

Isis R.P.G System

Written by Dale Cunningham Aikighost@gmail.com (2004), based on west end games d6 system™ suggestions or enhancements welcome. Have fun.

ISIS Character Generation

1. Assign 18d worth of pips to the 6 statistics (Dexterity, Knowledge, Body, Perception, Charisma and Spirit. For more details read the Stats and Skills, Dice and Pips section below)
2. Choose up to 6d worth of Advantages and Disadvantages (Some advantages must be taken to be a specific race)
3. Work out running move rate (m per second). (5+ Number of dice in body stat)
4. Assign 12d worth of skill pips (no skill can be raised by more than 3d above stat during character generation).
5. Starting Characters begin with 5 character points, 1 hero point and no villainy points.
6. Characters starting gear = Basic items and whatever their advantages and disadvantages give them.

Statistics and Skills List

Statistic	Human Max	Elf Max	Dwarf Max	Orc Max	Troll Max
Dexterity	4d+1	4d+2	4d	4d	3d+1
Knowledge	4d+1	4d+1	4d+1	3d+1	2d+2
Body	4d+1	4d	4d+2	5d	6d
Perception	4d+1	5d	4d	4d	3d+1
Charisma	4d+1	4d+1	4d	3d	2d+1
Spirit	4d+1	4d+1	4d+2	4d+1	4d+1

Minimum for each statistic is always 1d

Stats and Skills, Dice and Pips

Statistics and skills are measured in dice and pips; there are 3 pips in a dice. I.E: +1, +2, 1d, 1d+1, 1d+2, 2d, 2d+1, etc. Skills consist of a stat as a base plus some extra pips; if a character does not have any extra pips in a skill they will use their basic stat -1d to make skill rolls. EG: A character has a Dexterity stat of 3d and decides to spend 6 skill pips on his sword & shield skill, the final sword & shield skill will be 5d (3d dexterity + 2d for the skill pips spent). If the same character wanted to use a crossbow they would use their basic dexterity stat of 3d minus 1d for having no skill in this field whatsoever, thus a total of 2d. Every character always gets to roll at least 1d regardless of all modifiers.

Dice and Pips chart

Pips	Dice	Pips	Dice	Pips	Dice	Pips	Dice	Pips	Dice
1	0d +1	6	2d	11	3d +2	16	5d +1	21	7d
2	0d +2	7	2d +1	12	4d	17	5d +2	22	7d +1
3	1d	8	2d +2	13	4d +1	18	6d	23	7d +2
4	1d +1	9	3d	14	4d +2	19	6d +1	24	8d
5	1d +2	10	3d +1	15	5d	20	6d +2	Etc	Etc

Master Skills List

Skill	Statistic	Skill	Statistic	Skill	Statistic
Acting	Charisma	General Knowledge	Knowledge	Potions / Poisons	Knowledge
Animal Lore	Knowledge	Gunnery (Specific Type)	Perception	Politics	Knowledge
Arcane Lore	Knowledge	High tech (Specific Type)	Knowledge	Public Speaking	Charisma
Athletics	Body	History	Knowledge	Ranged Weapon (Specific Type)	Dexterity
Awareness	Perception	Intimidation (Physical / Mental)	Body / Cha	Read (language)	Knowledge
Battle Cool	Spirit	Knowledge (Specific)	Knowledge	Resist Magic	Spirit
Bargain	Charisma	Law	Knowledge	Resist Pain	Spirit
Climbing	Body	Leadership	Charisma	Ride (Animal)	Body
Computer Hacking	Knowledge	Lip Reading	Perception	Seduction / Charm	Charisma
Computer Programming	Knowledge	Magic (Specific Sphere)*	Spirit	Sense Mood	Perception
Conversation / Whit	Charisma	Medicine	Knowledge	Sing	Charisma
Craft (Specific)	Dexterity	Melee Weapons (Specific Type)	Dexterity	Slight of Hand	Dexterity
Cryptography	Knowledge	Natural World	Knowledge	Social Skills	Charisma
Culture (Specific)	Knowledge	Navigation (Specific Type)	Perception	Speak (Language)	Knowledge
Disguise	Charisma	Painting	Perception	Stealth	Dexterity
Dodge	Dexterity	Perform	Charisma	Streetwise	Charisma
Drive (Specific Type)	Dexterity	Persuade / Lie	Charisma	Storytelling	Charisma
Electronic Design / Repair	Knowledge	Philosophy	Knowledge	Swim	Body
Electronic Security	Knowledge	Pilot (Specific Type)	Dexterity	Tactics	Knowledge
Engineering	Knowledge	Play (Specific Instrument)	Dexterity	Theology	Knowledge
First Aid	Knowledge	Poetry	Charisma	Unarmed Combat	Dexterity

* Purchasing magic skills, requires the purchase of the Magically / Psychically Talented Advantage (Costs 2d)

Isis R.P.G - Character Generation

Character Advantages and Disadvantages.

A beginning character gets to choose up to 4 advantages and 4 disadvantages; the cost for advantages taken is subtracted from the characters allowed skill dice. The cost of disadvantages is added to the allowed skill dice. EG: A character takes a total of 3d worth of disadvantages, they now have 15d to spend on skills (12d +3d).

General Advantages and Disadvantages Chart

Skill d Cost	Advantage	Disadvantage
1d	Able Drinker: +1d body on tests involving alcohol	Lush: -1d body on tests involving alcohol
1d	Alliance: The character has a strong professional alliance with an individual of influence and skill.	Vendetta: There is an individual of influence you hate so much you want to hurt them even if it affects your friends and self.
1d	Ambidextrous: Character gets no minus for using the off hand.	Club Hand: The Characters off hand is useless.
1d	Animal Empathy: Character naturally gets on with animals +1d to all rolls involving interaction with natural animals.	Animal Antipathy: Animals dislike the character, -1d to all rolls involving interaction with animals.
2d	Beautiful: +1d on tests relating to beauty and attractiveness	Deformed: obvious scars or burn marks -1d on tests relating to beauty and attractiveness
1d	Beloved: Someone with influence has fallen in love with you and would do anything to stop you coming to harm.	In Love: You are deeply in love with someone and would do anything to stop him or her coming to harm.
1d	Blessed: The gods smile on you your character begins with 2 hero points rather than 1.	Dark tendencies: You have a strong tendency to veer towards villainy and evil when it suits you. Your character begins with 1 villainy point.
1d	Casanova: You can have anyone you want and you know it. +2d on your seduction skill, and a reputation to match.	Betrothed: Your marriage has been arranged. When the time comes the character is expected to get married regardless of how they feel.
1d	Connected: You are a member of a guild, cult, or secret society and will be accepted and helped by other members in return for your loyalty.	Hunted: You have upset an important individual and have had a price placed on your head.
2d	Drug/Poison Resistant: Character has a strong resistance to drugs and poisons. They get +1d body when making rolls to resist their effects.	Addiction: The character is addicted to a particular substance and must have it at least once a day or suffer -1 pip body per day until ½ body is reached. Character regains Body stat at 1d per day when a new supply is found.
1d	Eidetic Memory: +1d on all memory related rolls.	Forgetful: -1d on all memory related rolls.
1d	Enhanced Sense: Character gets +1d to perception rolls with one sense. Choose from Sight, Hearing, Touch or Smell and taste.	Impaired Sense: Character has one impaired sense, which operates at -1d on all perception rolls. Choose from Sight, Hearing, Touch or Smell and taste.
1d	Ex Army: You have served in the army, and have the documents to show it. +1d to your main weapon attack. You could be called up for active service at any time.	AWOL: You went absent without leave from the army, and have the military police looking for you. Expect to spend a year in jail, unless it was during wartime (20% chance), and then expect execution.
1d	Extended Family: You have a very large family; you seem to be bumping into cousins all the time.	Orphan: You have no home or family and have no Idea of who they are.
2d	Extra Tough: Character gets +2 pips on body rolls versus damage.	Easily Hurt: Character gets -2 pips on body rolls versus damage.
1d	Fearless: Choose a single creature type or phenomena, the character will never be afraid when faced with this obstacle.	Phobia: The character is irrationally afraid of a single creature type or phenomena (EG: Spiders, Fire, Etc) all a characters rolls are halved when faced with his phobia.
1d	Firm Grip: The character gets +1d in tests involving holding onto things.	Weak Grip: The character gets -1d in tests involving holding onto things.
1d	Fleet footed: The character can run 1/3 quicker than a normal member of their race.	Club Footed: The character runs 1/3 slower than a normal member of their race.
1d	Friends in high places: You know an individual who is in a very important position in your chosen religion (or profession if inapplicable).	Excommunicated: You have done something to offend your church or other profession and have been excommunicated. Particularly nasty for priest characters
3d	Gentry/Powerful Family: The character has a major title, and is related to a powerful noble/executive with much influence at court. (Or whatever is applicable). Roll twice more on the starting equipment chart at +3.	Outlaw: The character is hunted by the law of an entire nation for a crime that is punishable by death.
1d	Good Reputation: The characters name is known as being trustworthy and honourable.	Bad Reputation: The character is known as being untrustworthy and a dishonourable cad.
1d	Honoured: You have received a high honour for services to your home area, you can expect to be treated well in that area by most people.	Exiled: You are exiled from your home area for something you did, to return would mean your execution.
1d	Inheritance: Roll once more on the starting equipment chart at +3.	Theft: Your characters most expensive single item was stolen; mark it off your character sheet.
2d	Iron Willed: +1d on tests involving fear or being mentally manipulated	Weak Willed: -1d on tests involving fear or being mentally manipulated
1d	Landed: Roll 1d6: 1-4 A House, 5 A Farm/Small Business, 6 A Minor Estate/ Major Business.	Dispossessed: Someone took away your families lands and you want them back. Roll 1d6: 1-3 A House, 4 A Farm/Small Business, 5 A Minor Estate / Major Business, 6 A Major Estate.
1d	Light Sleeper: Character is ready for action the round he is awoken.	Heavy Sleeper: Character takes 1d4 Combat rounds to be ready for action when he is woken.

Isis R.P.G - Character Generation

General Advantages and Disadvantages Chart continued,

2d	Lightning Reactions: Character gets +1d Dexterity in tests involving quickness of reaction.	Slow Reactions: Character gets -1d Dexterity in tests involving quickness of reaction.
1d	Loan: Roll on the starting equipment chart at +3. You have loaned someone this amount, they have disappeared with it. You want it back.	Traitor: In a moment of weakness you betrayed someone, you are trying to keep this secret but someday it may come out and cause you grief.
1d	Local Hero: This character is well liked in his home area and many of the locals will help him in tough situations	Despised: The character is despised in their local area most people would be glad to see harm befall the character.
1d	Lucky: This character can re-roll any one dice roll per session.	Unlucky: If something bad is going to happen to a member of the party it will be this character 90% of the time.
2d	Magically / Psychically Talented: Must be taken by any character that wants to cast magic/psychic powers of any kind	Magically Susceptible: -1d on any roll to resist many kind of magic/psychic power
1d	Manservant: You have a servant or slave who sees to your every need.	Escaped Slave: You are an escaped Serf / Slave who is on the run.
2d	Mentally resistant: +1d to all mental resistance related rolls (Vs Mind effecting magic, mental torture, etc).	Mental Problems: Choose from, Obsessive, Kleptomaniac, Pyromaniac, Manic Depressive, Hypochondriac, Megalomaniac, Paranoid Compulsive Liar, Multiple Personalities, and Sociopath.
2d	Minor Gentry/Connected Family: The character has a minor title his family has little influence at court (or whatever is applicable for his chosen profession). Roll once more on the starting equipment chart at +3.	Wanted: The character has committed some minor crimes and is wanted in a small area. The jail term would be 1d4 years.
1d	Natural Resistance: The character is resistant to disease and gets +1d to Body on when a roll is needed to avoid the effects of an infection.	Allergy: Choose a common substance, Roll 4d for severity of allergic reaction whenever a character comes into bodytact with the substance.
3d	Pain tolerant: Character always uses full body stat for consciousness rolls no matter how badly injured.	Easily Knocked out: Character rolls at -2d on all consciousness rolls (Minimum 1d).
1d	Patron: You have a powerful patron who gives you missions and gifts you with resources in return.	Powerful enemy: You have made a powerful enemy they will try to cause you grief at every turn.
1d	Secret Knowledge: You know something about a person in a powerful position that they would prefer not to "Get Out", This may be used to garner favours or for blackmail.	Different Sexuality: Choose from, SadoMasochist, Transsexual, Asexual, Gay/Lesbian, Bisexual, Necrophile, Other.
1d	Square jawed: +1d body on tests involving being knocked unconscious	Glass jawed: -1d body on tests involving being knocked unconscious
2d	Strong Trait: +2 pips to characters highest stat, even if it brings the statistic above racial norms.	Weak Trait: -2 pips to characters lowest stat, even if it brings the statistic below racial norms.
1d	Sure Footed: +1d to tests involving staying standing.	Bad Balance: -1d to tests involving staying standing.
1d	Travel Sick: Character does not travel well -1d on all rolls for the duration of a sea/cart/plane/etc journey	Good Traveller: Character experiences ½ the minuses applied for long marches, car journeys, etc.
1d	Untapped talent: You could be a master in one art, craft or science choose an appropriate skill, when you reach 6d or more in that skill the cost to improve stays at 6xp per pip, regardless of how high it gets.	Moment of Awe: You saw something once (a woman, a great treasure, etc) and have dedicated yourself to finding it again.
2d	Vocal talent: +1d to all public speaking, performance and seduction rolls.	No Speech: Character is mute and cannot speak
1d	Wealthy - Items to the value of 5 Gold Pieces / \$5000	Destitute - No Starting cash or equipment
2d	Very Wealthy - An estate to the value of 150 Gold Pieces / \$150000	In debt - In debt to the value of 150 Gold Pieces / \$150000
4d	Extremely Wealthy - An estate worth around 1500 Gold Pieces / \$1500000	Extreme Debts- In debt to the value of 1500 Gold Pieces / \$1500000

Isis R.P.G - Character Generation

Special Advantages are more extreme advantages that a GM may or may not allow in his game. The GM is the final arbitrator of what special advantages/disadvantages a PC is allowed.

Special Advantages Chart.

2d	Flight – Normal (Can Fly at normal running pace, ½ if flying upwards 1½ if flying downwards).
4d	Flight - Excellent (Can fly at 5 times normal running pace, ½ if flying upwards 1½ if flying downwards).
1d per level	Enhanced Sense - cost 1d per +1d to specific sense, eg: +1d to seeing in the dark costs 1d of skill points.
1d per pip	Enhanced Statistic - 1d per +1pip of a stat
2d	Extra limbs -2d per extra free action (Usually assumed to be 2 extra limbs, or a tail/tentacle).
1d per +1d	Natural Stealth: costs 1d per +1d to stealth in a specific environment (Jungle, Desert, etc), maximum of +3d bonus
2d	Natural Weapon does Str +1d damage
-1d	Weakness: Character is unusually susceptible to on environmental or other factor such as Light, Heat, Cold, Iron, Silver, etc and takes 1d extra damage form any such attacks,
2d	Amphibious (Can swim at human walking pace at a depth of up to a 200 yd depth indefinitely)
1d or 2d	Natural Armour 1d= +2 pips armour, 2d = +1d natural armour
1d	Natural Affinity: This affinity can be with a race, an element a type of animal etc. +1d to interactions with your affinity
2d	Amazing running ability: double human running speed for distances of up to 50 miles per dice in body statistic

Character starting equipment

One set of average town/country clothes, some boots/shoes/sandals, a weapon of average quality, some writing equipment (for those who can write) and 5 Goldpieces/\$5000 in cash.

Isis R.P.G - Character Generation

Hero Points & Survival

All player characters and some NPC's have Hero points. Hero points are a mechanism for representing the PCs connection with the fates or their gods, and give them some extra survivability over normal characters. Each character begins play with 1 hero point.

A player may spend a hero point (All at the GMs discretion):

- To increase a skill in a tough situation, a character can double a single skill or stat for the next round by spending a hero point.
- Ignore the effects of one critical or fumble, must be spent before the critical or fumble outcome result is rolled.
- If a character has been put into a situation where they are likely to die and can do nothing to avoid the situation the GM may invoke a hero point to change the result to something that will allow the character to survive. EG: Falling off the castle wall into a cart full of hay rather than breaking their necks on the rocky floor.
- Other situations that call for extreme luck can be tilted in the characters favour by spending a hero point.

Hero points once spent are lost, but can be regained or increased by acts of extreme heroism, working in unity with the will of ones gods, or for other plot related acts the GM deems worthy.

EG: A hero point would not be gained for fighting a small Orc patrol, but sneaking into the Orc army camp and rescuing the high priest of ones religion might well be worth one.

Villainy Points & Evil

Characters can begin with or gain villainy points. Villainy points (VP's) represent the dark side of the hero point system.

A character may gain villainy points (VP's) by doing any one of the following actions (and others) at the GM's discretion.

- Murder, Rape or any other extreme crime.
- Extreme brutality or Torture towards a foe.
- Ignoring a situation that will result in the death of innocents.
- Breaking the codes of honour attached to any cult or group the character is a member of.

The Result of gaining Villainy Points

Villainy Points have a direct Game effect on how a character is perceived by both non-player characters and also other entities as shown in the table below, VP's also affect how much use Hero Points will be to a character.

Number of VP's	Result
1 to 5	The character seems to be exhibiting strong moral problems and a lack of scruples. - The number of VP's to the total of any action when using a hero point or interacting with a non-evil NPC's. + The number of VP's to interaction rolls with dark entities (Demons, the undead, Dark Gods, etc)
6 to 10	The character seems to be exhibiting extreme moral problems and a lack of scruples. - The number of VP's x2 to the total of any action when using a hero point or interacting with a non-evil NPC's. + The number of VP's x2 to interaction rolls with dark entities (Demons, the undead, Dark Gods, etc)
11+	The character is a paragon of evil and becomes an NPC controlled by the GM

Isis R.P.G - Skill System

Task difficulty and skill roll targets

Skill roll targets	Ranges
Very Easy (5)	Point Blank
Easy (10)	Close
Moderate (15)	Medium
Difficult (20)	Long
Very Difficult (30)	Extreme
Ludicrous (35)	Extreme +
Impossible (40)	Extreme +

Specific Location	+5
Trick Shot	+10
25% to 75% Cover	+5
75%+ Cover	+10

Skill Dice	Average Roll	Equivalent Skill Level
2d	7	Untrained
3d	10-11	
4d	14	Average *
5d	17-18	
6d	21	Crack
7d	24-25	
8d	28	Elite
9d	31-32	
10d	35	Heroic
11d	38-39	
12d	42	Super Heroic

* 4d is the level a character needs in order to be considered competent in a skill or fluent in a language.

Task Resolution

1. The GM chooses an appropriate task difficulty. **EG:** Horizontal Jump 3m =10, Horizontal Jump 5m =15.
2. Character rolls appropriate skill. **EG:** Athletics Skill 4d, rolls a 13. Character doesn't quite make it, but can probably get a chance to grab onto the other side of the gap (at GM's discretion).

Wild Dice (*Criticals and Fumbles*)

Some times a character will do spectacularly well or very badly when making a skill roll in ISIS this is simulated by what we call "wild dice". In any situation that requires a skill roll (combat initiative, athletics, acting, etc.) two of the rolled skill dice should be designated the "wild dice" (or one if only one die is being rolled). If these dice come up as both 6's or both 1's then a special result is achieved.

Wild Dice Results Chart

All "wild dice" are 6's	Critical Success	Re-roll both wild dice and add to result total. If double 6's are rolled again, continue to roll and add until another result is rolled. Even a failure will look good to onlookers.
All "wild dice" are 1's	Fumble Result	If the roll is still successful , this is a minor botch. EG: The character will drop his shield, sprain his wrist, fall to one knee, trip backwards, etc. At GM's discretion. If the roll is a failure , this is a bad fumble. EG: Primary weapon is broken, stabs self or friend, falls off precipice, or whatever the GM feels is appropriate.

Character Improvement & Experience Points (xp's)

At the end of each adventure somewhere between 1 and 15 xp's are given to each character these can be spent in one of the following ways:

1. They can be spent during an adventure to improve rolls at a rate of 1d added to a roll per point spent. A character can only spend 2 xp's on a statistic roll, or up to 4 xp's on a skill roll.
2. The character can use the xp's to improve skills or start new ones. Each pip costs the current no of dice in the skill for an increase. New Skills start at the relevant statistic - 1d, for example a character trying to learn pilot (helicopter) with a Dexterity statistic of 3d+1 will start with a skill level of 2d+1. It will cost 2xp to bring this skill level to 2d+2 Note that a skill can never go to more than 3 times the relevant stat.
3. The character can use xp's to improve a stat. Each pip costs the current no of dice in the stat x 10 for an increase. Note that a stat can never increase by more than 1d above its original level. **EG:** stat of 3d costs 30 xp's to improve to 3d+1. But the stat can never go above 4d.

Training Times

1 whole days training / contemplation is required per xp spent. **EG:** 3 days to get from 3d+1 to 3d+2 in a skill.
3 whole days training / contemplation is required per xp spent on magic.

Isis R.P.G - Combat System

Combat resolution

1. Roll the relevant combat skill (Sword, Pistol, etc) (modified for weapons & armour) as initiative. For every 10 points or part thereof the character can make 1 attack. Attacks are resolved in highest initiative first order. **EG:** Sword roll of 14 = Character can make up to 2 attacks on 14 & 4.
2. Characters declare how many attacks they are making and reduce their attack skill by 1d for every attack after their basic number allowable for their weapons. This modifier applies to all the characters attacks in the combat round. **EG:** Character declares 2 attacks with a sword (1attack basic) = reduce attack skill by -1d on both attacks.
3. Parries / Dodges can be made at any time in a combat round but take 1d skill away from all subsequent actions. A dodge is effective against a single attack. **Dodges Vs. Missiles:** Roll the characters dodge skill and half the result (rounding down) then add this to the base target number for the attacker to hit. A person can only dodge attacks they are aware of.
4. If a character declares that they are not using an action to parry /dodge a hand to hand attack they roll ½ Dexterity stat as a defence roll with a minimum result of 5 this is the attackers base to hit for the round.
5. If the attacker beats the defenders dodge or parry then roll Weapons damage Vs. Defenders Body + Armour, modify the weapon damage upwards by 1 point for every 2 points the attacker beat the defender by. **EG:** Attacker using sword beats defender by 12 points and therefore does Str+2d +6 damage
6. Add the result to the characters total on the **conflict results table** and apply the wounds result, then roll for consciousness and stun effects.
7. Resolve next attack and parry/dodge. Until round is over and then start from 1 again.

Fighting Styles (Weapon Combinations)

Rather than learning to use each individual weapon a character in ISIS learns fighting styles.

Examples of weapon combinations used are:

1. 1 handed weapon and shield (sword & shield, Mace & shield, spear & shield, lance & shield, etc.)
2. 2 handed weapons (Great sword, 2h axe, 2h Spear, etc.)
3. 2 x 1 handed weapons (sword & short sword, Two Short Swords, etc.)
4. Thrown spear, javelin, Etc.
5. Thrown axe, sword, dagger, etc.
6. Pole arms
7. Longbow, Composite Bow, Heavy Crossbow
8. Slings
9. Black Powder Weapons
10. Pistols
11. Rifles
12. Automatic Weapons
13. Siege Weapons

If a character has a skill in one weapon combination they can use the other combinations in the same grouping at a -2d penalty. **EG:** A character with Sword and shield = 6d can use Axe and Shield at 4d.

Isis R.P.G – Conflict Resolution System

In Isis all types of interpersonal conflict can be resolved by the same set of rules. By merely changing the Skills and weapons involved. EG: A wicked rumour can be used as a social weapon in much the same manner as a broadsword can be used as a physical weapon.

Conflict Results Chart

Damage	Description and Effects (All effects are cumulative)	Recovery Time
1 to 5	Physical: Flesh Wound - Bruising, Minor Cuts. Lose -1 on all rolls Mental / Drain: Cracks starting to show. Lose -1 on all mental / spiritual rolls Social: Minor embarrassment. Lose -1 on all social interaction with this group	P: 1 day per minus point taken M: 1 hour per minus point taken S: 5 Minutes per minus point taken
5 to 10	Physical: Major Wound - Deep cuts, Broken limbs. Lose -4 on all rolls, Make roll on Shock chart below. Mental / Drain: Beginning to lose it, Lose -4 on all mental / spiritual rolls, Make roll on Shock chart below. Social: Major Embarrassment: Lose -4 on all social interaction with this group. Make roll on Shock chart below	P: 1 week per minus point taken M: 1 day per minus point taken S: 5 Hours per minus point taken
11 to 15	Physical: Severe Wound - Mangled Limbs, Bad Scars, etc. Lose -8 on all rolls, Make roll on Shock chart below. Roll Body Stat, Death occurs in that number of rounds. Mental / Drain: Lost it badly, Lose -8 on all mental / spiritual rolls, Make roll on Shock chart below Social: Total Embarrassment / Outcast: Lose -8 on all social interaction with this group, Make roll on Shock chart below	P: 1 month per minus point taken M: 1 day per minus point taken S: 5 weeks per minus point taken
16 +	Physical: Killing Blow - You are DEAD Mental / Drain: Total mental drain, you are unconscious and at -16 on all mental / spiritual rolls, may develop an insanity/phobia. Make roll on Shock chart below Social: You are a total outcast from the group and at -16 on all social interaction with this group and perhaps other related groups. Make roll on Shock chart below	P: Not Possible M: 1 day per minus point taken S: 1 Month per minus point taken

Shock results Chart

Spirit stat roll total	Result
0 - 3	P: Unconscious until successful Spirit roll vs. target of 10 is made M: Catatonic or babbling incoherently until successful Spirit roll vs. target of 10 is made S: Unable to react in any manner other than physical violence or storming off in a huff until successful Spirit roll vs. target of 10 is made
4 - 6	P: Stunned for the rest of this round, no attacks or defences allowed. Defence only next combat round. M: Stunned for the rest of this round, no attacks or defences allowed. Defence only next combat round. S: Stunned for the rest of this round, no attacks or defences allowed. Defence only next combat round.
7 - 9	P: Character Stunned for the rest of this combat round, only defences allowed. M: Character Stunned for the rest of this combat round, only defences allowed. S: Character Stunned for the rest of this combat round, only defences allowed.
10+	No Effect

Isis R.P.G – Conflict Resolution System

Melee Weapons Chart

Weapon Type	Damage	Init. Mod	Automatic Actions & Notes
1h Sword/Axe/Mace	Body+2d	None	1 attack or 1 parry. Can be used with shield/other weapon.
Short Spear	Body+2d	+2	1 attack. Can be used with shield/other weapon.
Quarterstaff	Body+1d	+2	1 attack or parry.
2h Sword/Axe/Mace	Body+3d	-2	1 attack or 1 parry.
2h long spear/Polearm	Body+2d	+1d	1 attack. Can be set against charges (+1d to damage).
Buckler Shield	Body	None	1 parry.
Knights/ Standard Shield	Body +2	None	1 parry. +1 pip on parry rolls.
Long / Large Shield	Body +2	-2	1 parry. +1d on parry rolls.
Dagger/Long Knife	Body+1d	None	1 attack. -1d on parry rolls.
Punch /Kick	Body	-2	1 attack. -2d on parry rolls. Maximum of a Major wound.

Missile Weapons Table

Weapon Type	Point Blank	Short	Medium	Long	Extreme	Autofire	Reload
Standard Bow	<3m 4d	20m 4d	50m 4d	100m 4d	200m 3d+2	2 / 0	1 action
Long Bow	<3m 4d+5	30m 4d+5	70m 4d+5	140m 4d+2	300m 4d	1 / 0	1 round
Medium Cross Bow	<3m 4d+5	20m 4d+5	50m 4d+5	100m 4d+2	200m 4d	1 / 0	2 rounds
Heavy Cross Bow	<3m 5d+5	30m 5d+5	70m 5d+5	140m 5d+2	300m 5d	1 / 0	4 rounds
Thrown Axe/Sword	<3m Str+2d	5m Str+2d	10m Str+1d+1	15m Str+1d	20m Str	1 / 0	1 round
Thrown Spear	<3m Str+2d	15m Str+2d	30m Str+1d+1	40m Str+1d	60m Str	1 / 0	1 round
Sling Shot	<3m Str+1d	15m Str+1d	30m Str+1d	40m Str+2	60m Str	2 / 0	1 action
Black Powder Pistol	<3m 4d+5	15m 4d+5	30m 4d+5	70m 4d+2	100m 4d	1 / 0	4 rounds
Blunderbuss	<3m 5d+5	15m 5d+5	30m 5d+5	70m 5d+2	100m 5d	1 / 0	6 rounds
6 lb Carronade*	NA	20m 5d+5	50m 5d+5	100m 5d+2	200m 5d	1 / 0	6 rounds
12 lb Cannon*	NA	30m 5d+5	70m 5d+5	140m 5d+2	300m 5d	1 / 0	10 rounds
Small Calibre Pistol	<3m 4d	20m 4d	50m 4d	100m 4d	200m 3d+2	4 / 0	1 round
Medium Calibre Pistol	<3m 4d+5	20m 4d+5	50m 4d+5	100m 4d+2	200m 4d	4 / 0	1 round
Big Calibre Pistol	<3m 5d+5	30m 5d+5	70m 5d+5	140m 5d+2	300m 5d	2 / 0	1 round
Small Calibre SMG	<3m 4d	20m 4d	50m 4d	100m 4d	200m 3d+2	4 / 15	1 round
Medium Calibre SMG	<3m 4d+5	20m 4d+5	50m 4d+5	100m 4d+2	200m 4d	4 / 10	1 round
Hunting Rifle	<3m 6d+3	50m 6d+3	100m 6d+3	250m 6d	500m 5d+2	1 / 0	1 to 4 Rnds
Assault Rifle	<3m 5d+5	30m 5d+5	70m 5d+5	140m 5d+2	300m 5d	2 / 10	1 round
Sniper Rifle	<3m 7d+3	70m 7d+3	150m 7d+3	350m 7d	700m 6d+2	1 / 0	1 round
To Hit at range	5	10	15	20	30		

* **Cannons Etc:** Cannons and Carronades are vehicle scale weapons when in use against people add 2d to damage and deduct 2d from accuracy.

Autofire: The number before the / is the number of single shots that can be fired in a round. The number after the / is the number of shots fired in full auto mode. Firing full auto gives an extra free attack (or +1d bonus to hit) per 5 rounds fired.

Dodges Vs. Missiles: Roll the characters dodge skill and half the result (round down) then add this to the base target number for the attacker to hit. A character can only dodge attacks they are aware of.

Armour Table

Armour type	Chest only	Enc. pips	Full body	Enc. Pips
Leather / Studded /Padding	+1	0	+2	0
Cuirboilli	+2	0	1d	1
Scalemail / Light Kevlar*	1d	1	1d+2	1
Chainmail / Kevlar With Plates*	1d+1	1	2d	2
Platemail / Heavy Assault Armour*	1d+2	1	2d+2	2

*Note: Modern armour has only ½ affect Vs melee weapons, and ancient armour has only ½ affect Vs modern weapons.

Combining Armour Types:

Take the Value of the Chest armour and add the enc. value in pips of the other armour type worn rounded down.

EG: Plate on chest + Chainmail everywhere else = 1d+2 + 2 = 2d+1

Armour Encumbrance:

The number of dice protection is taken off **Initiative rolls; Body based skills (inc. movement rate)** and **Magic Skills** as a number of pips. **EG:** Initiative roll of 3d+2 wearing full plate becomes Initiative roll of 3d (2 pips taken from roll).

Isis R.P.G – Conflict Resolution System

Non Physical Attacks (mental and Social combat)

In Isis some spells and spell like effects will allow a characters mind to be attacked directly, also spell casting drain effects give a character minuses on performing spell casting and further actions. Attacks on the mind are handled in the same way as physical attacks (by using the **Conflict Results Chart**).

Mental Attacks.

In mental attacks the attacking force is almost always the spell casters willpower or spell casting skill and the defending force is usually the defenders willpower or his mental resistance skill.

Attack = spell casters willpower stat or spell casting skill

Defence = defenders willpower stat or his mental resistance skill.

Damage = usually willpower stat vs. willpower stat

Social Attacks

In social attacks the attacking force is almost always the attackers charisma stat or conversation/whit or other social skill and the defending force is usually also the defenders charisma stat or conversation/whit or other social skill.

Attack = Attackers charisma stat or conversation/whit or other social skill

Defence = Defenders charisma stat or conversation/whit or other social skill

Damage = usually Charisma stat vs. Charisma

Social advantages may be used as a weapon to add extra social damage or as armour against social attacks. For example a well known nobleman with a good reputation may get a +1d to social damage dealt and to social armour, whereas a common thief may have a -1d social armour.

Social damage only affects a characters ability to interact with a specific group and closely related sub groups. Nobles of a certain area, a thieves guild, etc. Sometimes closely related groups will receive half effect. EG: Local nobility effected to -8, local priesthood effected to -4.

Social attacks may be done from afar, with the target of an attack not needing to be present. This means that the first inkling a character may get that a successful social attack has been made upon them is when next interacting with the social group affected. Upon discovery of social damage done, a character may wish to find out who is responsible and deal with them accordingly. Upon discovery often a social conflict may become a physical conflict.

Group Attacks (Ganging Up - The mook rule)

If at any point a large group of similar combatants is involved in a combat they can be grouped together so that the GM can avoid rolling a large number of attacks for the large group. The more combatants in a group the bigger the bonus they get in combat. This bonus applies to hand-to-hand, missile combat, magical rituals and social conflicts. The bonus can be split amongst combat skill and damage.

(EG: Crom the barbarian is under attack by 10 town guards, the guards have a basic combat skill of 4 dice but because they outnumber Crom so severely they get a +4d bonus for a maximum total of 8d, the 4 extra dice could also be assigned to damage or split amongst attack bonus and damage bonus. luckily for Crom he is a master of the bastard sword and has an 7d skill also and so has a fighting chance.)

Group Size	Bonus to Combat	Group Size	Bonus to Combat	Group Size	Bonus to Combat
2	+1d	25	+6d	250	+11d
4	+2d	40	+7d	400	+12d
6	+3d	60	+8d	600	+13d
10	+4d	100	+9d	1000	+14d
15	+5d	150	+10d	1500	+15d

Isis R.P.G - Magic System

Spheres of Magic

Any character that wants to be magically or psychically skilled must take the "Magically / Psychically Talented" advantage at a cost of 2d worth of skills. Each Sphere must be purchased as a separate skill based on the Spirit stat.

Sphere of Magic	Description
Alter	Alters the statistic and skill ratings of living beings
Attack	Projects destructive magical forces or enhances mundane attacks with magic
Conjure	Creates objects, materials or elemental substances
Defend	Defence against physical and magical damage
Enchant	Used to create permanent and single use magical items, magical scrolls, potions etc.
Heal	Repairs damage to living beings or objects
Illusion	Creates "illusionary" visions
Influence	Influences the minds, emotions and memories of others
Move/Transport	Telekinesis, teleportation and Planar Gate spells
Reveal	Spells for revealing reality and enhancing awareness
Summon	Spells for the summoning of elementals, animals and Demons, etc
Transform	Changes one substance or thing into another
Ward	Provides immunity to diseases, Ghosts and Spirits, poison, the environment, mind control, etc

Schools of Magic

The casters training or upbringing usually determines the schools of magic they have access to, usually a caster will get 3 or so spheres (defaulting at their spirit stat level) and 1 or 2 weak spheres (Spirit stat -2d as base level) to begin with related to their cult, religion or school of magic and one of their own choosing / devising.

EG: A priest from a healing cult would most likely start with heal, Defend and Ward as religious defaults with perhaps Conjure as a personal choice.

Themes of Magic

Each magical tradition in an isis campaign should have its own style or theme, things the school is good at, things it is bad at and things which the school does not teach or cannot do. Each school or magical tradition should have its own strictures and duties associated with membership. Any members of a magical tradition who do not uphold its beliefs and ways may find themselves excommunicated, unable to progress in magical power or even hunted by their former brethren.

Example Schools of Magic

Name: The Priests of Ilarin

Theme: Healers and Casters out of Evil

Strong Spheres: Healing, Reveal, Summoning (used to dispel demons etc), Warding (Base = spirit stat)

Weak Spheres: Illusion, Conjure, Transform (Base = Spirit stat -2d)

Forbidden Magics: Summoning of demons or otherworldly creatures and association with those who do.

Strictures and Duties: A priest of Ilarin must heal the weak and sick if he is able to, he must also use his Ilaring given gifts to keep his community safe from evil spirits or netherworld entities. Failure to do so is a dereliction of duty. A priest of Ilarin also takes a vow of celibacy and poverty.

Name: Battle Mages of Kollar

Theme: Warrior mages

Strong Spheres: Attack, Defend, and Heal (Base = spirit stat)

Weak Spheres: Summon, Move/Transport, Conjure, and Transform (Base = Spirit stat -2d)

Forbidden Magics: Illusion, a Battle mage of Kollar has no truck with lies or dishonourable behaviour of any kind.

Strictures and Duties: The Battle mages of Kollar are warriors as well as mages; they must hone their combat and leadership skills as much as they hone their magic. A battle mage is trained to never retreat from a challenge or combat they have been hired for or that duty requires they enter, a battle mage will always choose to die in battle rather than retreat or surrender. If a battle mage is captured he will attempt to commit ritual suicide as soon as possible. To lie or commit any act of subterfuge is a dishonourable act in the eyes of a mage of Kollar and will not be accepted even from associates.

Isis R.P.G - Magic System

Casting Rolls

Roll Characters spell skill to make a target determined by the difficulty of the spell being cast.

EG: **Very Easy** = 5, **Easy task** = 10, **Moderate task** = 15, **Difficult** = 20, **Very Difficult** = 30, **Miracle** = 35.

When a spell is being cast for the first few times levy an additional +5 to the difficulty number.

This **base target** is modified by spell duration, range, area / no of targets, etc.

If the **modified base target** is reached the spell has been cast successfully.

For every 2 points over the casting target add 1 point to the resultant **spell intensity (or Spirit) roll**. EG: If an attack spell which does the casters Spirit statistic in damage succeeded by 8 the damage would be equal to the spell casters Spirit stat +4, much like success levels in melee combat.

Standard Modifiers

Caster wearing armour

Focus or components not available

Spell working with / against environment

First few castings of new spell effect

Modifier to Spell Difficulty total

Armour Encumbrance x2

+3 / +7 casting difficulty

Modify base casting difficulty Level by up to + or - 10

1st casting +5, 2nd casting +4, 3rd casting +3, etc, until 0 is reached.

Standard Modifiers Chart

Spell Duration *	Spell Range	Spell Radius	No. of Targets	Difficulty Modifier
1 Round	Touch	N/A	N/A	-3
1 Minute	10m	N/A	1	0
10 Minutes	100m	1 m	2	+3
2 Hours	1km	2 m	3	+5
1 Day	10km	4 m	4	+7
1 Week	100km	8 m	5	+10
1 Month	1000km	16 m	6	+12
A Season	This world	32 m	7	+15
A Year	This Plane	64 m	8	+17
A Decade	Any Plane	128 m	9	+20
A Lifetime**	Any Plane	250 m	10	+22
An Aeon**	Any Plane	500 m	11	+25

Spell Preparation	Difficulty Modifier
1 Round	+3
1 Minute	0
10 Minutes	-3
2 Hours	-5
1 Day	-7
1 Week	-10
1 Month	-12
A Season	-15
A Year	-17
A Decade	-20
A Lifetime**	-22
An Aeon**	-25

Standard Casting (no Modifiers)

Notes:

* Some spells can also be made to last as long as the caster concentrates on it.

** A lifetime equates to the length of time the caster is alive or about 100 years (Dependant on spell type).

An Aeon equates to approximately 1000 years.

Total modifiers in the casters favour cannot be greater than the maximum rollable total on their spell dice.

There is no maximum to modifiers against the caster.

Spell Casting Drain

Each time a character casts a spell compare their spell casting roll total against the spell-casting target on the chart below.

Any modifiers gained through spell casting are cumulative. Drain related minuses are regained at a rate of 1 per hours rest.

Spell casting drain chart

Difference in result	Effect on caster (All effects are cumulative)
Beat casting target by 5+	No effect or drain of any kind
Beat casting target by 0 to 4	-1 on all casting
Failed casting target by 1 to 5	-2 on all casting
Failed casting target by 6 to 10	-3 on all casting, -1 on all skills
Failed casting target by 11 to 15	-4 on all casting, -2 on all skills
Failed casting target by 16+	-5 on all casting, -3 on all skills

Isis R.P.G - Example Spells

Name	Casting Difficulty Descriptions	Spirit Vs.	Notes
Accelerate Healing (Heal)	Stabilise Wound = Damage Points taken Quarter heal time = 5+ Damage Points taken Eighth heal time = 10+ Damage Points taken Almost Instant = 20+ Damage Points taken	Nothing	Normal healing Times: Flesh Wound: Points taken in days. Serious or Major Wound: Points taken in weeks.
Absorb Energy (Defend)	Absorb an energy attack = Attackers roll +5 -5 to enemy drain roll = Attack roll +10 -10 to enemy drain roll = Attack roll +15	Nothing	Absorbs a single energy or magical attack and applies a minus to the enemy drain roll.
Affect Mind (Influence)	Barely Remembered = 10 Strong Memory = 15 Conclusions Drawn = 20 Believe something known to be untrue = 25 Force Action = 30	Targets Spirit Roll	Affect targets Memories, perceptions of a situation and the conclusions they draw. Will roll to snap out of it once per minute, for minor uses the effect may be permanent.
Armour (Defend)	Adds 1 pip of armour per 3 points of casting success over 15.	Nothing	Armouring Spell. Base roll =15.
Banish Ceremony (Summon)	Well Researched and Prepared = 10 Moderately Researched and prepared = 15 Badly Prepared = 20, Totally Unprepared = 30	Targets Spirit Roll	Banishes spirits, demons undead, Etc.
Binding Ceremony (Summon)	Well Researched and Prepared = 10 Moderately Researched and prepared = 15 Badly Prepared = 20 Totally Unprepared = 30	Targets Spirit Roll	Binds spirits, demons, undead, so that they must obey the casters commands for as long as the binding lasts.
Concentration/Enhance (Reveal)	Calm, Cool and Collected = 15 Under pressure = 20 Angered, wounded etc. = 25+		Adds characters will stat to a skill as long concentration lasts. Only one enhanced skill allowed. Concentration takes -2d from all other Skills.
Control Disease (Heal)	Depends on severity of disease = 10 to 30+	Nothing	May need to be cast several times over many days/months.
Control Pain (Alter)	Reduce Pain by 1 level = 10 Reduce Pain by 2 levels = 15 Reduce Pain by 3 levels = 20 Reduce Pain by 4 levels = 25		Reduces Pain Experienced by caster. + 5 difficulty if cast on another Person
Detoxify Poison (Transform)	Depends on severity of poison = 10 to 30+	Nothing	May need to be cast several times over many days/months.
Diagnose Illness (Reveal)	Diagnoses the nature of a disease = 15 Diagnoses the nature of a poison = 15 - 20 The reason for a persons death = 20		May be more difficult depending on the state of the body.
Dissipate Damage (Defend)	Dissipates 1d of physical damage = 10 Per extra die = +5	Nothing	Dissipates physical damage from a single attack.
Dissipate/Dispel Magic (Defend)	Well Researched and Prepared = 10 Moderately Researched and prepared = 15 Totally Unprepared = 20	Vs Spirit roll of caster	Unprepared includes Vs. spells just cast at the character of which they have no experience.
Drain Ceremony (Alter)	Well Researched and Prepared = 10 Moderately Researched and prepared = 15 Badly Prepared = 20 Totally Unprepared = 30	Targets Spirit Roll	Used to drain the will of targets to be used as power for enchantments, bindings and other ceremonies.
Dull Senses (Alter)	Dull a single sense = -1 per 2 points of success over 15 Per extra sense dulled= +5	Targets Spirit Roll	Allows caster to dull the senses of a target if the target fails his will roll.
Emptiness (Alter)	Calm, Cool and Collected = 15 Under pressure = 20 Angered, wounded etc. = 25+	Vs Spirit roll of caster.	Used to avoid scrying and other magical sensing skills

Isis R.P.G - Example Spells

Name	Casting Difficulty Descriptions	Spirit Vs.	Notes
Enchant Ceremony (Enchant)	Well Researched and Prepared = 10 Moderately Researched and prepared = 15 Badly Prepared = 20 Totally Unprepared = 30	Nothing	To enchant an item, Spirit stat pips must be sacrificed equal to the PP cost of the spells in the enchantment.
Enhance Weapon (Attack)	Adds +1 point damage or bonus to hit to a weapon per 2 points of casting success over 15.	Nothing	Attack Spell. Base roll =15.
Enhance (Skill) (Alter)	Adds +1 point to all rolls for a chosen skill per 2 points of casting success over 10.	Nothing	Attack Spell. Base roll =10.
Enhance (Statistic) (Alter)	Adds +1 point to all rolls for a chosen statistic per 2 points of casting success over 15.	Nothing	Attack Spell. Base roll =15.
Hibernation Trance (Alter)	Calm, Cool and Collected = 15 Under pressure = 20 Angered, wounded etc. = 25+		Caster can hibernate without food for days & air for minutes = to 1/3 will roll.
Illusion (Illusion)	Small and usual = 15 Quite unusual or dangerous = 20 Extremely Strange or dangerous = 25 Has real physical Presence = +5 per die of strength or Dex the illusion will have Autonomous Illusion = +5 per die of knowledge equivalent	Targets Spirit Roll	Affect targets perceptions. They get a will roll to snap out of it once per combat round. An Illusion with real physical presence cannot be disbelieved and must be destroyed with magic, etc.
Injure/Kill (Attack)	Do Spirit stat in damage = 15 +5 per extra die damage	Targets Spirit Roll for ½ damage	Does physical damage to target by magical attack, armour does not count. Target gets a Spirit roll for ½ damage.
Invisibility (Illusion)	Make Self Invisible = 20 Make Others Invisible = 25 +5 Invisible to machines (Cameras, Etc)		Makes caster invisible.
Magnify Senses (Alter)	Target area in sight = 15 Target area known = 20 Target area unknown = 25 Caster has a hair nail or other focus related to one of the subjects = -5		Allows caster to make scan and listen rolls as if they where at a position they choose relevant to the subject.
Metamorphose (Transform)	Regularly used Shape = 10 Moderately used Shape = 15 Untried Shape = 20 Different mass +5, Specific face or person +10 Extra powers (Poisonous, can fly) +5	Lasts Spirit roll minutes	Allows the caster to assume another shape. A hawk, wolf or a specific person. Caster takes on some but not all attributes of creature.
Postcognition (Reveal)	Touching object associated with events = 15 Have some idea about area or subject = 20 Unknown Subject or area = 30		Allows caster to have a vision of some or many aspects of an item or persons past.
Precognition (Reveal)	Touching object associated with events = 15 Have some idea about area or subject = 20 Unknown Subject or area = 30		Allows caster to have a vision of some or many aspects of an item or persons future.
Project Magic (Attack)	Base for casting = 10. The amount over 10 is used as the to hit roll. The target gets a dodge vs. missiles. Remember the base range of a spell is 10m. Ranges are 1m=PB, 2m = Short, 5m = Medium, 7m = Long, 10m = Extreme. Ranges are adjusted for a range-boosted spell.	Spirit statistic Dice = physical damage Dice	Allows caster to throw a physical representation of magic. EG: Fireball, lightning etc. This physical effect is for all intents and purposes real and as such is affected by armour, dodging etc.

Isis R.P.G - Example Spells

Name	Casting Difficulty Descriptions	Spirit Vs.	Notes
Sense Intent (Reveal)	Have some knowledge of the person = 15 Only just met = 20 Touching the Subject = -5 Very specific Knowledge Required = +5 to +10	Vs. Target Spirit Roll	Allows the caster to sense targets general demeanour and attitudes.
Sense Life (Reveal)	Very basic yes/no sense (8m area) = 10 For each other question answered: +5 EG: Number, direction & distance, race, etc.		
Sense Magic (Reveal)	Very basic yes/no sense (8m area) = 10 For each other question answered: +5 EG: Power, Type, direction & distance, etc.		
Sense (Substance) (Reveal)	Very basic yes/no sense (8m area) = 10 For each other question answered: +5 EG: Amount, Purity, direction & distance, etc.		
Shock Wave (Move)	A telekinetic shockwave emanates from the casters hand. Knocking over those in the way Difficulty = 15	Vs. Target Dex Roll	Everyone in the cone of force makes a Dex roll Vs the Casters will or is knocked down and pushed back 1m per 5 extra points of success.
Sleep / Stasis (Influence)	Target Is already sleepy = Will Roll - 5 Target In Normal Situation = Will Roll Target on guard = Will Roll +5 Target Angered, wounded, etc. = Will Roll +10	Vs. Target Spirit Roll & Modifiers	Target will sleep for 1 minute per pip of success. Or until forcibly awoken.
Slow (Alter)	Target gets one less action and metre movement per round = 15 +5 Per extra Action	Vs. Target Spirit Roll	
Speed (Alter)	Target gets one extra free action and metre movement per round = 15 +5 Per extra Action	Vs. Target Spirit Roll	
Spirit Combat (Attack)	Much like any other combat skill. Only useable against spirits, ghosts and others who are spirit walking. Caster is in a trance like state while using this spell.	Vs. Target Spirit Roll	Damage is done with will roll replacing body. Death allows attacker to bind the spirit or possess the body.
Spirit Walk (Transform)	Enter the Spirit world = 15 Exit the Spirit world = 10 Appear as an apparition =20 Affect the real world while in spirit form = 25 (Will dice are split amongst Dex and Body an effect much like telekinesis)		Allow user to go into a trance and enter the spirit plane. A person in the spirit plane can move at a mile a minute relevant to the real world. And can appear as an apparition if they wish to.
Stasis (Transform)	The target of this spell is frozen in time for the duration of the spell. Any attack on a target in stasis will break the spell instantly. Difficulty 15 defaults at 1 Minute	Vs. Target Spirit Roll	Can be used to stop somebody from dieing just as well as it can be used to stop somebody from doing something.
Summon Ceremony (Summon)	Well Researched and Prepared = 15 Moderately Researched and prepared = 20 Badly Prepared = 25 Unprepared = 30, Mundane Creatures = -5	Targets Spirit Roll	Summons spirits, demons undead, Etc. Can also be used to summon mundane creatures (-5 difficulty).

Isis R.P.G - Example Spells

Name	Casting Difficulty Descriptions	Spirit Vs.	Notes
Telekinesis (Move)	Base casting roll = 15 Will = Equivalent Body / Dex total generated. This can be split as wanted.		E.G: 4d can be split as 2d Dex 2d Str, or 3d Dex 1d Str, etc.
Telepathy (Reveal)	Communicate mentally with one target = 10 Two way communication +5 Send images as well as speech +5 Per extra person allowed to Communicate +5		
Teleport / Gate Ceremony (Move)	Teleport one person to a homing circle = 20 Open gate to homing circle = 30 Teleport to unprepared area = +Range Mod Gate to Other Plane = 40+		
Time Jump (Move)	Jump 1 person 1 minute to the future or the past = 20, To jump further use the duration modifiers on the standard modifiers chart.		GM's should be careful if allowing this spell, it can cause all sorts of paradoxes to occur.
Transmute (Transform)	Change one 2m area of a chosen substance to another substance = 15 Target is alive +5	Vs Target Body Roll if alive.	This spell can be used to turn iron to stone, stone to wood or even Flesh to Stone. Living targets get a will roll to resist.
Turn the Dead (Ward)	Hold undead at bay = 10 Inflict Damage to Undead = 20 (Equal to casters will roll)	Vs. Target Spirit Roll	Inflicts the casters Spirit statistic as damage against undead creatures.
Waking Sleep (Alter)	Calm, Cool and Collected = 15 Under pressure = 20 Angered, wounded etc. = 25+ Person is unused to this meditation = +5		Allows recipient to meditate and get equivalent of full nights sleep in 3 hours. Person has full perception skills while meditating.
Warding Circle (Ward)	Base Casting roll = 10 (this will alert caster when a warded area has been entered). 15 = Casters will vs. spirit attempting to enter 20 = Attack vs. spirit attempting to enter circle does damage equal to Will	Vs. Target Spirit Roll	Stops spirits, ghosts, demons & spirit-walkers from entering or leaving the warded area and /or affecting the warded area.

Isis R.P.G - Appendix A: Fantasy Cash & Goods

Monetary System

Average Labourers Wage (per Day) = 10 coppers (cp) or about 2 gold (gp) per month

100 Coppers = 5 Silver = 1 Gold

Melee Weapons Costs Chart

Weapon Type	Low Quality	Average Quality	High Quality	Master
1h Sword	50 cp	2 gp	5 gp	10 gp +
1h Battle Axe	30 cp	1 gp	3 gp	8 gp +
1h Mace	30 cp	1 gp	4 gp	10 gp +
Quarterstaff	Free	10 cp	50 cp	2 gp +
2h Sword	1 gp	4 gp	7 gp	12 gp +
2h Battle Axe	50 cp	2 gp	5 gp	10 gp +
2h Mace	50 cp	2 gp	5 gp	10 gp +
Short Spear	10 cp	50 cp	1 gp	5 gp +
2h long spear	30 cp	1 gp	3 gp	8 gp +
Dagger/Long Knife	30 cp	1 gp	3 gp	8 gp +

Missile Weapons Costs Chart

Weapon Type	Low Quality	Average Quality	High Quality	Master
Standard Bow	30 cp	1 gp	3 gp	8 gp +
Long Bow	50 cp	2 gp	5 gp	10 gp +
Medium Cross Bow	50 cp	2 gp	5 gp	10 gp +
Heavy Cross Bow	1 gp	4 gp	7 gp	12 gp +
Sling Shot	Free	Free	50 cp	2gp +
Black Powder Pistol	NA	15 gp	25 gp	35 gp +
Double Barrelled BP Pistol	NA	25 gp	35 gp	45gp +
Blunderbuss	NA	25 gp	35 gp	45gp +
2 Barrel Blunderbuss	NA	35 gp	45 gp	55 gp +
6 lb Cannonade	NA	25 gp	50 gp	60 gp +
12 lb Cannon	NA	40 gp	70 gp	100 gp +
Arrows / Bolts	1 cp (for 5)	1 cp	2 cp	5 cp
Cannonade Power & Shot	5 cp per shot	5 cp per shot	NA	NA
Cannon Powder & Shot	10 cp per shot	10 cp per shot	NA	NA
Black powder & Shot	1cp per shot	1cp per shot	NA	NA

Armour & Shields Costs Chart

Armour	Low Quality	Average Quality	High Quality	Master
Leather	10 cp	50 cp	1 gp	5 gp +
Studded Padding	10 cp	50 cp	1 gp	5 gp +
Cuirboilli	30 cp	1 gp	3 gp	8 gp +
Scale	NA	3 gp	6 gp	10 gp +
Chainmail	NA	8 gp	16 gp	20 gp +
Plate	NA	15 gp	25 gp	35 gp +
Buckler Shield	10 cp	50 cp	1 gp	5 gp +
Knights / Standard Shield	50 cp	1 gp	3 gp	8 gp +
Long / Large Shield	80 cp	2 gp	4 gp	10 gp +

Listed armour prices are for full suit, half the price for chest only.

Isis R.P.G - Appendix A: Fantasy Cash & Goods

Houses & Hotels	Low Quality	Average Quality	High Quality	Master
Hostel Common Room (Per day)	1 cp	2 cp	3 cp	5 cp +
Hostelry Room (Per day)	3 cp	5 cp	10 cp	15 cp +
Hotel Room (Per Day)	5 cp	10 cp	20 cp	30 cp +
Small House (Rent p week)	5 cp	10 cp	1 gp	4 gp +
Town House (Rent p week)	30 cp	1 gp	3 gp	6 gp +
Plush House (Rent p week)	30 cp	1 gp	4 gp	8 gp +
Small House / Cottage (Buy)	10 gp	40 gp	70 gp	100 gp +
Town House (Buy)	40 gp	100 gp	150 gp	200 gp +
Plush House (Buy)	NA	200 gp	300 gp	400 gp +
Mansion (Buy)	NA	NA	500 gp +	800 gp +

Food & Drink	Low Quality	Average Quality	High Quality	Master
Meal (Per Person)	1 cp	2 cp	3 cp	5 cp +
Feast / Banquet (Per person)	NA	1 gp	2 gp	4 gp +
Small Beer (10 pints)	1 cp	1 cp	2 cp	3 cp +
Ale (5 pints)	1 cp	2 cp	3 cp	4 cp +
Wine (Per Bottle)	1 cp	2 cp	5 cp	10 cp +

Animals & Livestock	Low Quality	Average Quality	High Quality	Master
Chicken	3 cp	5 cp	NA	NA
Pig	60 cp	1 gp	2 gp	3 gp +
Sheep	60 cp	1 gp	3 gp	4 gp +
Cow / Bull	2 gp	3 gp	5 gp	7 gp +
Dog	NA	5 cp	NA	NA
Guard Dog	10 cp	1 gp	2 gp	4 gp +
Mule	60 cp	1 gp	3 gp	4 gp +
Pony	2 gp	3 gp	5 gp	7 gp +
Riding Horse	2 gp	5 gp	10 gp	20 gp +
War Horse	NA	15 gp	30 gp	45 gp +
Falbody (Trained)	NA	3 gp	5 gp	7 gp +

Clothing & Shoes	Low Quality	Average Quality	High Quality	Master
Sandals	5 cp	10 cp	30 cp	NA
Boots	15 cp	30 cp	1 gp	3 gp +
Town Clothes	5 cp	20 cp	1 gp	3 gp +
Dress / Formal Garments	NA	2 gp	4 gp	8 gp +
Riding / Travelling clothes	15 cp	30 cp	1 gp	3 gp +
Jewellery	5-50 cp	1 - 10 gp	5 - 50 gp +	20 gp +

Isis R.P.G - Appendix B: Example Fantasy Templates

Template: Human Ranger

Statistic	Current	Maximum
Dexterity	3d+1	4d+1
Knowledge	2d+1	4d+1
Body	3d	4d+1
Perception	4d	4d+1
Charisma	2d+1	4d+1
Spirit	3d	4d+1

Suggested Advantages: Animal Empathy (+1d on rolls involving animals) (Cost 1d)

Recommended Skills (11d): Melee Weapon (Broad Sword), Ranged Weapon (Short Bow), Climbing, Stealth, Dodge, Natural World, Swim, Ride (Horse), First Aid, Speak (Own Language).

Template: Elven Bowman

Statistic	Current	Maximum
Dexterity	3d+2	4d+2
Knowledge	2d+1	4d+1
Body	2d+1	4d
Perception	4d	5d
Charisma	2d+2	4d+1
Spirit	3d	4d+1

Suggested Advantages: Enhanced Hearing (Cost 1d)

Recommended Skills (11d): Melee Weapon (Broad Sword), Ranged Weapon (Short Bow), Climbing, Stealth, Dodge, Natural World, Swim, Ride (Horse), First Aid, Culture (Elven), Speak (Own Language), Speak (Human).

Template: Dwarven Warrior

Statistic	Current	Maximum
Dexterity	3d	4d
Knowledge	2d+1	4d+1
Body	4d	4d+2
Perception	2d+1	4d
Charisma	3d	4d
Spirit	3d+1	4d+2

Suggested Advantages: Enhanced Sight (+1d seeing in the dark) (Cost 1d), Extra Tough (+2 pips on damage resistance rolls) (Cost 2d), Able Drinker (+1d on tests involving alcohol) (cost 1d)

Recommended Skills (8d): Melee Weapon (Broad Sword), Ranged Weapon (Short Bow), Stealth, Dodge, Tactics, Swim, Ride (Horse), First Aid, Culture (Dwarven), Speak (Own Language), Speak (Human).

Template: Human Wizard

Statistic	Current	Maximum
Dexterity	2d+2	4d+1
Knowledge	3d+2	4d+1
Body	2d	4d+1
Perception	3d	4d+1
Charisma	2d+2	4d+1
Spirit	4d	4d+1

Suggested Advantages: Magically Talented (Allows use of Magic) (Cost 2d)

Recommended Skills (10d): Arcane Lore, Melee Weapon (Broad Sword), Stealth, Dodge, Swim, Ride (Horse), First Aid, Culture (Own), Speak (Own Language), Speak (Other language), Read / Write (Human), Read / Write (Arcane), Several Magical Spheres.

Isis R.P.G - Appendix C: Wuxia Add in

Wuxia (Wire Fu)

This is a high action combat system, which can be added into your combats and character creation if it is appropriate to the flavour of your campaign.

Drain of using Wuxia powers

Wuxia drain chart

Difference in result	Effect (All effects are cumulative)
Beat skill target by 5+	No effect or drain of any kind
Beat skill target by 0 to 4	-1 on all Wuxia powers
Failed skill target by 1 to 5	-2 on all Wuxia powers
Failed skill target by 6 to 10	-3 on all Wuxia powers, -1 on all skills
Failed skill target by 11 to 15	-4 on all Wuxia powers, -2 on all skills
Failed skill target by 16+	-5 on all Wuxia powers, -3 on all skills

Wuxia Manoeuvres

Balance: The ability to balance on improbable surfaces, tightropes, tree branches, etc while fighting. An agility/athletics roll must still be made each round but at a reduced difficulty. EG: Balancing on a tightrope while fighting is a ludicrous task (Target 35)
Target: Normal skill target

Boomerang Blade: The ability to throw a weapon and have it strike a target and then return to the attackers hand. A normal attack roll must be made for each attack the weapon makes.
Target: 10 for first round, 20 for second 30 for third etc...

Chi Strikes: The ability to paralyse limbs, stop an enemies breathing and so on if a strike to a target is successful. This skill can also be used to reverse the effects of a chi strike, thus freeing up someone who has been paralysed etc.
Target: Targets defence roll +10, defender gets to make a Spirit vs. Spirit roll to avoid the effects of the attack.

Chi Stealth: The ability to move and hide so effectively that they will leave no trace no matter what surface they walk on. They will also be invisible when hiding even if they are being directly looked at or a light is being shined directly on them in the shadows. A stealth roll must be made as usual.
Cost: Normal stealth target +10

Flurry of Blows/Objects: The ability to throw multiple attacks/missiles at a single target as a single action.
Cost: Target 10 per +1d on attack skill due to the flurry of attacks (maximum +3d, target 30), an attacker performing a flurry of thrown objects must have access to at least 3 objects to throw per +1d bonus.

Flying: Used for the short flying up into trees and over buildings type moves seen in some wuxia films.
Target: 20

Iron Fist: The ability to do superhuman damage with your hand-to-hand attacks.
Target: 10 per +1d on your body roll for damage. (EG: +1d = 10, +2d = 20, +3d=30)

Iron Shirt: The ability to absorb attacks with your body without taking any damage.
Target: 10 per +1d on your body roll for resisting damage. (EG: +1d = 10, +2d = 20, +3d=30)

Missile Parrying/Catching: The ability to parry multiple, bullets, arrows, etc.
Target: 15 per missile to be parried, 20 per missile to be caught. Defence roll must be made but at full defence skill rather than half.

Wall Walking: The ability to climb surfaces like a spider, up to and including holding on when completely horizontal. Used in much the same way as the balance maneuver, but using the climbing skill as the basic skill rolled.
Target: 10 for first round, 20 for second 30 for third etc.

Wire Fu: Used for jumping/flying attacks, running up walls, etc. Used in much the same way as the balance maneuver, but using the athletics/attack skill as the basic skill rolled.
Target: Normal skill target

