysterious and elusive band of mercenaries. Though they are a mercenary company, they do not allow potential employers to contact them directly, and instead seek out people to whom they offer themselves for hire. Like the Fangs of Dawn they are made up primarily of Artists, and there are many who question whether or not the two groups may have some connection.

When Oblivion takes the field of battle things inevitably turn gruesome. Even if their employers' goals are well-intentioned, the mercenaries wreak havoc with their Art, allowing the battle to spill over where it may and meeting their goals through wanton destruction. For some members of Oblivion it seems as if destruction is their only true objective. The level of violence and looting that follows their battles is terrifying.

Despite that, there is no shortage of people willing to hire Oblivion, as they offer their services to those in need of their strength. They have a way of turning a tiny spark into a mighty blaze. There are even rumors that Pandora may be secretly backing the group.

THE SPIDERS OF VALSE

Representative: "The Spider Queen"
Structure: Criminal Organization

Military Strength: C
Political Strength: B
Economic Strength: B
Technological Strength: B

The Spiders of Valse are the most unusual criminal organization in Atratan.

They deal in valuable information which they collect from across the continent using various means. Though they place high prices on the information they collect, they do not resell it to others, its level of accuracy is high and they often manage to get their hands on things of which even the Mage Academy is unaware.

It is even said that the Spiders of Valse have infiltrated deep into the Academy, playing a major role in the power struggles that determine who is assigned to the Council of Sages.

On the other hand, dealing with the Spiders means one can also end up becoming their product. There is a risk that they will gather information on you bit by bit before selling it off to some hostile party. In that sense, they are unscrupulous criminals. Some say that their leader is a former Mage who has since left the Academy.

As their actual military strength is rather weak, they have been known to hire outside mercenaries when necessary. Though they pay well, it is rumored that even the work done for them can become the basis for more of the information that they deal in.

THE ORDER OF MOONLIGHT

Representative: Bishop Vestaty
Structure: Religious Order

Military Strength: C
Political Strength: C
Economic Strength: C
Technological Strength: A

The Order of Moonlight is a monastic order of the Church of the Crest, a group that differentiates good-natured projections from monsters and seeks to safeguard them. Because most of the church's clergy regard all projections—both good and evil—as agents of Chaos, the Order's actions must be carried out in secret.

While the scope of the Order is not large, they work tirelessly to integrate powerful projections into society and to protect those who find themselves thrust into this world with no knowledge of how to survive.

That does not mean, however, that the Order of Moonlight is a wholly altruistic group. While it is true that many of the adherents are good individuals, they are also gathering the knowledge and technology of the projections for the sake of the church. Some wonder whether they intend to use it to oppose the Mage Academy. The projections harbored by the order may find themselves drawn into a political conflict whether they wish it or not.

There are rumors that, thanks to the projections, the Order has managed to secret away knowledge that heretofore had only been under the purview of the Academy. If the Order continues these activities they may find themselves under attack from the Academy even while the two groups remain ostensibly allied with each other.

THE SANDOLMIA MARCH

Representative: Norton Verdatie
Structure: Feudal Society

Military Strength: B
Political Strength: C
Economic Strength: B
Technological Strength: A

The March is one of the rare independent countries that has not allied itself with either the Fantasia Union or the Factory Alliance. They possess a rich vein of iron ore, centered on a half-subterranean factory city.

With their large industrial output and a brisk weapons trade, both the Alliance and the Union have clashed diplomatically in attempts to absorb Sandolmia, but the Margrave and his knights have boasted that the March will serve no Crest but that of the First Lord, and the March's independence is a point of pride among its people.

The network of subterranean tunnels has continued to expand throughout the March's long history and there has been no lack of massive underground dead zones and dormant projections for them to uncover. Maintaining their underground cities is a constant struggle against the forces of Chaos, which has led to skilled dead zone hunters and unaligned Lords being warmly welcomed.

THE FREE CITY OF GANON

Representative: Councilman Clifford
Structure: Parliamentary Democracy

Military Strength: B
Political Strength: B
Economic Strength: A
Technological Strength: B

While more properly known as "the Barony of Ganon," the governance rights to the country were sold by Baron Ganon more than a hundred years ago to pay off his debts, and now the job of drafting and enforcing the laws and governing the territory fall to an assembly composed of representatives of powerful businesses; the only power that the baron has left is the right to command the country's military.

These circumstances have left the Free City of Ganon with a strong economy, and it is well defended by mercenaries hired using the country's abundant wealth. Furthermore, their armed merchant fleet can be converted to a proper navy in times of war, giving them the ability to embark on even long range military campaigns.

While Ganon has not joined either the Alliance or the Union, this decision is in large part due to the fact that the assembly does not want the baron to become the bearer of a minor Crest. In practice, however, the city has been acting under the umbrella of the Alliance.

THE DUCHY OF VANBERG

Representative: Antonia Flamel
Structure: Autocracy

Military Strength: A
Political Strength: B
Economic Strength: B
Technological Strength: B

The Duchy is ruled by the self-appointed champion of the Church of the Crest, Marquis Antonia Flamel. It is part of the Fantasia Union.

Driven solely by his fervor for the Church of the Crest, Vanberg was never more than a minor territory until Antonia pushed its expansion over a single generation, and he ardently believes that, as a holy knight, he will be the one to awaken the Grancrest and bring about the resurrection of his God. His single-minded devotion inspires the faith of his people as well, and most of the Duchy's citizens and knights are also ardent disciples of the church.

While Vanberg is known for the contentedness of its people and its steadfast devotion to battling Chaos, their religious zeal has made them infamous for the way they force their faith on the people of the lands they occupy. People speculate that this will eventually place Vanberg in a precarious position in regards to the Mage Academy.

THE BARONY OF OLD CASSADOLE

Representative: Two-headed Varan-Gaim
Structure: Anarchy

Military Strength: B
Political Strength: C
Economic Strength: C
Technological Strength: C

Until a few months ago this nation was one of the pillars of the Fantasia Union. Once a small country with little to boast of besides its abundant timber reserves, now most of its territory has been swallowed up by a dead zone.

The cause is believed to have its origins in a rebellion in response to oppressive taxation. Though it started as a minor uprising, it escalated to armed conflict through the apparent interference of Pandora. The barony was quickly overrun by an army of monsters that appeared without warning, and covered by a dead zone that formed as Chaos cores appeared one after the other.

It is unknown why the leaders of the rebellion made the foolish choice to invite the forces of Chaos, but the barony's citizens still survive, spending their days fighting against the monsters that lurk inside of the dead zone. It seems that the land is being ruled by a two-headed ogre who appeared from the dead zone, but any more details that that are as yet unknown.

PERSONALITIES

This chapter will introduce NPCs of the Grancrest RPG. They will prove to be an indispensable part of your adventures.

WHAT ARE PERSONALITIES?

Personalities are various important NPCs who can play major roles in the story of the Grancrest RPG.

They serve as a flourish to your heroic adventures across the far-reaching land of Atratan. They may take the form of heroines, rivals, informants and many other roles. The GM should feel free to add to or change their descriptions, even if such a thing may contradict with future published sources, though it may be best to inform the players beforehand if any changes are going to be made to well-known information such as a personality's sex, class, belief, etc... They can even be removed from the setting altogether if their presence would serve as a hindrance to the story you wish to tell.

No specific stats are given for them as NPCs. This allows you to define them in whatever way suits the scenario you are creating. You may also use enemy statistics if you wish.

Marine Kreische

"I shall become whatever is necessary of me."

Sex: Female

Class: Lord

Belief: Lead the Alliance to victory (Goal)

Marine Kreische is the eldest daughter of Archduke Matthias Kreische, former leader of the Factory Alliance.

She and Fantasia Union's heir, Alexis Doucel, were supposed to wed, but her father was killed by a demon lord who appeared during the ceremony and she found herself thrust into war as the new ruler of both Waldrind and the Alliance. While she is an individual overflowing with regalness and magnanimity, her youth has caused her to be looked down upon by the knights she commands.

Alexis Doucel

"So, the decision has really fallen to me, hasn't it?"

Sex: Male

Class: Lord

Belief: Bring about peace (Goal)

Alexis is the leader of the Fantasia Union. Like Marine, he lost his father, Sylvester, and leads the Union as the Duke of Hallusia.

While he is not an unskilled individual, he is most effectual as a peaceful leader, and his gentle and careful nature is sometimes taken as a sign of weakness or insecurity.

He is an excellent musician and poet, and it is said that he still loves Marine, the one to whom he should have been bound.

Sembrose Stratos

"My apologies. I must trouble you."

Sex: Male

Class: Mage

Belief: Do not break the laws of the Academy (Taboo)

Sembrose Stratos serves as the headmaster of the Mage Academy. He is known as "The Great Teacher" to Mages everywhere and even those who are not his students give mind to his words.

Though his personality is guarded and humorless, he is quite flexible and open, and he spends his days pouring over the works of younger Mages. While it goes without saying that he is a powerful Mage, he has little experience in the ways of war.

Ovesto Meletes

"Calm your emotions, and focus on reason."

Sex: Male

Class: Mage

Belief: Do not show emotion (Taboo)

Ovesto is the head Mage in the service of Marine Kreische. Raised as part of the well-known Meletes family of Mages he prefers to press his enemies directly rather than relying on clever schemes or a glib tongue.

Originally just one of many Mages serving Archduke Matthias, he was promoted by Marine following her father's death. While he has a gentle personality, he holds his status as a Mage above everything else and is steadfast in asserting his autonomy.

Pope Howell

"The one true God will be reborn, and will turn this land into a paradise."

Sex: Male

Class: Lord (?)

Belief: Resurrect God (Goal)

Howell is the second man to occupy the position of Pope of the Church of the Crest. He took control of the church following the death of the first pope, when it was thought that the church was on the verge of collapse, manipulating the power of the cardinals and the Lords who follow them in order to seize control behind the scenes.

Because of his age he delegates most of his responsibilities to his subordinates, only reserving for himself the right to make major decisions, but it is rumored that he is the possessor of a powerful Crest that he can use should it ever become necessary.

Volmis One-eye

"I've already been paid, I'll get the job done."

Sex: Male

Class: Artist

Belief: Never violate a contract (Taboo)

Volmis is the leader of Atratan's foremost mercenary company, the Fangs of Dawn. He fought his first battle at the age of twelve and it is said that he is a born soldier, the kind who is more comfortable sleeping on the cold hard ground of the battlefield than in a warm bed.

He wields a massive great sword twice the size of his body, tearing holes through the enemy ranks like the gnashing of beast's fangs (the namesake of the mercenary company he leads). While he has been asked countless times to serve as a proper knight, it would seem that he prefers the mercenary lifestyle and the freedom to choose which battles he fights.

"Lightning" Watohoat

"What really matters is whether it's going to be interesting or not."

Sex: Male

Class: Artist

Belief: Travel to new places (Goal)

Watohoat is a freelance Artist who specializes in hunting the dead zones. He values a their interesting scenery even more than he does treasure they hold. The wounds that mar his body are reminders of the dead zones he has visited, and he appears to show no interest in having them healed.

He is a Lycanthrope, half-man and half-tiger, and when he unleashes his full power his whole body becomes sheathed in lightning, moving at such a high speed that he can be mistaken for a mere flash of light.

Claire Schneige

"Please, leave this to me."

Sex: Female

Class: Lord

Belief: Protect the people (Goal)

Claire is a knight-errant, a Lord without a country who wanders the land with only her Crest to guide her as she seeks to stand against the ravages of Chaos.

It has been said that she was once the princess of nation in the Fantasia Union, or the Lord of a minor territory unaffiliated with either the Union or the Alliance, but no one has been able to confirm the details of her past. All that is known about her is that she refuses to abandon the common folk, carries herself with grace and nobility and is loved by the followers of the Church of the Crest.

Barantia the Sun-scorcher

"Choose wisely, human child, a tale that shall keep my interest piqued."

Sex: Male

Class: Projection

Belief: Never surrender (Taboo)

Barantia is a dragon, a projection from another world the name of which is unknown. He boasts flames that can char even the sun and fangs powerful enough to crush the stars. He makes his home in a mountain range along the border of the Union and the Alliance where he slumbers atop a hoard of treasure taken from the countless nations he has destroyed.

Fearing that his treasure may be stolen he now rarely ventures far from his lair. His hoard contains many weapons and forbidden tomes which he has been known to lend to people under the right circumstances.

Astrid Euno

"Hey, you'll be needing this, won't you?"

Sex: Female

Class: -

Belief: Never give anything away for free (Taboo)

Astrid is a traveling merchant who makes her base of operations in the magic city of Aeram. Besides the obvious magical items produced in Aeram, she also deals in provisions, weapons, luxury goods, spices and even mercenaries.

She is extremely stingy, and she has a tendency to appear whenever she is needed, charging as much as she can get away with. However, the quality of her goods is guaranteed, causing many, even the reluctant, to deal with her.

Greif Altinas

"The Academy's wish is my command."

Sex: Male

Class: Mage

Belief: Do not engage in personal battles (Taboo)

Greif is a special operative of the Mage Academy. His job is to intervene in political matters and the like, following the will of Academy, and he is only dispatched when the Academy is pushed to direct action.

He keeps his eyes covered with a blindfold as a temperance against using magic to achieve his own desires, but when he removes the blindfold, revealing his "evil eye," he unveils a magical strength greater than that of any other Mage in all of Atratan.

Mahalia Istgart

"If that's the case then I'm listening. But it'll cost you."

Sex: Female

Class: -

Belief: Recover her lost knowledge (Goal)

Mahalia is the leader of the intelligence network the "Spiders of Valse." The founder of a criminal syndicate that buys and sells information, her identity is known only by those close to her. It is little surprise that even powerful rulers are unaware of her existence.

The information she deals in is extremely accurate, and because it is not resold to others, it is very reliable. In exchange, however, the prices she charge are quite high. It is said that she is a former Mage whose memories were taken from her when she left the Academy.

Klein

"Pandora will work with you."

Sex: Female

Class: Mage

Belief: Spread Chaos (Goal)

Klein is an agent of Pandora, a mysterious secret society dedicated to spreading Chaos. She is what is known as a Dark Mage, and frequently appears at the side of those with desires, agitators and insurrectionists, offering them the assistance of soldiers and projections, and even sometimes her own magic.

Though she is being pursued by many nations, even where the forces of Pandora fall she manages to disappear from the battlefield, leaving no clear trace of either her next destination or her true identity.

Varaig the Doomsayer

"Take 'em out and then do as you please!"

Sex: Male

Class: Artist (?)

Belief: Murder (Goal)

Varaig is the commander of the mercenary company "Oblivion," rumored to be working in league with Pandora. A man who frightens even other members of the group who are themselves said to be demons, if struck by a bad mood he will end up turning even his close allies into a meal for monsters that will feast on their entrails. He kills as simply as others take a bite of food or hold a loved one. He fights so he can kill, fights so he can plunder. One theory holds that he is a projection, but it has not been substantiated.

REFERENCES: GAMES

The most direct influences for a game are other games. Get to know this heroic fantasy RPG, historical simulation and another tabletop roleplaying game like the Grancrest RPG.

Dragon Age: Origins

Publisher: Electronic Arts

This RPG paints a heroic tale of light versus darkness from the very outset. It is available for the PS3, Xbox 360, and PC.

The player takes control of a Grey Warden, a defender of humanity from the forces of darkness called the darkspawn who mediates the troubles of a world eternally on the brink of danger and ultimately leads the people in battle against an archdemon dragon.

A prime example of a heroic fantasy RPG. Play it!

Romance of the Three Kingdoms Series

Publisher: Koei Tecmo Games

A staple of the historical simulation genre that needs no introduction. First appearing in 1985 and released steadily ever since, it is a long beloved series.

Set in China during the end of the Later Han Dynasty, you choose one among a group of rival warlords bent on unifying the entire country. But that description alone does not do the game justice.

Its premise of waging war through politics, resource management, military strategy and personal combat are a perfect example of the mass combat and country management parts of Grancrest. Aim to become emperor!

Arianrhod RPG 2E

Publisher: Kadokawa Fujimi Shobo

A fantasy tabletop roleplaying game produced by F.E.A.R. It features a clear and option-rich system that is fun for both novice and experienced gamers alike. Many parts of it were used as reference in the design of the Grancrest RPG.

The continent of Aldion described in the game is also the setting for the war chronicle replay series "Arianrhod Saga" which is even now reaching its climax.

Gamemaster Section

GAMEMASTER RULES

The GM occupies a special position in a roleplaying game. The GM is a guide for a session and has more powers than the other players.

The GM is invested with a large amount of discretion. It is not an exaggeration to say that the majority of the onus is on the GM when it comes to whether or not a session is enjoyable.

With that in mind, being the GM is also fun. She creates the scenario, unfurls the developments in front of the players, elates them and saddens them and stewards the story towards its conclusion. In some sense it would not be wrong to say that the GM takes on the role of a god. There is no reason for it not to be fun.

This chapter will explain special rules just for the GM, ways for the GM to have and create fun, and things to watch out for.

THE RELATIONSHIP BETWEEN THE GM AND THE PLAYERS

Generally speaking, the GM and the players stand on equal footing.

While as noted above, the GM possesses many rights and, among other things, can control the flow of the scenario, both sides are essentially equals. In a roleplaying game, the GM is the "host"—in other words, it is her job to entertain the players while also participating in the game herself, rather than simply treating them like customers or an audience. It is important to remember that the GM and the players are two sides of the same coin called "fun."

THE ROLE OF THE GM

The GM has many roles to play in the game. She develops the scenario, narrates scenes, takes on the role of NPCs, adjudicates the actions of the players and commands the overall flow of the entire session.

To put it more simply, however, the primary role of the GM is simply to advance the scenario until its completion.

For the GM, the scenario is like a navigational chart. As long as you follow the scenario and gauge and react to the players' reactions things should proceed as planned. Once the scenario is completed, the session is over.

But, what is the best way to make those events proceed?

To find out the answer, examine the sample scenario presented beginning on page 298 of this book. In this scenario, each of the scenes includes a condition that lists what is necessary for the scene to be completed. When you feel that that condition has been fulfilled you may conclude the scene and move on to the next one. By repeating this process for each scene you should be able to follow the scenario to its conclusion.

THE GOLDEN RULE

As mentioned on page 11, the GM is free to apply the rules differently than they are written in the rulebook or to implement new rules. However, this allowance is only intended to be used so far as it makes the session more enjoyable.

The "Golden Rule" is the greatest right possessed by the GM. If used for reasons other

than this, it may lead to the session no longer being interesting or fun. Apply it cautiously.

SHOWING FAIRNESS TOWARDS THE PLAYERS

When applying the rules, including the Golden Rule, every GM should always be mindful of whether she is treating the players fairly.

Because of the great amount of power that the GM has, she needs to ensure that all of the players are being treated equally.

For example, assume that a player is in a situation where a failed check means that the NPC her character is trying to protect will die. How would that player feel if you had her make the check without telling her the effects of failure, and then simply telling her after she fails that the NPC has died?

In most cases the player would likely be dissatisfied. She might question why the GM did not tell her in advance what would happen if the check failed. Had she known what the check was for, perhaps she could have planned more effectively.

This reaction would not be unreasonable.

The players are unaware of the details of the scenario. Because of this, in order to treat the players fairly the GM must make certain information available to them. Obviously, this does not mean that the GM is forbidden from keeping the vital details of the scenario secret. However, even in those situations it would still be fair to inform the players that something is intentionally being kept from them.

Fairness gives the players a sense of security. When the players can approach the session without worrying, it frees the GM to focus on other things. This should help reduce the burden on the both the players and the GM.

PLAY STYLES

There are, generally speaking, two different ways of playing the Grancrest RPG. One of those is as a "one-shot," and the other is as a "campaign."

The GM should inform the players of which of the two she intends to use when planning the game.

ONE-SHOT

In a one-shot game, the game ends at the end of a single session.

The PCs' stories last only for that session, and there is typically no continuation (though it may be possible, based on the outcome of the session, for it to continue).

Because of the small amount of time required, these kinds of games can be good for trying out different types of characters or a new scenario without a lot of hassle.

One-shot games are often used when playing in public, for example, at a gaming convention. The scenario included in this book is also intended as a one-shot.

CAMPAIGN

A campaign is a game that is played out as a story that lasts through multiple sessions while using the same characters.

Unlike one-shot games, a campaign can take some time to complete and allows for a deeper and more complex story to be told. One of the notable aspects of a campaign is that it

allows the characters to grow and change both in terms of their statistics as well as their personalities and relationships.

NPC RULES

In a roleplaying game, generally any character that is not a PC is known as a "non-player character," or "NPC."

It is necessary for the GM to take control of the numerous NPCs that appear in each scenario. This section will explain the rules relating to these NPCs.

TYPES OF NPCCS

Although they are all referred to under the general heading of NPCs, there are various types: characters that play a major role in the scenario, who rely on the PCs; other, less important characters who appear; or enemies that need to be defeated.

All of these NPCs can be divided into two major categories.

Guests

A "guest" is any character that is important to the scenario.

Guests have statistics like the PCs do, may make checks if necessary and take damage. In most cases the enemies of the PCs will be treated as guests.

Guests and Dying

When a guest's HP is reduced to 0 or below, whether they live or die is up to the discretion of the GM.

You may use the rules as written for near death characters, simply declare that they die when their HP falls below 0 or have them just barely survive.

Extras

An "extra" is any character appearing in the scenario who does not have statistics.

For example, the townspeople you speak to when trying to gather information or the old servants who wander through the castle would fit the profile of an extra.

Extras cannot make checks. The GM is free to determine what happens when they are attacked or take damage.

NPCCS AND FATE

NPCCS do not typically possess Fate. Fortune favors those who have the qualities that are needed to become heroes—in other words, the PCs.

However, there is no reason for the PCs to be the only ones who possess that potential.

The GM may allow NPCCS with a similar potential to possess Fate.

LARGE CHARACTERS

In the Grancrest RPG, monsters or large formations of troops whose size exceeds ten meters are considered "large characters."

Use the following rules when dealing with large characters.

Occupying Multiple Squares

A large character is large enough to occupy more than one square.

Each square—or "section"—of a large character has its own statistics and acts during its own main phase during combat.

For example, assume that there is a dragon that occupies two squares.

The dragon has two sections, the "top half" and the "bottom half," and each section has one main phase per round. The dragon may make two attacks per round; it may bite with the head and sweep with its tail. The PCs choose which section, the top half or the bottom half, they will target with their attacks. By using attacks that affect a large area, it may be possible to attack both halves of the dragon at once.

In other words, a large character may be thought of as multiple characters that are joined together.

Section HP and Total HP

Large characters have two types of HP.

One of these is "Section HP," possessed by each individual section. When Section HP reaches 0, that section is considered near death. However, this has no effect on the remaining sections.

The other type is the character's "Total HP." When this reaches 0, even if the individual sections have HP remaining, the large character is considered near death.

Handle damage dealt to large characters in the following manner.

1. Calculate the amount of HP damage by subtracting the character's defense rating.
2. Apply the damage to the Section HP of the section which was attacked.
3. Apply the damage to the Total HP.

Attacking Multiple Sections

When making attacks that target a large area it is possible to attack multiple sections at the same time.

Add together the damage done to each individual section and apply it to the Total HP.

For example, if the top half takes 20 points of damage and the bottom half takes 15 points of damage, reduce the Total HP by 35.

Recovering HP

When recovering HP, the Total HP recovers by the same amount as each Section HP. When multiple sections each recover HP, the Total HP recovers by the same amount as the total of all sections.

Section Destruction and Recovering Morale

When you destroy a section of a large character during mass combat, treat it as if you had destroyed a character as usual and recover three points of Morale. When a large character's Total HP is reduced to 0, recover a number of points of Morale equal to the remaining number of sections multiplied by three.

Large Characters and Experience Points

When calculating the amount of experience received from a large character, instead of using the enemy's level, calculate the experience by multiplying the large character's level by the total number of sections.

For example, a Level 15 dragon with two sections would be treated as Level 30 for

purposes of determining experience.

Large Characters and Movement

Because a large character's base occupies multiple squares, there are two additional rules that apply when moving.

Linked Movement

When one section of a large character moves, the other sections follow along with it. However, when moving, if any of the character's sections are occupying a square that contains an enemy, the character must have enough movement points to spend in order to move out of that square

In other words, even if the top half of the dragon is occupying a square with no enemies in it, as long as the square occupied by the bottom half contains an enemy it will require three points of movement to leave the square.

Rotating

A large character may rotate the direction that it is facing by spending one movement point. The axis of rotation may be any of its sections that is capable of moving at that moment.

If an enemy is occupying the same square as the large character, it will require three movement points to rotate, the same as if it were leaving the square.

ENEMIES

Chaos, Lords, Artists—the PCs will face many enemies. This chapter will introduce rules and statistics for those enemy characters.

Over the course of a session the PCs will encounter many enemies.

Both monsters projected through the workings of Chaos, and Lords, Mages and Artists from opposing countries can all be considered enemies.

USING ENEMIES

Enemies will become obstructions and hindrances to the PCs over the course of the scenario.

Use the following rules to deal with the various situations that can occur in the game as a result of using enemies.

ENEMY MP

The GM may decide that the use of abilities by enemies does not reduce their MP.

This is in order to decrease the amount of work required for having to keep track of records during scenes where large numbers of enemies are appearing. Obviously, there is also nothing wrong with handling everything as normal.

ENEMY MOBS

In order to represent groups of enemies, they can be organized into "mobs." A mob is a group of around ten enemies that have come together.

A mob is treated as a single character. A mob will be listed as such in the "Type" section of an enemy's listing.

A mob may not make cover actions. However, it may be possible if they possess the "Swarm Defense" enemy ability.

Mobs in Mass Combat

When using the listed enemies in mass combat, increase all of their ability scores by 1, their Damage by 5, their HP by 20, and give them a Morale Score of your choice (if you are unsure, use a score of 5). When they suffer from force collapse, all of these bonuses except for the HP bonus disappear.

CREATING ENEMIES

The GM may create and use enemies other than the ones listed in this book. When doing so, keep the following things in mind.

ENEMY ABILITIES

The GM may feel free to give the enemies abilities. However, an enemy may not learn an ability of a class it does not have. The list of enemy abilities that enemies are able to learn begins on page 274. Enemy abilities are listed using the same format as background abilities (p.132).

ORIGINAL ABILITIES

An enemy may possess uniquely created abilities.

Crests, Magic, and Art possess powers that are still unknown. These new abilities may come from those, or perhaps as a result of training (in the same way force abilities do). Furthermore, it is possible that projections may possess many unique abilities of their own. Their powers come from the place from which they were project, and the GM should feel free to come up with abilities to reflect their origins.

READING ENEMY ENTRIES

A list of common enemies to use during sessions appears beginning on page 279. The entries for enemy descriptions are arranged in the following manner.

Name

The enemy's name.

Type

A general classification of the enemy.

Origin

What world the enemy originally comes from.

Level

A value representing the enemy's overall strength.

Ability Scores and Skills

The enemy's ability scores and skills. Skills are listed using the following convention:
[Martial Arts] 3

Secondary Ability Scores

The enemy's secondary ability scores.

Attacks

The statistics used for the enemy's weapon attacks, including the attack check and damage.

Defense

The enemy's defense ratings.

Abilities

The abilities known by the enemy. If it is a unique ability, its effects will also be listed.

Description

A description of the enemy.

SIMPLIFIED ENEMY ENTRIES

Simplified enemies are enemies whose descriptions and statistics are shortened.

When necessary, the GM may abbreviate enemies' statistics to create simplified enemies.

A simplified enemy is detailed in the following way.

Name

The enemy's name.

Type

A general classification of the enemy.

Origin

What world the enemy originally comes from.

Level

A value representing the enemy's overall strength.

Secondary Ability Scores

The enemy's secondary ability scores.

Defense

The enemy's defense ratings.

Reaction

The simplified enemy's reaction score. Instead of making a check, use this number as a result for any reaction checks. The enemy also uses this score in place of checks for various skills.

Whenever an effect would cause this enemy to reduce the number of dice used for a reaction check, reduce this number by 3 for each one die it would lose. This score has a minimum value of 0.

Abilities

The abilities known by the enemy. The GM is free to interpret their descriptions.

Generally, assume that a simplified enemy will use its abilities in combat.

Description

A description of the enemy.

SIMPLIFIED ENEMY HP

When a simplified enemy's HP becomes 0 or less, it is considered near death and cannot recover. Whether the enemy lives or dies is up to the discretion of the GM.

SIMPLIFIED ENEMIES AND BLEEDING

When a simplified enemy is afflicted with the bleeding bad status, it takes [10 + Enemy Level] points of damage.

ENEMY ABILITIES

The following is a list of abilities that are exclusive to enemies. The GM may choose to allow NPCs to learn these abilities. The GM is also free to create original enemy abilities other than the ones listed below. All of these abilities may be used in mass combat.

Immunity					
Type	Enemy			Max Level	1
Timing	Permanent				
Check	-	Target	Self	Range	-
Threshold	-	Cost	-		
<p>This enemy is immune to a certain type of bad status. When acquiring this ability, choose a single bad status for it to apply to (for example, "Immunity: Poison"). This enemy cannot be affected by the chosen bad status. This ability may be acquired multiple times, once for each bad status.</p>					

Riding Proficiency					
Type	Enemy			Max Level	1
Timing	Permanent				
Check	-	Target	Self	Range	-
Threshold	-	Cost	-		
<p>This ability represents the fact that this enemy is riding some sort of animal. An enemy with this ability is treated as being mounted. While mounted, increase the enemy's Movement Score by 1. It requires a minor action to remove the mounted status, and another minor action to become mounted again.</p>					

Massive					
Type	Enemy			Max Level	5
Timing	Permanent				
Check	-	Target	Self	Range	-
Threshold	-	Cost	-		
<p>This ability represents an enemy with a larger than normal body size. This character has a number of sections equal to the level of this ability, and occupies one square for each of its sections. See the rules for large character (p.268) for more information. This ability has a minimum level of 2.</p>					

Regeneration					
Type	Enemy		Max Level	10	
Timing	Cleanup				
Check	-	Target	Self	Range	-
Threshold	-	Cost	-		
<p>This ability represents the power to recover from damage. Recover [Level x 10] HP. This ability may not be used when near death.</p>					

Boost Morale					
Type	Enemy		Max Level	5	
Timing	Setup				
Check	-	Target	Scene (Choice)	Range	-
Threshold	-	Cost	-		
<p>This is the ability to inspire troops and recover their morale. Choose any number of characters appearing in the scene. Increase their current and maximum Morale by an amount equal to this ability's level. This ability may only be used once per scenario.</p>					

Swarm Defense					
Type	Enemy		Max Level	1	
Timing	Permanent				
Check	-	Target	Self	Range	-
Threshold	-	Cost	-		
<p>This ability represents the training of a mob to protect another individual. This ability may only be acquired by enemies with a type of "Mob." An enemy with this ability may make cover actions. It requires a separate ability to not become exhausted when doing so.</p>					

Recovery					
Type	Enemy	Max Level	1		
Timing	See Below				
Check	-	Target	Self	Range	-
Threshold	-	Cost	-		
<p>This is the ability to instantly recovery from negative status ailments and avoid danger. This enemy may uses this ability whenever it becomes affected by a bad status. The bad status is instantly removed. However, for each bad status removed, this enemy loses 5 HP. If this would reduce the enemy's HP below 0, this ability may not be used.</p>					

Life Boost					
Type	Enemy	Max Level	10		
Timing	Permanent				
Check	-	Target	Self	Range	-
Threshold	-	Cost	-		
<p>An enemy with this ability is tough against injuries and overflowing with energy. There are many monsters projected into this world that possess a shocking amount of lifeforce. Increase this enemy's maximum HP by [Level x 30].</p>					

Resistance					
Type	Enemy	Max Level	1		
Timing	Permanent				
Check	-	Target	Self	Range	-
Threshold	-	Cost	-		
<p>This ability represents an enemy's strength against a specific type of attack. When this ability is acquired, choose a single damage type for it to apply to (for example, "Resistance: Weapon"). Whenever this enemy takes HP damage of the chosen type, reduce that damage by half. This ability has no effect against attacks with two or more damage types.</p>					

Invulnerable					
Type	Enemy			Max Level	1
Timing	Permanent				
Check	-	Target	Self	Range	-
Threshold	-	Cost	-		
<p>An enemy with this ability cannot be injured by a certain type of attack.</p> <p>When this ability is acquired, choose a single damage type for it to apply to (for example, "Invulnerable: Weapon"). This enemy cannot take damage from the chosen damage type. This ability has no effect against damage with multiple types. This ability must be taken along with the "Vulnerability" ability.</p>					

Vulnerability					
Type	Enemy			Max Level	1
Timing	Permanent				
Check	-	Target	Self	Range	-
Threshold	-	Cost	-		
<p>This ability represents the enemy's weakness to a specific type of damage.</p> <p>When this ability is acquired, choose a single damage type for it to apply to (for example, "Vulnerability: Weapon"). Whenever this enemy takes damage of the chosen type, increase that damage by 20 points. If the damage has multiple types and any of them are the chosen type, increase that damage by 20 points.</p>					

Anti-military					
Type	Enemy			Max Level	1
Timing	Permanent				
Check	-	Target	Self	Range	-
Threshold	-	Cost	-		
<p>This ability represents an enemy's capability for fighting single-handedly against groups of soldiers.</p> <p>This enemy does not suffer the effects of force collapse in mass combat when not leading a squad. However, this enemy cannot lead squads.</p>					

Flight					
Type	Enemy		Max Level	1	
Timing	Permanent				
Check	-	Target	Self	Range	-
Threshold	-	Cost	-		
<p>This ability represents an enemy's ability to fly, whether through wings, magic, a flying mount or some other method.</p> <p>This enemy has the flying status. It may use a minor action to remove the flying status, and another minor action to gain it again.</p>					

Followup					
Type	Enemy		Max Level	3	
Timing	See Below				
Check	-	Target	Self	Range	-
Threshold	-	Cost	-		
<p>Using either speed or skill, this ability allows an enemy to make quick successive actions.</p> <p>This enemy may use this ability after it becomes exhausted. It becomes active again. However, its Initiative Score becomes 0. This ability may only be used once per round, and only a number of times equal to its level each scenario.</p>					

Obstruct					
Type	Enemy		Max Level	1	
Timing	Permanent				
Check	-	Target	Self	Range	-
Threshold	-	Cost	-		
<p>This ability represents the skill to hinder an opponent's movement.</p> <p>When an opposing character attempts to leave a square occupied by this enemy, it requires 1 additional point of Movement to do so.</p>					

ENEMIES: ATRATAN

These enemies are those native to the land of Atratan—in other words, other humans. They are the ones who continue to live and fight through the madness of war.

BANDITS

Type	Human (Mob)		
Origin	Atratan		
Level	1		
HP	25	MP	25
Init	10	Move	3
Defense	7/2/3/0	Reaction	10

Abilities

"All-out Attack" Major Action. Range 0. Single Target. Melee Attack. Check: 3D + 6. Damage: 3D + 6 (Weapon).

Description

These bandits operate throughout various parts of Atratan. They prefer large weapons such as axes or machetes. They often attack merchants or others who are traveling to escape Chaos.

SOLDIERS

Type	Human (Mob)		
Origin	Atratan		
Level	2		
HP	35	MP	30
Init	7	Move	3
Defense	10/5/7/0	Reaction	6

Abilities

"Group Attack" Major Action. Range 0. Single Target. Melee Attack. Check: 3D + 8. Damage: 4D + 6 (Weapon).

"Vital Point Knowledge" Permanent. This enemy may make vital strikes.

"Obstruct" 1 (p.278)

Description

These soldiers serve under the various Lords of Atratan. They are commonly equipped with long spears and attack their enemies using some level of tactical knowledge.

ARCHERS

Type	Human (Mob)		
Origin	Atratan		
Level	2		
HP	30	MP	25
Init	4	Move	2
Defense	6/3/3/0	Reaction	8

Abilities

"Fire Arrow Attack" Major Action. Range 4. Single Target. Ranged Attack. Check: 3D + 8. Damage: 4D + 10 (Weapon) and Burning (2).

"Group Attack" Major Action. Range 4. Area 1. Ranged Attack. Check: 3D + 6. Damage: 4D + 5.

Description

These soldiers are trained to use bows. In many cases their units will be mixed with hunters.

ASSASSIN

Type	Human/Chaos		
Origin	Atratan		
Level	5		
Str	14/4		
Ref	24/8 [Light Weapons] 3, [Stealth] 3		
Per	18/6 [Detection] 3		
Int	10/3		
Spi	12/4 [Willpower] 3		
Emp	8/2		
HP	50	MP	40
Init	12	Move	4
Attack	Blackened Short Sword. Range 0. Check: 3D + 6. Damage: 3D + 12 (Weapon).		
Defense	8/4/6/0		

Abilities

"Instant Shadow" 1 (p.106)

"Shadowstrike" 1 (p.107)

"Shadowmeld" 1 (p.107)

"Poison Usage" 5 Permanent. If this enemy deals at least 1 point of damage with a melee attack, the target becomes inflicted with the poison bad status at level 5.

Description

A Shadow Artist who works as an assassin. She specializes in sinking into the shadows and aiming at her opponents' weak points. While traditionally there has been a prohibition on the assassination of Lords, there are many who still keep assassins in their employ.

WARLORD

Type Human
Origin Atratan
Level 5
Str 9/3
Ref 10/3
Per 15/5
Int 18/6 [Strategy] 3
Spi 21/7 [Crest] 3
Emp 16/5 [Speech] 3
HP 60 **MP** 60
Init 11 **Move** 3
Attack Ornamental Sword. Range 0. Check: 2D + 3. Damage: 2D + 3 (Weapon)
Defense 15/10/11/0

Abilities

"Invigorating Seal" 2 (p.75)
"Repetition Seal" 1 (p.83)
"Fighting Spirit Seal" 3 (p.84)
"Obstructing Seal" 2 (p.84)
"Amplifying Seal" 3 (p.84)

Description

A Lord who is subservient to another, higher-ranking Lord. She is a Ruler, and while her own martial prowess is nothing to be made light of, her true worth is shown when she is leading troops in battle.

ENEMIES: TIR NA NOG

These enemies come from Tir na Nog, another world also known as the Land of the Fey. Tir na Nog is a place of forests and rivers and home to numerous faeries. While many faeries are friendly to humans, the ones listed here primarily view humanity with enmity.

GOBLIN

Type	Chaos/Faerie (Mob)		
Origin	Tir na Nog		
Level	1		
HP	35	MP	20
Init	7	Move	3
Defense	3/2/2/0	Reaction	9

Abilities

"Polluted Weapon" Major Action. Range 0. Single Target. Melee Attack. Check: 2D + 8. Damage: 3D + 5, Poison (5)

"Mischief" Use after a check. Range 0. Single Target. Reduce the result of the check by 2. May only be used once per round.

Description

Goblins are faeries who love to cause trouble. They are ugly looking creatures and are about half the size of a human.

BUGBEAR

Type	Chaos/Faerie		
Origin	Tir na Nog		
Level	3		
HP	55	MP	30
Init	5	Move	3
Defense	6/3/6/0	Reaction	9

Abilities

"Vigor" Setup. For the rest of the round, this enemy increases the damage of its melee attacks by 5 and all of its defense ratings by 3.

"Savage Assault" Major Action. Range 0. Area 1. Melee Attack. Check: 3D + 8. Damage: 4D + 10. This enemy cannot become a target of this ability.

Description

These humanoid faeries have bodies entirely covered with fur.

BLACK DOG

Type Chaos/Beast
Origin Tir na Nog
Level 4
HP 50 **MP** 25
Init 10 **Move** 4
Defense 5/5/2/0 **Reaction** 14

Abilities

"Beast's Fang" Major Action. Range 0. Single Target. Melee Attack. Check: 3D + 11. Damage: 6D + 10 (Weapon).

"Lightning Charge" Major Action. Range 0. Straight Line 2. Melee Attack. Check: 3D + 9. Damage: 4D + 10 (Fire). This enemy cannot become a target of this ability.

Description

This large black dog has glowing red eyes.

LEANNAN SITH

Type Chaos/Faerie
Origin Tir na Nog
Level 8
Str 7/2
Ref 15/5 [Evasion] 2
Per 15/5
Int 15/5
Spi 19/6
Emp 24/8 [Speech] 3, [Sensitivity] 3
HP 65 **MP** 60
Init 10 **Move** 3
Attack Violet Bolt. Range 4. Check: 4D + 10. Damage: 4D + 20 (Fire)
Defense 6/3/4/0

Abilities

"Seduction" Major Action. A single target within visual range becomes this enemy's thrall. This ability only works on extras.

"Bestow Gift" Use before the target makes a check. Targets a single character within visual range. Add one die to the check. The target loses 10 HP. The target must be willing.

"Drain Soul" Permanent. A character who takes at least 1 point of damage from this enemy's attack loses 10 MP.

Description

This faerie takes humans as its captives. It takes the form of a beautiful woman and is said to have the ability to grant men great power.

DULLAHAN

Type Chaos/Faerie
Origin Tir na Nog
Level 10
Str 18/6
Ref 27/9 [Light Weapons] 4, [Riding] 3
Per 9/3
Int 13/4
Spi 21/7
Emp 12/4
HP 90 **MP** 50
Init 5 **Move** 5
Attack Headless Horseman's Sword. Range 0. Check: 4D + 13. Damage: 6D + 20
(Weapon)
Defense 18/7/12/0

Abilities

"Riding Proficiency" 1 (p.274)

"Death Portent" Setup. Choose any number of targets appearing in the scene. Each target makes a "Willpower" check with a threshold of 12. All targets that fail become afflicted with the poison bad status at level 15. This ability may only be used once per scene.

"Death Coach" Major Action. Make a regular move and a weapon attack against a single target. The damage of the attack is equal to the number of squares moved using this ability multiplied by three.

"Spin Attack" Major Action. Make a Range 0, Area 1 weapon attack.

Description

A headless rider who sits atop a headless horse, this harbinger of death charges forward, sword in hand.

ENEMIES: OLYMPUS

Olympus is home to many gods as well as a wealth of living creatures that they created, especially magical beasts and fantastical creatures. The world of Tartarus, adjacent to Olympus, is the dwelling of beasts and giants. There are legends that the gods of Olympus came to Atratan in the form of projections during the Age of Ultimate Chaos.

HARPYIA

Type	Chaos/Beast (Mob)		
Origin	Olympus		
Level	4		
HP	25	MP	45
Init	14	Move	3
Defense	8/5/5/0	Reaction	16

Abilities

"Flight"

"Dive Attack" Major Action. Range 1. Single Target. Melee Attack. Check: 4D + 6. Damage: 4D + 5 (Weapon), Bleeding

Description

These creatures have the head and upper body of a human woman and the arms and lower body of a bird. If one happens to catch sight of a human, the entire flock will quickly descend upon their prey.

ORTHROS

Type	Chaos/Beast		
Origin	Tartarus		
Level	6		
HP	60	MP	30
Init	8	Move	3
Defense	10/6/8/0	Reaction	14

Abilities

"Double Bite" Major Action. Range 0. Single Target. 2 Melee Attacks. Check: 3D + 8. Damage: 3D + 8 (Weapon). If the target is stunned, increase the damage by 10 points.

"Pin" Use this ability if this enemy deals HP damage to the target. The target becomes stunned.

Description

This two-headed dog has a body the size of a horse. It tears into its opponents with its fangs and then rips them apart.

CENTAUROS

Type	Chaos/Demihuman		
Origin	Olympus		
Level	8		
HP	80	MP	40
Init	16	Move	4
Defense	10/8/10/0	Reaction	14

Abilities

"Expert Archer" Major Action. Range 4. Single Target. Ranged Attack. Check: 4D + 9. Damage: 4D + 20 (Weapon), Bleeding.

"Herculean Arrow" Minor Action. For the rest of this main phase, add 2 dice to the damage of ranged attacks made by this enemy.

Description

This demihuman creature has the upper torso of a human attached to the body of a horse. They have a jovial personality, and some become friendly with humans.

GIGAS

Type	Chaos/Giant		
Origin	Tartarus		
Level	10		
Str	38/12 [Heavy Weapons] 4, [Exertion] 3		
Ref	14/4		
Per	8/3		
Int	10/3		
Spi	15/5		
Emp	12/4		
HP	110	MP	30
Init	7	Move	3
Attack	Stone Axe. Range 0. Check: 4D + 6. Damage: 6D + 30.		
Defense	21/9/16/0		

Abilities

"Anti-military" 1 (p.277)

"Regeneration" 3 (p.275)

"Giant Axe Swing" Major Action. Range 0. Target Cross. Melee Attack. Check: 4D + 4. Damage: 4D + 30 (Weapon). This enemy cannot become a target of this ability.

"Titanic Rage" Use this ability when this enemy takes at least 1 point of damage. For the rest of the scene, increase the damage of melee attacks made by this enemy by 3 points. This effect is cumulative.

Description

One of the race of giants who oppose the gods of Olympus. According to legend, they have the power to hurl mountains and split the oceans.

CHIMAERA

Type Chaos/Beast
Origin Tartarus
Level 12
Str 33/11 [Martial Arts] 3
Ref 24/8 [Evasion] 3
Per 18/6 [Detection] 3
Int 18/6
Spi 10/3 [Willpower] 3
Emp 7/2
HP 100 **MP** 50
Init 18 **Move** 3
Attack Bestial Fang. Range 0. Check: 4D + 11. Damage: 6D + 24 (Weapon)
Defense 18/24/10/0

Abilities

"Recovery" 1 (p.276)

"Followup" 1 (p.278)

"Mountain Goat's Hoof" Major Action. Range 0. 2 Targets. Melee Attack. Make a regular weapon attack and add the "crushing" damage type.

"Lion's Flame" Major Action. Range 0, Straight Line 3. Ranged Attack. Check: 4D + 11. Damage: 8D + 30 (Fire), Burning 5. This enemy cannot become a target of this ability.

Description

This magical beast has the head of a lion, the body of a goat, and the tail of a viper. It breathes flames that can set even mountains ablaze.

ENEMIES: DIABOLOS

Diabolos is a world that is sometimes simply called "hell." Its inhabitants are demons with an insatiable lust for slaughter and destruction who leave scars on the landscape of Atratan whenever they appear there as projections.

IMP

Type	Chaos/Demon (Mob)		
Origin	Diabolos		
Level	1		
HP	20	MP	35
Init	7	Move	2
Defense	4/1/3/0	Reaction	10

Abilities

"Flight"

"Scratch" Major Action. Range 0. Single Target. Melee Attack. Check: 3D + 6. Damage: 2D + 10 (Weapon).

"Magic Missile" Major Action. Range 2. Single Target. Ranged Attack. Check: 3D + 8. Damage: 2D + 13 (Weapon).

Description

Also known as "devilkin," they are the lowest ranking of the demons.

GARGOYLE

Type	Chaos/Demon		
Origin	Diabolos		
Level	3		
HP	45	MP	50
Init	5	Move	3
Defense	12/8/6/0	Reaction	13

Abilities

"Flight"

"Camouflage" Permanent. This enemy cannot be noticed by a character unless that character succeeds on a "Detection" check with a threshold of 14.

"Gargoyle's Claws" Major Action. Range 0. Single Target. Melee Attack. Check: 3D + 9. Damage: 4D + 12 (Weapon).

Description

These demons are statues rendered animate. They present a fearsome visage, with large wings and a sharp beak and claws.

LESSER DEMON

Type	Chaos/Demon (Mob)		
Origin	Diabolos		
Level	7		
HP	70	MP	40
Init	11	Move	3
Defense	10/10/10/0	Reaction	15

Abilities

"Demon Claws" Major Action. Range 0. Single Target. Melee Attack. Check: 3D + 10. Damage: 5D + 12 (Weapon).

"Rain of Fire" Major Action. Range 4. Target: Area 1. Ranged Attack. Check: 3D + 10. Damage: 5D + 8 (Fire), Burning 3.

Description

These lower-ranked demons lack intelligence. They are frequently the targets of summoning magic.

DEMON MAGE

Type	Chaos/Demon		
Origin	Diabolos		
Level	15		
Str	18/6		
Ref	15/5		
Per	15/5 [Sixth Sense] 3		
Int	30/10 [Chaos Lore] 3		
Spi	18/6 [Willpower] 4		
Emp	27/9 [Speech] 3		
HP	100	MP	90
Init	18	Move	3
Attack	Photon. Range 3. Check: 4D + 10. Damage: 6D + 16 (Fire)		
Defense	10/14/12/0		

Abilities

"Debilitating Curse" Major Action. Make a special attack against all characters appearing in the scene. Make a "Chaos Lore" check opposed by the targets' "Willpower." Any character that fails the check is afflicted with the bleeding and fatigued bad statuses. This ability has no effect on any target with the type of "Demon."

"Photon Blast" Major Action. Range 2. Target: Cross. Ranged Attack. Check: 4D + 10. Damage: 5D + 30 (Fire).

Description

These demon masters of Diabolos stand over two meters tall with glossy black skin and gnarled, wicked-looking horns. They possess a high level of intelligence and cunning and take great joy in leading humans to depravity and destruction.

DEMON KNIGHT

Type	Chaos/Demon		
Origin	Diabolos		
Level	15		
Str	33/11 [Heavy Weapons] 4		
Ref	27/9 [Evasion] 3		
Per	16/5		
Int	14/4 [Strategy] 3		
Spi	24/8 [Willpower] 3		
Emp	16/5		
HP	120	MP	50
Init	15	Move	4
Attack	Wicked Scythe. Range 0. Check: 4D + 10. Damage: 6D + 38 (Weapon).		
Defense	19/14/10/0		

Abilities

"Recovery" 1 (p.276)

"Boost Morale" 2 (p.275)

"Lifedrinker" Minor Action. For the rest of this main phase, whenever an attack made by this enemy deals at least 1 point of damage, it recovers 20 HP.

"Sickle and Claw" Major Action. Range 0. Single Target. Make 2 weapon attacks. If the second attack deals damage to the target, it is afflicted with the poison bad status at level 10.

"Shock Wave" Major Action. Range 0. Make a weapon attack with an area of "Line 2". This enemy cannot become a target of this ability.

Description

These demons specialize in fighting using weapons. They may also appear in the service of a demon lord.

ENEMIES: DRACONE

The world of Dracone is ruled by the most powerful of creatures, the dragons. It is said that there, thousands of the beasts do nothing but lead their clans in battle against each other. The dragons grow stronger as they age, and the oldest ones are treated as if they were gods.

DRAGONITE

Type	Chaos/Dragon		
Origin	Dracone		
Level	3		
HP	50	MP	40
Init	5	Move	3
Defense	10/6/8/0	Reaction	10

Abilities

"Dragonite War Axe" Major Action. Range 0. Single Target. Melee Attack. Check: 3D + 7. Damage: 3D + 12 (Weapon).

"Cleave" Major Action. Range 0. Area 1. Melee Attack. Check: 3D + 7. Damage: 3D + 8 (Weapon). This enemy cannot become a target of this ability.

Description

These draconian humanoids worship the dragons as gods. They have the appearance of lizards that walk on two legs.

DRAGON WHELP

Type	Chaos/Dragon		
Origin	Dracone		
Level	12		
Str	36/12 [Martial Arts] 3		
Ref	12/4		
Per	18/6 [Awareness] 3		
Int	10/3		
Spi	24/8		
Emp	9/3		
HP	120	MP	40
Init	9	Move	3
Attack	Young Dragon Fang. Range 0. Check: 3D + 12. Damage: 4D + 24 (Weapon).		
Defense	21/20/10/0		

Abilities

"Recovery" 1 (p.276)

"Anti-Military" 1 (p.277)

"Combat Adaptability" Use this ability whenever this enemy takes at least 1 point of damage from this enemy's attack. For the rest of the scene, increase the result of this enemy's attack checks by 1, and the damage of its attacks by 3. This effect is cumulative.

"Young Dragon Breath" Major Action. Range 0. Line 2. Damage: 5D + 20 (Fire). This enemy

cannot become a target of this ability. This ability may only be used once per scene.

Description

This dragon has been alive for only a few years. Though it is young, it possesses great skills in combat.

DRAGON

Type	Chaos/Dragon		
Origin	Dracone		
Level	15		
Str	30/10 [Martial Arts] 4, [Fortitude] 4		
Ref	21/7		
Per	24/8		
Int	18/6 [Chaos Knowledge] 3		
Spi	24/8 [Willpower] 3		
Emp	12/4		
HP	200	MP	150

Abilities

"Massive" 2	(p.274)
"Recovery" 1	(p.276)
"Anti-military" 1	(p.277)
"Flight" 1	(p.278)

Description

This giant beast has tough scales, teeth as sharp as steel, can fly through the air and exhales a flaming breath. They are some of the most feared among all of the projections. There are many different types of dragons and it is even said that they may inhabit worlds other than Dracone.

Top Half

Section HP	120
Init	16
Move	3
Attack	Dragon's Claws. Range 1. Check: 4D + 15. Damage: 4D + 20 (Weapon).
Defense	21/28/15/4

Abilities

- "Fang and Claw" Major Action. Range 0. Single Target. 2 Melee Attacks. Increase the damage of the second attack by 10 points.
- "Dragon's Roar" Use after the target makes a check. Range 4. Single Target. Reduce the result of the check by 5. This ability may only be used once per round.
- "Dragon's Breath" Major Action. Range 4. Cross. Check: 4D + 10. Damage: 10D + 30 (Fire). If this attack deals at least 1 point of damage to a target, the target becomes afflicted with the burning bad status at level 8.

Bottom Half

Section HP	130
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Init 7

Move 3

Attack Dragon's Tail. Range 1. Check: 4D + 8. Damage: 6D + 30 (Weapon).

Defense 26/35/15/0

Abilities

"Tail Smash" Major Action. Range 0. Area 1. Melee Attack. This enemy may not become the target of this ability. If this attack deals at least 1 point of damage, move the target 3 squares. The target's final location is chosen by the GM.

"Trample" Minor Action. For the rest of this main phase, any target that takes at least 1 point of damage from this enemy's attack becomes stunned.

USING ENEMIES

Numerous types of enemies appear in the Grancrest RPG, from other humans, to armies and even the fearsome projections. How these enemies appear in the story and how they are treated is up to the discretion of the GM. That being said, however, there may still be GMs who are unsure of how these enemies should best be used.

This section is intended to give those GMs a more detailed explanation of how to utilize enemies in their games.

APPROPRIATE ENEMY LEVELS

The first question you might have is, "How do I decide what level of enemy to use to challenge the PCs?"

Ultimately, there is no perfect answer to this question. Situations can vary greatly based on the abilities of the PCs and the enemies, the players' level of knowledge of the game and the luck of the dice.

However, if you want to make an approximate guess, the total levels of all enemies appearing in a scene should be about equal to the total levels of all of the PCs, or a little more depending on whether the enemies are simple grunts or a major boss.

HOW ENEMIES THINK

Next we will discuss the thought processes of the enemies.

As a general rule, the actions of all enemies are subject to the will of the GM. Even an animal without the capacity for thought is under the control of the human GM. This means that when the enemies enter battle they will always be able to make the most optimal choices.

But is that really the best course of action?

Roleplaying games take place in an imagined reality. As such, it should be desirable for the enemies to act in ways that correspond to their intelligence.

We are human; it may not be a simple matter for us to follow and understand the actions of a wolf, for example.

In situations such as these, you may want to use the roll of a die to randomly determine the target for an attack. Doing so increases the effect that luck and chance have on the game.

But obviously, in the case of humans or projections with a human level of intelligence, it is also perfectly fine to choose their targets using a human manner of thinking.

ORIGINAL ENEMIES

You may wish to create and use your own enemies, rather than be limited to only the ones listed in this book. That is a great idea, and we want you to challenge yourself.

If those enemies are Lords, Mages or Artists, you can create them as normal characters and then add enemy abilities to make them more powerful. If they are intended to take on the entire PC group, you will especially want to consider increasing their HP.

If the enemies you create are projections then you should go all out when giving them unique abilities. The powers possessed by the projections are endless, and creating original abilities is the most suitable route to represent them.

You may also wish to further customize the enemies that are already listed in this book. In this case, it is probably a good idea to adjust their levels based on how you alter their statistics.

Scenario Section

WARNING

This section is intended for the GM only.
Do not read it if you will be playing this
scenario as a player.

SCENARIOS

This chapter includes a playable scenario for the Grancrest RPG and an explanation on how to read and understand it.

WHAT ARE SCENARIOS?

A scenario is a collection of various information—a setting, a plot, statistics and other things—used during a game session.

THE GM'S JOB

Carefully read the scenario beforehand, and then use it as a basis for running a game.

Describe each scene, respond to the PCs' actions and dialogue, call for checks, determine whether they succeed or fail, and describe the NPCs actions and words. The GM's job is to do all of these things as the session progresses until it meets its conclusion.

The GM's job is divided into three major roles: "narration," describing situations and locations; "roleplaying," presenting the NPCs' actions and dialogue; and "judging," adjudicating checks and mediating combat.

While at first it may be confusing, telling an entire story from beginning to end as a GM can be extremely satisfying. Being the GM should be entertaining.

HOW TO READ THE SCENARIO

This section will explain how to read the included scenario. You may want to refer to the rules that describe the structure of a game on page 198.

PRE-GAME

This section includes all of the information necessary for the pre-game portion of the session.

It includes revealing the circumstances of the scenario to the players, character creation and everything else you need to do to in order to prepare to play the game.

Trailer

The trailer serves as a preview of the scenario. In this scenario, the trailer tells a story of an out-of-control Lord and his people who need to be saved.

If you read it to the players before they create their characters, it will provide them some understanding of the nature of the scenario and help them to prepare.

Handouts

Handouts are information given to each of the PCs to explain their role in the scenario.

- **Bond**
The character's connection to the scenario. Each of the PCs receives a bond that connects them to the scenario and notes it on the record sheet. Each player looks at the recommended emotions and chooses one.

- **Recommended Class**
The PC class that is recommended for the player with that handout. For the scenario included in this book, it is recommended that you do not deviate from the suggestions.
- **Quickstart**
If you are using the quickstart method of character creation, this lists the sample character that should go along with each handout.
- **Description**
The circumstances under which the PC begins the game or how she makes her entrance into the scenario. It may serve as useful inspiration during character creation or as a guide for how the character should act during the session.

MAIN GAME

The bulk of the main game is described as individual scenes.

- **Summary**
This section describes the objective of the scene or the developments that should take place during it. You should read this carefully before beginning the scene, especially the part that describes the goal of the scene or how to conclude it.
- **Description**
A description meant to be read out loud by the GM. Instead of reading it word for word, you may also present the description interspersed with the players' dialogue when it is appropriate in the scene.
- **Dialogue**
Included among the description of the scene are lines spoken by the NPCs. These are only examples of the NPCs' speech and could change depending on what the PCs say. The GM should come up with appropriate dialogue using these as a guide.
- **Conclusion**
This section lists how to end the current scene before transitioning to the next one.

POST-GAME

These are things that you need to take care of once the game is over. The most important one is calculating experience points.

Scenario:

A Fated Encounter

SCENARIO OVERVIEW

This is a scenario for the Grancrest RPG. It was written with the intention of you using it your first time playing as the GM.

To play this scenario, you will need three or four additional players besides yourself. It should take about four or five hours to play.

Number of Players: 3-4

Play Time: 4-5 Hours

STORY

The Baron Zajav Jazarak, also known as Zajav the Glutton, grew his territory to a great size even while neglecting the predations of Chaos.

With aspirations of acquiring the Grancrest, Zajav welcomed the new age of war, nurturing the Chaos in his land and hoping to consume it all in a process like that which creates the Artists in order to feed his Crest and increase his strength in battle.

While the Chaos in Zajav's territory grew unchecked, his people suffered from the monsters and disasters that it brought forth. To Zajav, his land and his people were his to devour, nothing more than another meal to fuel his conquest.

The PCs—a wandering Lord and Artist, and a Mage dispatched from the Academy—have come together in his land. Guided by destiny they have arrived to save the people of that land and oppose Zajav.

If they can defeat him the country will become theirs to rule.

This scenario tells the story of both the coming together of the PCs and the birth of a new country under their rule.

TRAILER AND HANDOUTS

The trailer and handouts for this scenario are included below.

Before creating characters, copy the trailer and handouts and distribute them to the players, and read them aloud.

Then the players can decide which of the PCs that each handout describes they wish to play. The choice can be left up to the players, but if they are unable to decide the GM may decide for them.

If there are only three players, you can omit the handout for PC 4.

CHARACTER CREATION

After distributing the handouts to the players you can proceed to character creation.

This scenario was designed with the sample characters from the quickstart section in mind. A recommended sample character is listed on each handout.

If the GM allows it, the players may also create their own characters using the constructed character creation method. If they do, they should still adhere to the recommended

class listed on their handouts. However, if it is one or more of the players' first time playing the Grancrest RPG, it is recommended that you use the quickstart method instead.

PREPARATION

After completing character creation you should fill out the record sheet, have the players introduce their characters and determine the PCs' starting bonds (see p.40).

PC 1 has a bond with PC 2, PC 2 has a bond with PC 3 and so on (PC 4, or PC 3 if there is no PC 4, has a bond with PC 1).

Once this step is completed, you are ready to start the session.

THE FLOW OF THE SCENARIO

Generally, you can progress through the scenes in the order that they are written.

The GM should read the entire scenario carefully before beginning the session.

If you have enough confidence and the PCs wish to do something outside of the scope of what is written, you can allow it. But if you do not, it is a good idea to stick to what is written.

TRAILER

A Lord's duty is to protect the people from the threat of Chaos.
But, in this age torn asunder by war, there is one who has forgotten his charge, who desires the power of Chaos for himself and who is willing to sacrifice his own people's lives.
His lands have become twisted by Chaos and his people have no more tears left to shed.
However, guided by fate, a group of heroes appears to defeat the tyrant and save his people.
Grancrest RPG, Episode 1
"A Fated Encounter"
Chaos will be quelled, and a new Crest will arise.

PC 1 Handout

Bond: Mimi

Recommended Emotion

- Main: Protective
- Sub: Any

Recommended Class: Lord

Quickstart: "Sword Lord" (p.22)

You are a wandering Lord with no country to call your own.

During your travels you encountered some villagers being attacked by beasts of Chaos and rescued them. According to one of them, a young girl named Mimi, the Lord of this region lets Chaos spread unchecked and has abandoned the people.

How can you, as a Lord, allow such actions to go overlooked?

PC 2 Handout

Bond: PC 1

Recommended Emotion

- Main: Loyalty
- Sub: Any

Recommended Class: Mage

Quickstart: "Mystic Simoom" (p.24)

You are a Mage who has just graduated from the Academy. Ordered to go serve a Lord in a distant land, you departed to meet your post.

However, the region's Lord, Zajav, is a tyrant who exploits his people and allows Chaos to run rampant. If forced, you will still aid him, however...

What if there were another, more preferable Lord in this distant land whom you could swear yourself to...

PC 3 Handout

Bond: PC 2

Recommended Emotion

- Main: Courteous
- Sub: Any

Recommended Class: Artist
Quickstart: "Eternal Soldier" (p.26)

You are an Artist hired by the Academy to safeguard PC 2. When you arrived at your destination, however, you found the land devastated by Chaos left unchecked.

If at all possible, PC 2 needs to find a suitable Lord to serve. Until the right candidate is found, your job is not over.

PC 4 Handout

Bond: Zajav the Glutton

Recommended Emotion

- Main: Hostile
- Sub: Any

Recommended Class: Artist

Quickstart: "Savage Beast" (p.36)

You are an Artist who has been traveling with PC 1.

In the course of your journeys you arrived a land where Chaos runs wild and the people suffer under the oppression of their ruler, Zajav the Glutton.

It seems that they would be better off with PC 1 as their ruler instead. It could be a good chance for you to flex your muscles as well.

HANDOUTS AND LIFEPATHS

You may alter some of the contents of the scenario based on the lifepaths that each PC decides on during character creation.

PC 1

This scenario is designed with the intention that PC 1 is a wandering Lord who acquires her own country as a result of the events of the scenario. If PC 1's lifepath is that of a multigenerational Lord, you may connect her to the scenario by saying that she relegated her inheritance to her siblings and set out on her own, or that her country was destroyed by Zajav the Glutton.

It is important for PC 1 to ask herself what kind of country it is that she wishes to create. It may be a good idea to use character creation as a time to focus on her ideals as a Lord and what she wishes to accomplish.

PC 2

PC 2 is a Mage who was technically dispatched to serve Zajav the Glutton. However, the scenario presumes that she will acknowledge PC 1 as her Lord instead. The decision to choose whom she will serve is supposed to be an exciting one. This role is not suited for selfish or villainous characters, and you should dissuade the player from creating such a character.

PC 3

PC 3 is an Artist hired by the Academy to guard PC 2, but could also be related to PC 2 in some other way besides a merely professional one, such as being a friend or a family member. Their relationship could be like that of Siluka and Aishera in "Record of the Grancrest War," for example.

PC 4

PC 4 is intended to be an Artist traveling with PC 1. Perhaps she saved PC 1's life, or is a bodyguard hired by one of PC 1's parents. It is also possible that they might not be permanent traveling companions, but instead simple acquaintances who start the scenario running into each other by coincidence (though it is best to stick to the scenario as much as possible).

SCENE 1: VILLAGE OF CHAOS

Appearing: PC 1, PC 4

Chaos Level: 4

Summary 1

While in the middle of their journey PC 1 and PC 4 rescue some villagers from monsters brought forth by Chaos. While talking among themselves they overhear screams. Move on to "Summary 2."

It is possible that a PC with the right training may notice the higher than normal Chaos level and realize that the area is not being managed by a Lord. This can be noticed by succeeding on a "Sixth Sense" check with a threshold of 10.

Description 1

You are in the midst of a journey with no clear end.

You are traveling down a road that has found itself in disrepair. It is late in the evening, and you are searching for a place to rest, or camp if need be.

Suddenly you hear screaming not far in the distance.

Villager: "Eeek! Chaos! Run!"

Villager: "It's hopeless, they're going to get us!"

Heading down a path leading into the forest you can see a small village.

An elderly villager and a young child are under attack from goblins.

Summary 2

The goblins pose no threat to the PCs (the villagers are of course in quite a bit of danger). Dispatching them should be as easy as simply declaring that they wish to attack them.

When the PCs save the villagers (and if they do not they might want to take another look at what kind of characters they are), they offer their thanks.

The villagers refuse to speak about what is going on in their land (out of fear of Zajav), but the young Mimi will be frank and tell the PCs of the danger they are in and ask for their help (specifically PC 1). Proceed to the "Conclusion" after the PCs respond.

Description 2

After you defeat the monsters the villagers offer you their thanks, even while hanging their heads and refusing to look at you.

Villager: "That was a grave situation, thank you..."

Villager: "It's not much, but please stay here in Igana for the night."

Villager: (If asked about Chaos or the region) "Things have been quite wild here lately... No, it's nothing, you should focus on your travels."

The elderly villagers hold their tongues with despondent looks on their faces.
A young girl (Mimi) pokes her head out from the crowd.

Mimi: "It's all the fault of our bad Lord!"

Villager: "Mimi, stop it!"

Mimi: "Our Lord lets Chaos run wild, and they run off with the adults. The old men and women are left to tend the fields themselves."

Villager: "Stop it Mimi! If the Lord hears about this..."

Mimi: "But you look like you're strong! You can help us!"

Villager: (Realizing that PC 1 is a Lord, he looks excited, but quickly returns to despondence) "No, we cannot go against Baron Zajav..."

Conclusion

Just then, you feel the presence of Chaos growing behind you.

SCENE 2: THE THREAT OF CHAOS

Appearing: PC 2, PC 3

Chaos Level: 4

Summary 1

PC 2 and PC 3 are on their way to the region ruled by the Lord that PC 2 is supposed to be contracted to. While the two PCs are speaking to pass the time, have each of them make either a "Detection" or a "Sixth Sense" check with a threshold of 10. If either of them succeeds they will notice the presence of Chaos converging. If they fail, they will only notice it after the convergence is complete. The result of this check will have an influence on developments in the next scene.

In either case, proceed to the "Conclusion" after they make the check.

Description

You are on the way to the castle of Zajav, the Lord with whom PC 2 is to be contracted.

As you enter his territory you can sense the Chaos level increasing.

It seems as if the Lord here has not been keeping Chaos in check.

PC 2 looks again at the orders given by the Mage Academy. "Serve the Lord in this foreign land..."

In other words, you must form a contract with the Lord and become his Mage.

You cannot defy the Academy...but the letter is quite brusque, perhaps as if it were written in haste.

It is already evening.

(To PC 3) The fields and the road on which you travel have not been tended to and are overgrown. It will be night before you reach the Lord's castle.

You sense some kind of presence further down the road. (Make the check).

Conclusion

(If the check succeeds) You can feel a Chaos convergence starting.

(If the check fails) You sense that a Chaos convergence has already completed.

You spur your horses towards the direction of the presence you felt.

SCENE 3: ENCOUNTER

Appearing: All
Chaos Level: 4

Summary

All of the PCs appear in this scene. Though they do not have much time to speak, PCs 1 and 4 and PCs 2 and 3 should have enough time to acknowledge each other's groups. Immediately after that they start combat with the monsters.

Information for handling the combat is listed below.

Description

As PC 1 and PC 4 turn around, you realize that an even more powerful convergence has occurred behind you. Several imps have appeared out of thin air.

The villagers flee in a panic, but one of the elderly villagers has tripped and thrown out her back, and Mimi is trying to help her but to little avail.

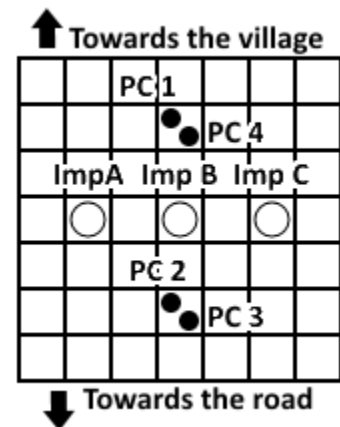
Just then, PCs 2 and 3 appear.

Setting Up Combat

The statistics for the imps appear on page 288.

If there are only three PCs, omit imp C from combat. The imps will choose a PC at random to attack.

If the check made by PCs 2 and 3 in "Scene 2" was successful, add a +1 bonus to each of their first major actions made in combat.



Conclusion

The villagers thank you for your help and lead you to the home of the village head.

PLEDGE SCENE 1

The scenes up until now have made up the introduction to the story.

Here is a good point to introduce the first pledge scene (see p.218).

Specifically, it may be a good time for the PCs to create new bonds between themselves.

SCENE 4: THE VILLAGE OF IGANA

Appearing: All
Chaos Level: 3

Summary

In this scene the PCs can talk among themselves and learn information from the village head.

What they can learn from him consists primarily of the following:

- The Lord of this region, Zajav, has allowed Chaos to run rampant.
- The adults of the village were taken away by Zajav.
- Zajav wields the power of a Crest and has Artists serving under him. The villagers have no way of fighting back against him.

After their conversation is over and the village head has told the PCs everything he knows, move on to the "Conclusion."

Description

You are led to the village by Mimi and one of the elderly villagers who you were told was the village head.

The buildings of the village are dilapidated. They may have been damaged by Chaos and simply never repaired. They lead you to the home of the village head.

Village Head: "Thank you for earlier. You saved us."

Village Head: "Recently we have suffered greatly from Chaos." (Read the information listed above).

Village Head: "...Nobody would say that Zajav is a good Lord. But we cannot choose who rules over us. There's nothing we can do..."

Mimi: "[PC 1], you're a Lord. Why couldn't you become our Lord?"

Village Head: "Mimi! You mustn't say such things--"

Conclusion

One of the villagers bursts into the home of the village head.
"Lord Zajav's royal guards are here!"

SCENE 5: THE BARON'S ROYAL GUARD

Appearing: All

Chaos Level: 3

Summary

In this scene Zajav's flunkies, Gessam and Bargon, come to meet with PC 2. It is assumed that PC 2 and PC 3 will go with them to Zajav's castle. However, if PC 2 resists, you may want to point out that going to the castle could be a valuable chance to acquire information about the current situation.

If the PCs want to fight Gessam and Bargon, informing them that the soldiers accompanying them are likely to damage the village even further in the fighting should be enough to make them hesitate.

Once PC 2 and PC 3 decide what they are going to do, move on to the "Conclusion."

Description

A company of soldiers has appeared at the entrance to the village. They are all wearing black armor covered in spikes. Two of them who appear to be the group's commanders—one tall and thin, the other short and stout but powerfully muscled—step forward laughing.

Gessam (the tall one): "Hahaha... So you must be the Mage who has come to serve Baron

Zajav. Ah, but where are my manners? I am the commander of Lord Zajav's personal guard, Gessam."

Bargon (the short one): "Hehehe! And I am Bargon, second in command of our Lord's guard. We have come to collect you, most esteemed [PC 2]."

Gessam: "And you there... It seems you did us the favor of dispensing with that little Chaos disaster. We are most grateful. Haha..."

Bargon: "But I do believe a wandering Lord would be most unwelcome here. We wouldn't want anybody getting the wrong idea, now would we? You would do well to remove yourself from Lord Zajav's lands... Hehehe..."

Gessam: "Well then, [PC 2], [PC 3], we must be on our way. After you, we do insist."

Conclusion

PC 2, PC 3, and Zajav's guards depart...

SCENE 6: DETERMINATION

Appearing: PC 1, PC 4

Chaos Level: 4

Summary

This scene takes place in Igana after PC 2 and PC 3 have left. The head of the village gives more information and advice.

If PC 1 still has not decided to oppose Zajav, say that it is fine to continue to learn more about the region. After PC 1 decides on a course of action, move on to the "Conclusion."

Description

After Zajav's guards leave, Mimi latches onto PC 1.

Mimi: "[PC 1]! Please save our village!"

Village Head: (if PC 1 agrees to help them) "We are grateful. However, Zajav is a powerful man, and his guards, Gessam and Bargon, are Artists. Brute force alone will not be enough to stop them."

Village Head: "The villagers who were taken...kidnapped, by Zajav, are being held in a prison camp as hostages."

Village Head: "There are many other villages throughout the region like this one, but they are paralyzed, either by Chaos or by political pressure."

Village Head: "Before you try to oppose Zajav you should visit them and find more advice and support."

Conclusion

The groundwork for overthrowing Zajav the Glutton has been laid.

MIMI

"I wish our Lord were someone like [PC 1]..."

Mimi is one of the children of Igana. She is nine years old.

She lost both her parents when she was just a toddler, her father to sickness and her

mother to Chaos. The village head has raised her ever since. However, she is tough and bright, always doing what she can to help the younger children and the elderly of the village.

SCENE 7: CASTLE OF CORRUPTION

Appearing: PC 2, PC 3

Chaos Level: 4

Summary

This scene serves to introduce Zajav the Glutton. After he has finished his speech, move on to the "Conclusion."

Description

Zajav's castle. Spears, aligned like rows of trees, stand in front of the entrance, draped with bleached white skeletons, perhaps the corpses of thieves and bandits.

You enter the castle and are led to... the dining room?

Zajav appears slender and healthy man, but laid out before him is food enough for tens of people, and he is devouring bread and meat like it's water.

Zajav: "Forgive me for meeting you during dinner, [PC 2]. Would you care to join me?"

Zajav: "There was another Mage here until very recently, but she disappeared under mysterious circumstances. As confusing as it was, I still had to request a replacement from the Academy."

Zajav: "I must say, I am most pleased that I will be signing a contract with an individual such as yourself."

(If asked about the Chaos in his realm)

Zajav: "It is quite the messy world we live in, is it not? Of course, first I must strengthen my Crest and my army, and what better way to do that than to cultivate even greater Chaos before I consume it all. Would you like some more bread?"

Zajav: "Afterwards, it will be little effort to conquer the surrounding countries and seize their more fertile lands. 'Tis little loss should some of my citizens perish in the meanwhile."

Zajav: "Is it not the goal of all Lords to find victory in battle and absorb the Crests of others? To bring about the Grancrest and eliminate Chaos from the world? That is what you, the Academy, taught us, after all. How about some more meat?"

Conclusion

PC 2 and PC 3 are welcomed into the castle as a Mage and her bodyguard. There are likely many things to be learned within. If they explore, they may learn the key to what is going on within Zajav's realm.

SCENE 8: INVESTIGATION

Appearing: All
Chaos Level: 4

Summary

This scene is all about collecting information. It can be divided into two parts, with PC 1 and PC 4 outside of the castle, and PC 2 and PC 3 inside of it.

Each piece of information can be discovered through a "Gather Information" check. Each PC may make one check for each piece of information. If all of the characters fail the check, reduce their MP by 2D.

- **Zajav's Rule (Threshold: 8)**
Zajav has been letting Chaos run rampant for about a year, ever since he made a contract with his former Mage. Before that things had been more or less peaceful.
- **Other Villages (Threshold: 10)**
There are other villages that are just as unhappy with Zajav, but they fear him too much to oppose him. They might be able to be persuaded.
- **The Prison Camp (Threshold: 12)**
The villagers who were abducted are forced to work in terrible conditions, mining ore and constructing weapons. The location is a secret, but the PCs can learn it if they succeed on the check.
- **Zajav's Former Mage (Threshold: 10)**
Her name is Cassandra, and she was assigned to serve Zajav a year ago. She had rainbow-colored eyes that she kept hidden underneath a deep hood. Further investigation will reveal that there is no record of anyone fitting her description at the Academy. She disappeared several weeks prior and no one has seen her within Zajav's territory since.
- **Zajav's Intentions (Threshold: 12) (Can only be learned after learning about Zajav's former Mage)**
By increasing the Chaos level in his realm, Zajav should be able to activate an artifact that Cassandra left behind. The device forces Chaos on people, robbing them of conscious thought so that they will follow only Zajav's orders, turning them into an army of undead soldiers. Zajav plans to use it to take over everyone who lives in his territory.

Conclusion

It will become necessary for the PCs to deal with all of the things that they have learned.

PLEDGE SCENE 2

You can insert a second pledge scene here.

It may become easier to swear oaths after the players can see the whole picture more clearly.

Obviously you may also insert a pledge scene at any other time that is convenient if the players wish it.

SCENE 9: PRISON CAMP

Appearing: See Below
Chaos Level: 4

Summary

In this scene the PCs will attempt to save the people held within the prison camp.

It is intended primarily for PC 1 and PC 4, but it is also possible for PC 2 and PC 3 to appear in the scene if they wish to.

In order to free them it will be necessary to defeat the undead soldiers that are guarding them.

Instead of using typical combat rounds, allow each PC one main phase in which to attack (the order does not matter). If they deal 70 or more points damage total, move on to the "Conclusion."

If they do not deal enough damage, each PC appearing in the scene loses 3D HP.

If they decide to quit, move on to the "Conclusion." If not, they can try again, but still must deal a total of 70 points of damage in a single round. The undead soldiers' numbers are great and they get back up as quickly as they are defeated.

Description

The prison camp is built on top of a stretch of barren rock.

It is guarded by what appear to be walking corpses—Zajav's undead soldiers.

They see you and start coming towards you.

Conclusion

(If the PCs succeed) You manage to escape the prison camp safely, freeing hundreds of the people held captive there.

Freed Prisoner: "Thank you, good Lord. If you intend to topple Zajav, you can count on whatever strength we can offer."

(If the PCs fail) The undead soldiers continue to stand no matter how many times you knock them down, forming an impenetrable wall. You give up on rescuing the prisoners and flee to lick your wounds...

SCENE 10: INCITEMENT

Appearing: See Below
Chaos Level: 4

Summary

This scene involves persuading the people who fear Zajav to rise against him.

It is intended primarily for PC 1 and PC 4, but it is also possible for PC 2 and PC 3 to appear in the scene if they wish to.

There are many more villages in Zajav's territory besides just Igana.

The players will make "Speech" or possibly "Crest" checks. If making a "Crest" check, it

represents the act of purging Chaos from the areas around the villages.

Each PC may make a single check. The threshold for the checks is 15, but increases by 1 each time one of the PCs fails.

If the PCs were successful in freeing the prisoners from the prison camp, lower the threshold to 13.

You may give the PCs a bonus of one die on the checks for good roleplaying, such as a moving speech inspiring the people to fight back or saying something that will ease the people's fears and concerns.

After acting out the scene and making the checks, move on to the "Conclusion."

Description

After traveling from village to village, or through sending out messengers, the heads of each village have gathered in Igana. Their faces are all sullen and full of despair.

Village Heads: "Oppose Zajav? No, it's impossible."

Villager: (After being freed from the prison camp) "These people were able to defeat the undead soldiers. They can do it. I believe in them."

Conclusion

(If the PCs succeed at persuading them) The villagers are still afraid, but they agree to the plan. "As we are now, we're simply waiting for death. We'll fight."

(If the PCs fail to persuade them) Without giving you an answer, the heads of the villages stand up and leave, all the while unable to look you in the eye.

SCENE 11: THE FIRST CONFRONTATION

Appearing: All

Chaos Level: 4

Summary

In this scene Zajav comes to see PC 1. PC 2 and PC 3 will appear as part of Zajav's forces.

It is also designed so that PC 2 can declare that she is forming a contract with PC 1 rather than with Zajav during this scene.

After Zajav departs, the PCs are attacked by his bodyguards, Gessam and Bargon. Move on to the "Conclusion" after combat ends.

Description

The baron's soldiers have come to Igana with Gessam and Bargon at their head. At their center, riding on a palanquin, is a well-built man...Zajav.

Zajav: "I've heard that there was another Lord meddling with affairs in my territory. Of course, a Lord with no army is a pitiful sight indeed.

Zajav: "If you hand over your Crest, then I'll spare your life... Oh-ho, but of course, the villagers will all be killed as punishment for assisting an enemy."

Zajav: "[PC 2], [PC 3], crush them like the insects that they are."

Zajav: (After being refused) "You're fools to defy me. Oh well, I guess I will have to inform the Academy of your unfortunate, accidental deaths."

Zajav: "Gessam! Bargon! Deal with these pests for me, won't you?"

Zajav mounts his palanquin and departs with a frustrated look on his face.
Gessam's and Bargon's Art begins to glow.

Gessam: "Feel free to sing the praises of my Art to the rest of those you meet in hell."

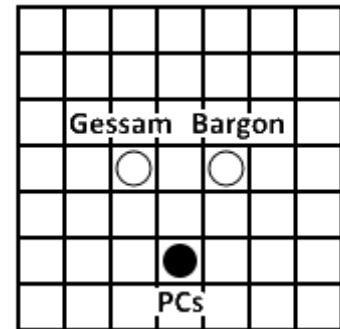
Bargon: "Ha ha! My Art will leave you shattered."

Setting Up Combat

Gessam and Bargon will generally aim for different characters. Gessam will go for any character that he can reach, while Bargon will target characters that appear strong, usually Lords or Artists.

GESSAM

Type	Chaos		
Origin	Atratan		
Level	3		
HP	50	MP	50
Init	9	Move	4
Defense	6/3/5/0	Reaction	12



Abilities

"Twin Decapitation" Major Action. Range 0. 2 Targets. Melee Attack. Check: 4D + 4. Damage: 2D + 18 (Weapon), Bleeding if 1+ damage.

Description

An Artist who serves Zajav. A Shadow. Specializes in attacking with both of his long limbs at the same time.

BARGON

Type	Chaos		
Origin	Atratan		
Level	3		
HP	70	MP	30
Init	7	Move	3
Defense	10/2/8/0	Reaction	8

Abilities

"Flashy Strike" Major Action. Range 0. 1 Target. Melee Attack. Check: 3D + 7. Damage: 5D + 10 (Weapon), Fatigue if 1+ damage.

Description

An Artist who serves Zajav. A Lycanthrope. Specializes in straight up punching.

Conclusion

You can hear the villagers cheering behind you as the bodies of the two Artists collapse to the ground in defeat.

SCENE 12: A NEW COUNTRY

Appearing: All
Chaos Level: 3

Summary

Resolved to oppose Zajav, the PCs go to inspect the might of their new allies.

In this scene the PCs bring together the villagers they saved or convinced earlier, along with those villagers' friends and families, in order to fight back against Zajav. They will be the PCs' allies in the final battle. See the next scene for more details.

Move on to the "Conclusion" once the PCs have had a chance to react to what the people have to say.

Description

Before you know it you are surrounded by scores of people.

From each one of their mouths come words of encouragement and pledges to support you in battle.

Village Head: "If you plan to attack the castle, you will need an army, won't you?"
Villager: "We want [PC 1] to serve as our Lord. Please let us help you."
Villager: "You rescued us from the prison camp! We'll fight with you!"
Villager: "Just as you became our strength, we wish to become yours. Let us go with you."
Mimi: "Wow! They all love you."
Mimi: "[PC 1], what kind of country will you make our land?"
Mimi: "Amazing. I'll fight with you too!"
Mimi: "What's that? Guard the village while you're away? Understood! I'll do my best! I'll be praying for you!"

Conclusion

The villagers take up their weapons. Those who lack them do what other work is needed, or simply pray for your safety. You head off to battle, carrying their hopes with you.

PLEDGE SCENE 3

The scenes up until now have all been development. What comes next is the final battle.

Here is a good point to allow a final pledge scene. Swearing new oaths or sharing another character's oath can help get the players excited for the scenario's climax.

SCENE 13: ARMY OF THE UNDEAD

Appearing: All

Summary

This scene is a battle using the mass combat rules (see p.229).

The PCs have the following forces available to them. Force descriptions are listed starting on page 184.

- Level 1 Militia x 2
- Level 1 Infantry x 1
- Level 1 Archers x 1

If the PCs freed the people held in the prison camp, change one of the Militia to "Level 1 Cavalry." If they were able to persuade the other villagers to join them before defeating Gessam and Bargon, change one of the Militia to "Level 1 Shieldbearers."

Special rules for handling the battle are listed below.

The battle should take place a day or more after the battle with Zajav's bodyguards. The PCs should have had time to rest and recover all of their HP and MP. Move on to the "Conclusion" when the battle is over.

Description

You lead your ragtag army to Zajav's castle.

The entrance is flanked by lines of spears arranged like rows of trees, but the skeletons that once adorned them are nowhere to be seen.

The castle gates open...and there stand the skeletons, armed with weapons.

They have been magically transformed into more of Zajav's soldiers, a ghastly undead army. At the center of all of them stands Zajav the Glutton.

Zajav: "My former Mage left me something, an ancient artifact. When I activate it, all in this land will be sacrificed!"

Zajav: "Hahaha! HA HA HA HA! It's quite a splendid sight, isn't it, this army of mine? They don't eat, they don't sleep, they never flee and they will fight for all eternity! With their power I will crush countless lands and become Emperor!"

Zajav: "What care should I have for the people? Them, the land, even Chaos, are all nothing more than a meal for me to feast on!"

SETTING UP COMBAT

Battle Summary

This battle uses the rules for mass combat. The GM should explain the differences, such as force modifiers and Morale, to the players before combat begins.

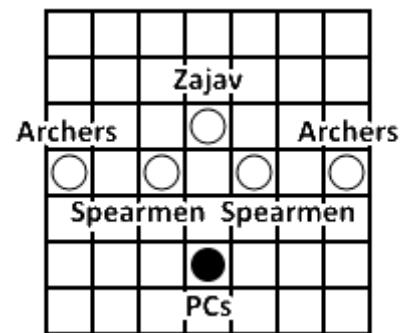
In this battle, Zajav will use his entire army to swallow up as many of his enemies as possible (they don't call him "the Glutton" for nothing). Even if it involves committing both himself and all of his forces, he will attack as many enemies as he possibly can. He also possesses two trump cards that he can use beginning on the second round (he will not start giving it his all until after realizing that victory will not be immediate).

Zajav the Glutton

"Would you like a taste...of my blade?"

The Baron Zajav's territory consists of several villages.

He was always ambitious, and when the new age of war erupted those ambitions showed



themselves as he swiftly brought war to his neighbors.

One year prior, at the suggestion of his contracted Mage, Cassandra, he began to allow Chaos in his territory to run unchecked in order to activate a long sealed artifact.

Though he was always an epicurean, recently his appetite has become perversely unnatural, perhaps through the influence of Chaos.

Conclusion

Zajav is defeated. "Im...impossible...my invincible army...fallen...like common dogs..."

ZAJAV

Type Human

Origin Atratan

Level 7

Str 18/6 [Heavy Weapons] 3

Ref 15/5 [Evasion] 3

Per 8/2

Int 17/5 [Knowledge: Food] 3

Spi 14/4 [Crest] 3

Emp 8/2

HP 130 **MP** 60 **Morale** 7

Init 12 **Move** 4

Attack Lord's Blade. Range 0. Check: 3D + 6. Damage: 3D + 11 (Weapon)

Defense 10/4/6/0

Abilities

"Riding Proficiency" 1 (p.274)

"Piercing Seal" 1 (p.78)

"Giant Hammer Seal" 1 (p.78)

"Starving Seal" Initiative. For the rest of the scene, add one die to this enemy's attack checks and increase their damage by 3D.

"Gluttony Seal" Use this ability at the same time as "Giant Hammer Seal." Change the target of the attack to "Cross." This ability may only be used once per scenario.

Description

Zajav is a Lord also known as "the Glutton." He rides a horse and wields a sword. His thin body belies his great strength.

UNDEAD SPEARMEN

Type	Chaos (Mob)				
Origin	Atratan				
Level	2				
HP	40	MP	25	Morale	5
Init	6	Move	3		
Defense	8/2/2/0	Reaction	11		

Abilities

- "Undead Army" Permanent. This enemy does not lose Morale as a result of taking damage.
"Fierce Thrust" Major Action. Range 0. Single Target. Check: 8 + 3D. Damage: 3D + 12 (Weapon).

Description

Corpses that have become Zajav's soldiers. They are armed with spears.

UNDEAD ARCHERS

Type	Chaos (Mob)				
Origin	Atratan				
Level	2				
HP	30	MP	25	Morale	5
Init	6	Move	3		
Defense	6/2/2/0	Reaction	10		

Abilities

- "Undead Army" Permanent. This enemy does not lose Morale as a result of taking damage.
"Synchronized Barrage" Major Action. Range 4. Area 1. Check: 6 + 3D. Damage: 3D + 10 (Weapon).

Description

Corpses that have become Zajav's soldiers. They are armed with bows.

SCENE 14: NEW DAY, NEW HORIZONS

Summary

This scene shows the aftermath of the PCs' victory.

This could be a good time to ask the other PCs, besides the region's new Lord, PC 1, what they plan to do next. The Academy sends word that it would be acceptable for PC 2 to form a contract with the region's new Lord, PC 1. Because the Lord that PC 2 was meant to contract with is dead, PC 2 may also choose to return to the Academy. PC 3 and PC 4 are free to do what they wish. After everything has been decided, move on to the "Conclusion."

Description

Several days have passed since the battle. In addition to his treasures, Zajav's castle also held a wealth of food. It should be enough to sate the hunger of the villagers for at least a little while.

[PC 1] was recognized as the rightful Lord of the region.

A steady stream of merchants and villagers have been arriving at the castle to pay their

respects to the new Lord.

Mimi: "It's amazing, [PC 1], so many people are here to see you!"

Mimi: "You're going to make this the country you promised, right?"

Mimi: "I guess I won't get to see you as much, now that you're the Lord... But I'll always be praying for your safety!"

Mimi: "[PC 2], [PC 3], [PC 4], what will you do now?"

Conclusion

Tomorrow will see the dawn of a new day, and new fates...

POST-GAME

Deal with all of the necessary post-game details listed on page 203.

The two scenario objectives, "Rescue the villagers," and "Defeat Zajav," are each worth 5 experience points a piece. The total enemy levels are worth 7 experience points for three PCs, or 6 experience points for four PCs. They also receive 1200 support points for their new country.

This marks the end of the session.

GRANICREST

CHARACTER SHEET

CHARACTER NAME

PLAYER NAME

CLASS/STYLE

BACKGROUND LEVEL

COUNTRY SEX AGE HEIGHT WEIGHT

LIFEPATH

STATUS TABLE

BACKGROUND TABLE

CLASS TABLE

BELIEFS

DETAILS

GOAL

TABOO

QUIRK

BOND TARGET RELATIONSHIP EMOTION (MAIN/SUB)

HP

MP

FATE

INITIATIVE

$$\frac{(\text{BASE PER} + \text{BASE INT})}{2} + \text{EQUIPMENT MODIFIER}$$

MOVEMENT

$$\text{BASE REF} + \text{EQUIPMENT MODIFIER} \div 5 + 1$$

ABILITY SCORES AND SKILLS

ABILITY SCORE	BASE ABILITY SCORE	÷3	BASE MOD	+	STYLE BONUS	CHECK MODIFIER
STRENGTH		÷3		+		
REFLEXES		÷3		+		
PERCEPTION		÷3		+		
INTELLIGENCE		÷3		+		
SPIRIT		÷3		+		
EMPATHY		÷3		+		

STR MODIFIER	REF MODIFIER	PER MODIFIER	INT MODIFIER	SPI MODIFIER	EMP MODIFIER
SKILLS	SKILLS	SKILLS	SKILLS	SKILLS	SKILLS
MARTIAL ARTS ●●○○○	LIGHT WEAPONS ●●○○○	RANGED WEAPONS ●●○○○	HEALING ●●○○○	WILLPOWER ●●○○○	SPEECH ●●○○○
EXERTION ●●○○○	ACROBATICS ●●○○○	DEXTERITY ●●○○○	CHAOS LORE ●●○○○	CREST ●●○○○	SENSITIVITY ●●○○○
HEAVY WEAPONS ●●○○○	STEALTH ●●○○○	DETECTION ●●○○○	CREST LORE ●●○○○	●●○○○	GATHER INFORMATION ●●○○○
SWIMMING ●●○○○	EVASION ●●○○○	SIXTH SENSE ●●○○○	STRATEGY ●●○○○	●●○○○	PERFORM: ●●○○○
FORTITUDE ●●○○○	RIDING ●●○○○	●●○○○	KNOWLEDGE: ●●○○○	●●○○○	●●○○○
●●○○○	●●○○○	●●○○○	●●○○○	●●○○○	●●○○○

COMBAT SHEET

CHARACTER NAME | _____

PLAYER NAME | _____

ACTION SET				MAJOR	ABILITIES MINOR	OTHER	SKILL	CHECK		
								DICE (MC)	MOD (MC)	THRES.
								()	()	
TARGET	RANGE	MC	COST	DAMAGE (MC)			EFFECT			#USED
				()						□□ □□

ACTION SET				MAJOR	ABILITIES MINOR	OTHER	SKILL	CHECK		
								DICE (MC)	MOD (MC)	THRES.
								()	()	
TARGET	RANGE	MC	COST	DAMAGE (MC)			EFFECT			#USED
				()						□□ □□

ACTION SET				MAJOR	ABILITIES MINOR	OTHER	SKILL	CHECK		
								DICE (MC)	MOD (MC)	THRES.
								()	()	
TARGET	RANGE	MC	COST	DAMAGE (MC)			EFFECT			#USED
				()						□□ □□

REACTION SET			ABILITIES		CHECK			
			REACTION	OTHER	SKILL	DICE (MC)	MOD (MC)	THRES.
						()	()	
MC	COST		EFFECT			#USED		
						□□ □□		

REACTION SET			ABILITIES		CHECK			
			REACTION	OTHER	SKILL	DICE (MC)	MOD (MC)	THRES.
						()	()	
MC	COST		EFFECT			#USED		
						□□ □□		

FORCE NAME	FORCE TYPE	LEVEL	POSITION	MAXIMUM MORALE	NOTES

FORCE	STR	REF	PER	INT	SPI	EMP	HP	POWER	DEFENSE RATINGS				INIT	MOVE
									WPN	FIRE	CRUSH	INT		
FORCE														
PC														
TOTAL														

FORCE ABILITY	TYPE	LEVEL	TIMING	CHECK	TARGET	RANGE	THRES.	COST
EFFECT								

HP	MAX	MP	MAX	MORALE	MAX



CHARACTER NAME	
PLAYER NAME	

SPELLS

SPELL NAME	TYPE	LEVEL	TIMING	CHECK	TARGET	RANGE	THRESHOLD	COST	MC	# USED
										□ □ □
EFFECT	_____									□ □ □
										□ □ □
EFFECT	_____									□ □ □
										□ □ □
EFFECT	_____									□ □ □
										□ □ □
EFFECT	_____									□ □ □
										□ □ □
EFFECT	_____									□ □ □
										□ □ □
EFFECT	_____									□ □ □
										□ □ □
EFFECT	_____									□ □ □
										□ □ □
EFFECT	_____									□ □ □
										□ □ □
EFFECT	_____									□ □ □



COUNTRY NAME		LORD	
LEVEL		SUPPORT POINTS	PEERAGE RANK



CHARACTERS		
NAME	CLASS/STYLE	NOTES

DESCRIPTION

ACADEMY SUPPORT	LEVEL	COST	EFFECT

ACADEMY SUPPORT	LEVEL	COST	EFFECT

ARTIFACT	COST

ARTIFACT	COST

ARTIFACT	COST

SUPPORT POINTS SPENT / TOTAL

CHARACTERISTIC	EFFECT

CHARACTERISTIC	EFFECT

FOOD	
TOTAL	USED

TECHNOLOGY	
TOTAL	USED

HORSES	
TOTAL	USED

MINERAL	
TOTAL	USED

FORESTS	
TOTAL	USED

FINANCES	
TOTAL	USED

FORCE TYPE	LEVEL	NOTES

FORCE TYPE	LEVEL	NOTES



GRANICREST

SESSION SHEET

GAMEMASTER	
SCENARIO	
DATE	

1	CHARACTER NAME	PLAYER NAME	EXPERIENCE
CLASS	STYLE	INITIATIVE	NOTES

2	CHARACTER NAME	PLAYER NAME	EXPERIENCE
CLASS	STYLE	INITIATIVE	NOTES

3	CHARACTER NAME	PLAYER NAME	EXPERIENCE
CLASS	STYLE	INITIATIVE	NOTES

4	CHARACTER NAME	PLAYER NAME	EXPERIENCE
CLASS	STYLE	INITIATIVE	NOTES

5	CHARACTER NAME	PLAYER NAME	EXPERIENCE
CLASS	STYLE	INITIATIVE	NOTES

NOTES

TOTAL	$\div 2$	RESULT
DID THE GM HAVE FUN?		
<input type="checkbox"/> x1		
TOTAL GM EXPERIENCE		

	A	B	C	D	E	F	G
1							
2							
3							
4							
5							
6							
7							

BAD STATUS OVERVIEW

<p>POISON Effect: During each of your main phases, take (Poison Level) points of internal damage. Recovery: Use an ability or an item.</p> <p>BLEEDING Effect: During each of your main phases, take (Base Strength) points of internal damage. Recovery: Use a minor action, an ability or an item.</p> <p>BURNING Effect: During each of your main phases, take (Burning Level)D fire damage. Recovery: Use a minor action, an ability or an item.</p> <p>STUNNED Effect: You cannot make normal or full moves. Recovery: Use a minor action or an ability.</p> <p>DISTRACTED Effect: Subtract one die from all of your checks (to a minimum of 1). Recovery: Removed during the cleanup phase.</p> <p>BIND Effect: Designate one weapon when you become bound. The chosen weapon cannot be used to attack or guard. Recovery: Use a minor action or an ability.</p> <p>FATIGUED Effect: Increase the cost of all abilities other than epic abilities by 2 MP. Recovery: Use a minor action or an ability.</p> <p>ENRAGED Effect: Designate a character appearing in the scene. Whenever you attack a character other than the chosen character, subtract one die from the attack check. Recovery: Removed during the cleanup phase.</p>
--

MORALE CHANGES

<p>Reduce your Morale under the following conditions:</p> <ul style="list-style-type: none"> -1 Morale: Whenever you take damage -1 Morale: During the cleanup phase of each round -X Morale: When using force abilities -X Morale: From the effects of other abilities or items <p>Increase your Morale under the following conditions:</p> <ul style="list-style-type: none"> +2 Morale: Use a major action to "Recover Morale" +3 Morale: Whenever you or an ally defeat an enemy +X Morale: From the effects of other abilities or items <p>When you suffer force collapse, apply the following effects:</p> <ul style="list-style-type: none"> Force modifiers (except for HP) no longer apply You cannot use force abilities Decrease all damage you deal by 20 Increase all damage you take by 20

