LIVE SYSTEM

Modernised OGL system

- *No classes*
- *No levels*
- *Freeform combat system*
- *Feat based magick & Psionics*
- *Hit locations*
- *Origins™ award winning author*

Open Gaming Licence System Reference Document
Compatable with 3rd & 3.5 edition games

CONTAINS OGL MATERIAL

POSTMORTEM STUDIOS (James Desborough)

Open Game Licence Version 1.0a

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Introduction

Postmortem Studios

Postmortem Studios is the name of a small role-playing game studio belonging to James 'Grim' Desborough. The business has two sides. On the one side is a small, non-profit venture producing semi-professional fan-based material & on the other side more professional material produced by Grim himself.

Postmortem Studios was established in January 2004 for both freelance work for other companies & for the production of professional works both in PDF, which we support as a concept, & in print.

Postmortem Studios' website can be found at www.postmort.demon.co.uk
You can contact Grim with any queries at Grim@postmort.demon.co.uk

The Live System

The *Live System* is designed to be a more free-flowing, fast playing & looser interpretation of the Open Gaming system. It contains systems & rules that present a more flowing, less structured & modern updating of the system, stripping out unnecessary complication & updating with standard innovations, such as the removal of levels.

The *Live System* is faster & deadlier but is more suited to both cinematic style games & to 'harder' settings such as hard science fiction or gritty modern-day adventures.

Our first release using the *Live System* is the community created *Cloak of Steel*, a fantasy mecha/anime game, with our first professional releases being the modular *All These Worlds* science fiction game.

The *Live System* may also be used to play standard 3rd & 3.5 edition games with a little conversion work & this SRD should contain enough information for you to be able to do so with little problem.

A Word about Piracy

Hello there. Odds are, unfortunately, that the majority of people reading this will have downloaded this file as a PDF file through P2P or from a website without paying for it.

Here is how it breaks down. For the last couple of years I have been fruitlessly searching for full time employment with the skills I have been trained in. This year I have finally given up, scraped together a little cash and am now seeking to turn the thing I love, writing, into a full time career. This is not an easy thing to do and PDF publishing does not make a great deal of money at the best of times. On this product I can expect to make, at the most, about $800 USD. After the exchange rate to British pounds that does not leave much.

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Do me a favour, help me eat and produce more work. I am trying to support and expose other artists, writers and people of talent, as well as myself and that takes money. If you are not going to give me any cash by buying this book please support my other work by going to www.postmort.demon.co.uk and donating at least a single dollar to Postmortem Studios to help keep us running.

Thank you.

The Basics

Dice Notation

These rules use the following die notations:

d4 = four sided die
d6 = six sided die
d8 = eight sided die
d10 = ten sided die
d12 = twelve sided die
d20 = twenty sided die
d% = percentile dice (Roll two d10, reading one as the tens & one as the units).

Die rolls are expressed in the format:
[#] die type [+/- modifiers]

Example: 3d6+2 means: 'Roll 3 six sided dice. Add the result of the three dice together. Add 2.'

Rounding Fractions

If you wind up with a fraction, round down unless the fraction is one-half or larger. Certain rolls, such as damage & Hit Points, have a minimum of 1.

EG: 1.4 rounds to 1 while 1.5 rounds to 2.

Multiplying

Sometimes a special rule makes you multiply a number or a die roll. As long as you are applying a single multiplier, multiply the number normally. When two or more multipliers apply, however, combine them into a single multiple, with each extra multiple adding 1 less than its value to the first multiple. Thus, a double (x2) & a double (x2) applied to the same number results in a triple (x3, because 2 + 1 = 3).

Basic Task Resolution System

These rules assume a standardized system for determining the success or failure of any given task. That system is:

d20 + Modifiers vs. Target Number (TN).

The Modifiers & Target Number are determined by the type of task.

If the result of the d20 roll + the Modifiers equals or exceeds the Target Number, the test is successful. Any other result is a failure.

A 'natural 20' (20 coming up on the dice when rolled) on the die roll is not an automatic success. A 'natural 1' (1 coming up on the dice when rolled) on the die roll is not an automatic failure, unless the rules state otherwise.

In *Live System* a 'natural 20' is considered a 'critical threat' a 'natural 1' is considered a 'botch threat'. This applies to Ability checks, combat checks & checks for any skill that can be used 'untrained'. In other words any check where pure luck can play a part.

A critical threat is rolled again, if the second roll would also be considered a success then the task has succeeded as a 'complete success'.

A botch threat is rolled again, if the second roll would also be considered a failure then the task has failed as a 'complete failure'.

EG: Terry makes a roll for his character to repair a car engine, the target number of the check is 15, he rolls a 20 & then a 16. This makes it a critical.

Ability Scores

Ability Modifiers
Abilities, after a change made because of race or other factors, have a modifier. The table: Ability Modifiers shows the modifier for each score. The modifier is the number you apply to the die roll when your character tries to do something related to that ability. You also use the modifier with some numbers that are not die rolls. A positive modifier is called a bonus & a negative modifier is called a penalty.

The Abilities

Abilities partially describe your character & affect some of his or her actions.

Strength (Str)
Strength measures your character's muscle & physical power. Strength limits the amount of equipment your character can carry.

You apply your character's Strength modifier to:

- Melee attack rolls.
- Damage rolls when using a melee weapon or a thrown weapon (including a sling). (Exceptions: Off-hand attacks receive only one-half the character's Strength bonus, while two-handed attacks receive one & a half times the Strength bonus. A Strength penalty, but not a bonus, applies to attacks made with a bow but not a crossbow.
- Skills that have Strength as their key ability.
- Strength checks (for breaking down doors & the like).

Table: Ability Modifiers

Score	Modifier
1	–5
2–3	–4
4–5	–3
6–7	–2
8–9	–1
10–11	0
12–13	+1
14–15	+2
16–17	+3
18–19	+4
20–21	+5
22–23	+6
24–25	+7
26–27	+8
28–29	+9
30–31	+10
32–33	+11
34–35	+12
36–37	+13
38–39	+14
40–41	+15
42–43	+16
44–45	+17
46-47	+18
48-49	+19
Etc	Etc

Dexterity (Dex)
Dexterity measures hand-eye coordination, agility, reflexes & balance.

You apply your character's Dexterity modifier to:

- Ranged attack rolls, including those for attacks made with bows, guns & thrown weapons.
- Defence Class (DC).
- Reflex saving throws, for avoiding fireballs & other attacks that you can escape by moving quickly.
- Skills that have Dexterity as their key ability.

Constitution (Con)
Constitution represents your character's health & stamina.

You apply your character's Constitution modifier to:

- Your Hit Points (though a character may never have less than 1 Hit Point).
- Fortitude saving throws, for resisting poison & similar threats.
- Skills that have Constitution as their key ability.

If a character's Constitution score changes enough to alter his or her Constitution modifier, the character's Hit Points also increase or decrease accordingly.

Intelligence (Int)
Intelligence determines how well your character learns & reasons.

You apply your character's Intelligence modifier to:

- The number of languages your character knows at the start of the game.
- The number of skill points you have at start of play.
- Skills that have Intelligence as their key ability.

An animal has an Intelligence score of 1 or 2. A creature of human-like intelligence has a score of at least 3 though this represents a drooling idiot. The average human IQ of 100 is represented by an intelligence score of 10 to 11.

Wisdom (Wis)
Wisdom describes a character's willpower, common sense, perception & intuition. Wisdom represents being in tune with & aware of one's surroundings.

You apply your character's Wisdom modifier to:

- Will saving throws.
- Skills that have Wisdom as their key ability.

Charisma (Cha)
Charisma measures a character's force of personality, persuasiveness, personal magnetism, ability to lead & physical attractiveness.

You apply your character's Charisma modifier to:

- Skills that have Charisma as their key ability.
- Checks that represent attempts to influence the emotions or attitudes of others, to gain favour, to win someone over, to seduce & similar effects.

When an ability score changes, all attributes associated with that score change accordingly except skills.

Character Creation

Character Creation Steps

1. **Conceptualise:** Describe your character. Who is he? Where has he been? What has he been doing? What are his goals? What is he trained as? How does he look? What is his personality? Consider significant events of childhood, of being a teenager and of adulthood before their adventuring career began. What sort of family did you have? How have these things affected your character?
2. **Select Race:** If the setting supports the selection of a race choose one & note how it affects your Abilities, your maximum Ability scores, your skill points & other factors.
3. **Create Skills Package:** There are no classes in the *Live System*. You create your own package of 'class' skills according to your character's background, training & profession.
4. **Select Category:** Depending on what age your character is you should select an appropriate category from which to create them. The standard for most games is Journeyman.
5. **Select Abilities:** Spend your Ability points to determine what your Ability scores are.
6. **Select Skills:** Spend your skill points to buy your skills.
7. **Select Feats:** Spend your Feat slots on your starting Feats.
8. **Select Bonuses & Detriments:** These are bonuses & drawbacks that affect your character & also reduce your skills or abilities, or provide you with experience points to spend on your character at the start of play. Bonuses work in a similar fashion to Feats save that they can only be taken at character creation.
9. **Note your Hero Points:** Note down how many Hero Points you have as you start play.
10. **Calculate Derived Statistics:** This includes your Hit Points, Mana Points, Saving Throws, Attack Scores, Defence Class & any other statistics derived from your Abilities.
11. **Determine Reputation:** Select something that your character has a reputation for & calculate the value of that reputation.
12. **Spend Detriment Bonus:** If you took more detriments than bonuses then you may now spend your accrued experience.

2. Races

The selection of race can be important to a character, not of 'ethnicity' but of mystical or alien origin that produces a different range of statistics. Necessarily most races are built to a human template that we can all understand & relate to but this is not essential.

The example races presented here are all fantasy races that should be familiar to most fans of fantasy literature or any role-player.

For your own races Ability increases create 3 points of Experience debt while racial skill bonuses are 1 for 1 & Feats or special racial abilities are 2 points each.

If these are detrimental
to the creature they do not cost but rather provide additional starting Experience Points in the same manner as detriments.

Dwarf

Dwarves are short, broad, hardy folk who live in mines & caves & have a fondness for beards, axes and ale.

- Dwarves receive +2 Constitution & -2 Charisma.
- Dwarves start with the Feats Skill Focus (Search), Steady, Poison Resistant, Magick Resistant, Favoured Enemy (Goblinoids), Skill Focus (Appraise & Skill Focus (Crafts).
- Dwarves have Darkvision which is listed in monster abilities later in the book.
- Dwarves have an 'experience debt' of 16 points. This can be paid off by detriment points, earned Experience points or by taking less Feats or skill points. Each less Feat is worth 2 points each less skill point is worth 1 point.

Elf

Elves are thin, willowy folk of grace & beauty but some delicacy. They are noted for a fondness for forests & natural places & their capability with magick.

- Elves receive +2 Dexterity, –2 Constitution.
- Elves receive the Feats Magick Resistant, Skill Focus (Listen, Search, Spot) and Secret Sense.
- Elves can see well in the dark & have Low-Light Vision.
- Elves have an 'experience debt' of 12 points. This can be paid off by detriment points, earned Experience points or by taking less Feats or skill points. Each less Feat is worth 2 points each less skill point is worth 1 point.

Gnome

Gnomes are diminutive & curious folk given to tinkering & sticking their noses into all kinds of affairs where their attention is not necessarily wanted.

- Small stature but a hardy nature provides the Gnome with +2 Dexterity, –4 Strength.
- Gnomes are Small creatures with all the commensurate bonuses & drawbacks that that provides. +1 to Defence Class +1 to Base Attack, +4 to Hide checks & the requirement to use smaller weapons along with the ability to only lift ¾ of their normal encumbrance value. Gnomes receive only 50% of the normal amount of Hit Points.
- Gnomes live underground a lot of the time & have Low-Light Vision.

- Gnomes start with the Feats Reality Sense, Spell Focus (Illusions), Favoured Enemy (Goblinoids), Skill Focus (Listen) & Skill Focus (Crafts: Alchemy).
- Gnomes can speak to animals & start play with the Magick Feat Minor Illusion.
- Gnomes have an 'experience debt' of 16 points. This can be paid off by detriment points, earned Experience points or by taking less Feats or skill points. Each less Feat is worth 2 points each less skill point is worth 1 point.

Half-Elf
Half-Elves live between two worlds, the Human & the Elven. Unable to truly belong to either they bridge the gap & are often charming & gregarious with the hardiness & adaptability of the Human & the benefits of their Elven blood as well.

- Half-Elves begin with the Feats Magick Resistant, Skill Focus (Diplomacy) & Skill Focus (Gather Information).
- Half Elves have Low-Light Vision.
- Half Elves have some, but not all, of their parent's senses. They gain a special +1 racial bonus on Listen, Search & Spot checks.
- Dwarves have an 'experience debt' of 11 points. This can be paid off by detriment points, earned Experience points or by taking less Feats or skill points. Each less Feat is worth 2 points each less skill point is worth 1 point.

Half-Orc
Half-Orcs are brutish looking creatures that resemble large, primitive humans. Some take after the human, some take after the Orc but all are strong, gruff & somewhat lacking in intellect.

- Orc heritage means that the Half-Orc gains +2 Strength, –2 Intelligence, –2 Charisma.
- A Half-Orc's starting Intelligence score is always at least 3. If this adjustment would lower the character's score to 1 or 2, his score is nevertheless 3.
- Orcs originated underground & Half-Orcs inherit their Darkvision.
- Orcs start play with 4 Experience Points as though they had taken Detriments to that effect.

Halfling
Halflings are short folk, fond of their home comforts & a good meal. Nonetheless, when pressed they can be quite effective adventurers.

- Halflings are nimble fingered but somewhat out of shape. They gain +4 Dexterity, –4 Strength, -2 Con.
- Halfings are Small creatures with all the commensurate bonuses & drawbacks that that provides. +1 to Defence Class +1 to Base Attack, +4 to Hide checks & the requirement to use smaller weapons along with the ability to only lift ¾ of their normal encumbrance value. Halflings receive only 50% of the normal number of starting Hit Points.
- Halfings start with the Feats Skill Focus (Climb, Jump, Listen,Move Silently), Fearless & Lucky Escape.
- Halflings have an 'experience debt' of 25 points. This can be paid off by detriment points, earned Experience points or by taking less Feats or skill points. Each less Feat is worth 2 points each less skill point is worth 1 point.

Human
Humans are adaptable and divide themselves along lines of ethnicity and culture creating competing groups within their own race. They receive no special modifications.

3. Create Skills Package

A skills package is a group of favoured skills that your character has. Skills are divided into class skills & non-class skills to determine their cost. A skills package should reflect the type of character you want to play, their background, the area they are from & their hobbies.

A skills package consists of 15 skills.
Characters from the 'Kid' category only start with 5 class skills but can develop another 10 during play.
Characters from the 'Teen' category only start with 10 class skills but can develop another 5 during play.

Here are a few example skill packages based on some typical fantasy archetypes.

Barbarian
This barbarian hails from the frozen mountains of the north where life is precarious & difficult. He was the son of a crafter for the tribe & as he matured worked as a scout, going into villages on the lowlands to trade & to assess their suitability for raiding.
Balance, Climb, Craft (Leather), Escape Artist, Gather Information, Handle Animal, Hide, Intimidate, Jump, Listen, Move Silently, Ride, Spot, Survival, Swim.

Bard
This bard lives within one of the finer cities on the southern coast. As a child he played in the rocks & sand of the beaches, romping & exploring the caves near his home. As he grew older he became something of a ladies man, talking to exotic visitors from other shores, spreading gossip, drinking & using his talent for music to gain friends & to eventually earn a living.
Appraise, Bluff, Diplomacy, Disguise, Gather Information, Hide, Jump, Knowledge, Listen, Move Silently, Perform, Sense Motive, Speak Language, Swim, Tumble.

Cleric
Raised in the capital of her nation in a very religious family going into the seminary was less a choice & more an inevitability. Strict upbringing & strict education brought forth considerable magickal skill & fanatical devotion to the church. Upon receiving the robes & symbols of priesthood she was taken into the inquisition to root out heretics within the church & uncover them.
Bluff, Concentration, Craft (Tailoring), Decipher Script, Diplomacy, Disguise, Forgery, Gather Information, Heal, Intimidate, Knowledge, Knowledge (History), Knowledge (religion), Profession, Spellcraft.

Druid
Raised from a young age to be the spiritual leader of the clan the Druid keeps the clan together & keeps them in balance with & respectful of nature. Since a young age this Druid has been more adventurous in his searching for the herbs that they need, climbing into hard to reach places & ever vigilant for signs of a rare plant.
Concentration, Climb, Craft (Weaving), Diplomacy, Handle Animal, Heal, Knowledge (Nature), Listen, Profession, Ride, Search, Spellcraft, Spot, Survival, Swim.

Fighter
The Fighter is an experienced raider of tombs. He has learned to be self reliant & has picked up skills that he needs in his exploitation of the tombs & to enable him to use the items & devices that he lots from within as well as having the skills & abilities taught to a young squire, which was what he was.
Appraise, Climb, Craft, Disable Device, Handle Animal, Intimidate, Jump, Listen, Open Lock, Ride, Search, Spot, Survival, Swim, Use Magick Device.

Monk
Left on the steps of the temple as a mere babe the child learned swiftly their ways, grateful to the monks for raising her & providing her with a home. A precocious physical talent made her the leading student in the martial arts though her other studies suffered somewhat.
Balance, Climb, Concentration, Escape Artist, Hide, Jump, Knowledge (Religion), Listen, Move Silently, Perform, Profession, Sense Motive, Spot, Swim, Tumble.

Paladin
As a young smith, apprenticed to his father, he was also devout. He attended the local temple almost every day & also went often to help his brother at the local Baron's castle, enamoured of the life of a noble knight. Lacking the bloodline to become a noble knight he joined the religious order & was elevated to the ranks of the Paladins.
Concentration, Craft (Armoursmith), Craft (Blacksmith), Craft (Farrier), Craft (Weaponsmith), Diplomacy, Handle Animal, Heal, Intimidation, Knowledge (Nobility), Knowledge (Religion), Profession, Ride, Sense Motive, Spot.

Ranger
Born on the edge of a deep, ancient forest she spent her childhood playing in the edge of the woods & being told off for risking herself in the dangerous shadows. As she got older she learned to use the bow with skill & joined the hunting parties as well as the wise women scouring the woods for herbs. Finally she has taken up her bow & dagger & has taken to the woods & wild lands to protect them & to scout the way.
Climb, Concentration, Craft (Fletcher), Handle Animal, Hide, Jump, Knowledge (Geography), Knowledge (Nature), Listen, Move Silently, Ride, Search, Spot, Survival, Swim.

Rogue
As an urchin he would entertain the crowds & earn a penny or two with climbing, tumbling & cavorting. This skill was eventually noticed by the Guild of Thieves who took him in & taught him a few new tricks that would rely on his natural dexterity. Since then he has progressed to become one of their most skilled burglars, able to get into almost anywhere.
Balance, Climb, Disable Device, Escape Artist, Gather Information, Hide, Jump, Knowledge (Local), Listen, Move Silently, Open Lock, Search, Spot, Tumble, Use Rope.

Sorcerer
As a child the son of a craftsman in the better part of town the child received a fine education at a guild school & then progressed to the study of the science of magick under one of city's finest alchemists. The magick is, to him, a secondary concern to the crafting of beautiful things but he works hard to learn to enchant the things he makes with some of his magicks. Fascinated by the new uses of gunpowder he is amongst the first to manufacture puissant firearms for those who desire them.
Bluff, Concentration, Craft (Alchemy), Craft (Jeweller), Craft (Weaponsmith), Craft (Armoursmith), Craft (Firearms), Intimidation, Knowledge (Arcana), Profession, Ride, Sense Motive, Sleight of Hand, Spellcraft, Spot.

4. Select Category

A character category is a sort of 'age slot' & descriptor into which your character fits. This determines your starting Abilities & other statistics & helps you determine what sort of character you are playing.

The Kid is aged anything up to twelve years of age. Extremely limited in experience & ability The Kid nevertheless learns fast & is very open. One recommended way to play The Kid (& other youthful characters) is to spend their skill points on skills that are all Class Skills &, as The Kid learns new things, to make those new things additional Class Skills until the full fifteen have been developed. The Kid adventures due to restlessness or being an orphan, sometimes they are the child of someone else in the party or have latched onto them as a surrogate parent figure.

The Teen is aged up to sixteen years of age. Developed almost fully in personality but still green in experience The Teen can be awkward & can overcompensate by trying anything & everything. They have a sense of personal invulnerability & immortality & often disrespect for their elders but at the same time are very insecure about a lot of things, especially romantic entanglements. The suggestion regarding Class Skills in The Kid also applies to The Teen. The Teen adventures due to running away from home or leaving to seek their fortune, they are often desperate to prove themselves.

The Apprentice is aged between sixteen & twenty-five. Still young & eager The Apprentice still has a little to learn & is still a little unsure of themselves but settles down during this period into a routine & rounds out their skills determining the course of their life for the future. The suggestion regarding Class Skills can apply to The Apprentice but only in a limited fashion. The Apprentice might adventure due to problems with their Master or through the loss of a patron. They seek to learn as best they can from experience rather than training.

The Journeyman is aged between twenty-five & thirty-five. The Journeyman is accomplished at his work of choice & is often his own boss making a living at his chosen profession. The Journeyman's path is set & he knows who he is & where he is going. He may well have a family now & many other responsibilities. The Journeyman may adventure to seek their fortune that has not come about through regular work or because they have lost everything they have worked for. They may do it to seek new knowledge or through duty & loyalty to their country or King.

The Master is aged between thirty-five & forty. The Master is an accomplished & feted leader in their field with something of a reputation & little to prove. The Master may adventure in order to learn new things or to seek out new challenges. Many will feel they have accomplished all they can in their field without seeking these new horizons.

The Grizzled Veteran is aged between forty & sixty. They have served all their lives & are very skilled but are starting to feel the relentless tug of age upon them. They might adventure as one last race for glory & riches before retiring or they may have grown cynical about those they serve & decided to do something for themselves for once.

The Old Master is aged between sixty & eighty. While weak of limb the Old Master has a great wealth of knowledge at their disposal & may still be spry enough to engage in some physical activity without crippling themselves. The Old Master might adventure in order to pass on their knowledge to the next generation or to do something useful before they die.

The Venerable Ancestor is aged over eighty. The Venerable Ancestor is a storehouse of knowledge & lore with many techniques & skills that may have been forgotten over the years. Rarely does a Venerable Ancestor adventure but when they do they are invaluable aids to younger & fitter adventurers.

Table: Age Categories

Category	Abilities	Skills*	Feats	HPs	Reputation	Base Attack	Base Defence
Kid	62	(6+Int)x3	3	10	0	+0	10
Teen	68	(6+Int)x4	4	9	0	+0	10
Apprentice	70	(6+Int)x6	7	8	+1	+2	10
Journeyman	73	(6+Int)x8	9	7	+2	+3	10
Master	73	(6+Int)x10	12	6	+3	+5	10
Grizzled Veteran	74	(6+Int)x11	13	5	+3	+6	10
Old Master	74	(6+Int)x12	15	4	+3	+6	10
Venerable Ancestor	74	(6+Int)x13	16	3	+4	+7	10

* Int here refers to the Intelligence *bonus*, not the score.

Table: Category Abilities

	Ability Maximum*					
Category	**Strength**	**Dexterity**	**Constitution**	**Intelligence**	**Wisdom**	**Charisma**
Kid	15	17	15	17	17	17
Teen	16	18	16	18	18	18
Apprentice	17	18	17	18	18	18
Journeyman	18	18	18	18	18	18
Master	18	18	18	18	18	18
Grizzled Veteran	17	17	17	19	19	19
Old Master	16	16	16	20	20	20
Venerable Ancestor	15	15	15	21	21	21

* Different races can develop higher Abilities, their modifiers increase or decrease their available maximums.

5. Select Abilities

Now you must spend your Ability points, determined by your category, on your Abilities. The average human ability level for a grown human is 11, so bear this in mind when assigning your points. Think not only about what would make your character powerful but also what is suitable according to your background & how you imagine your character to look. Anything as high as 18, or more, is truly, truly exceptional & taking an Ability that high should be considered carefully.

6. Select Skills

Now you get to spend your skill points, determined by your category. Each point buys a class skill at one-for-one or a non-class skill at two-for-one. No skills are excluded to any character type, they are just more expensive. Choose skills that make sense for your character in context of background, training & profession. A skill of 10 is considered to be a professional level of ability such as one will find most craftsmen & professionals to possess. A skill of 20 is the absolute limit without taking into account Feats & racial bonuses. Make sure your skills are balanced & think very carefully before taking a skill above 10 on a starting character. Do not forget that your race may affect your starting skill points.

7. Select Feats

Now you may choose a number of Feats as determined by your category & your racial modifiers. Do not forget that you start with no Weapon Proficiency Feats & must buy them all. Again, try to choose Feats that fit with your character's background, profession & training & not just those that will make the character stronger & better. An invulnerable character has no challenges & is less fun to play.

8. Select Bonuses & Detriments

Bonuses & detriments are factors that alter your character in a similar way to Feats except that they can both add to & take away from a character's capabilities. Bonuses & detriments allow an additional level of customisation to be applied to a character & create many role-playing opportunities.

If you take more detriments than bonuses you receive the difference as Experience Points which may be spent immediately before play begins. If you take more bonuses than detriments the points are taken out of your skills, reflecting the fact that you have relied more on your natural than your learned talents.

9. Note Hero Points

Starting Hero Points are determined by your category & depend on a mixture of reputation & luck. Additional Hero Points can be earned in play by performing stunts, completing quests & spending Experience Points.

10. Calculate Derived Statistics

Now that all your Abilities & skills are determined you can calculate your derived statistics. These are determined from things you have already calculated & should be quick to determine.

Actions

Every character starts with 3 actions & 3 reflexive actions. Actions allow you to initiate an action while reflexive actions allow you to parry, dodge & otherwise react to what is going on around you.

Saving Throws

You begin play with Saving Throws equal to your Base Attack modified by the appropriate bonus from the appropriate statistic. Dexterity for Reflex, Constitution for Fortitude & Wisdom for Will.

Initiative

Initiative is equal to your Reflex save, plus any modifiers.

Defense Class

Your Defense Class is calculated at Base Defence + Reflex Save +/- modifiers. This is the base TN for you to be hit while you are up, active & engaged in combat. You may also spend actions & reflexive actions to actively dodge which allows you to roll.

Mana Points

Mana Points are calculated by adding your Intelligence & Wisdom together & adding 6. Your Mana Points show your psychic & magickal strength. If they are ever reduced to 0 you fall unconscious. If they are ever reduced to -10 you die.

Mana Points regenerate at the rate of 1 per hour of rest.

Hit Points

Hit Points are calculated by taking your Constitution, adding your Strength bonus & adding an additional 6. Hit Points are divided up by location in the *Live System* with each location capable of being hit independently & wounded, even cut off or destroyed. Additionally total Hit Points are kept track of separately to represent overall health.

Your head & arms can take 1/5th of your total Hit Points.
Your torso can take 3 times as much as your head.
Your legs can take 2 times as much as your head.

You die when your total Hit Points reach -10. You are unconscious when they reach 0.

If your head or torso are reduced to 0 you are also unconscious. If your head is reduced to -2 or your torso to -6, you are also dead.

Arms reduced to 0 are useless. Arms reduced to -2 are severed, shattered, crushed or otherwise crippled making them never useable again without magick or replacement.

Legs reduced to 0 are useless. Legs reduced to -4 are severed, shattered crushed or otherwise crippled making them never useable again without magick or replacement.

Large creatures receive double Hit Points, small creatures receive half the usual number of Hit Points. This pattern is repeated for larger or smaller creatures although nothing may ever have less than a single Hit Point. Creatures or characters with 5 or less Hit Points only have general Hit Points.

Hit Points are regained naturally at the rate of 1 per day. Destroyed locations do not heal without magickal or technological intervention. The general Hit Points & 1 point from the least hurt location heal each day. This healing rate may be increased with medical attention, magick & technology.

Optionally, for a more 'heroic' game you may simply use general Hit Points & none of the locations.

Carrying Capacity
If you want to determine whether your character's gear is heavy enough to slow him or her down, total the weight of all the character's items, including armour, weapons & gear & compare this total to the character's Strength on Table: Carrying Capacity. Depending on how the weight compares to the character's carrying capacity, he or she may be carrying a light, medium, or heavy load.

A character's load affects his or her Dexterity bonus & reduces the character's speed as shown on Table: Carrying Loads. Carrying a light load does not encumber a character.

Lifting & Dragging: A character can lift as much as his or her maximum load over his or her head. A character can lift as much as double his or her maximum load off the ground, but he or she can only stagger around with it. While overloaded in this way the character can move only 1 foot per action. A character can generally push or drag along the ground as much as 5 times his or her maximum load. Favourable conditions can double these numbers & bad circumstances can reduce them to one-half or less.

Bigger & Smaller Creatures: The figures on Table: Carrying Capacity are for Medium-sized bipedal creatures. A larger bipedal creature can carry more weight depending on its size category, as follows: Large x2, Huge x4, Gargantuan x8, Colossal x16. A smaller creature can carry less weight depending on its size category, as follows: Small x3/4, Tiny x1/2, Diminutive x1/4, Fine x1/8.

Quadrupeds can carry heavier loads than characters can. Instead of the multipliers given above, multiply the value corresponding to the creature's Strength score from Table: Carrying Capacity by the appropriate modifier, as follows: Fine x1/4, Diminutive x1/2, Tiny x3/4, Small x1, Medium x1-1/2, Large x3, Huge x6, Gargantuan x12, Colossal x24.

Tremendous Strength: For Strength scores not shown on Table: Carrying Capacity, find the Strength score between 20 & 29 that has the same number in the 'ones' digit as the creature's Strength score does & multiply the numbers in that for by 4 for every ten points the creature's strength is above the score for that row.

Table: Carrying Capacity

Strength Score	Light Load	Medium Load	Heavy Load
1	3 lb. or less	4–6 lb.	7–10 lb.
2	6 lb. or less	7–13 lb.	14–20 lb.
3	10 lb. or less	11–20 lb.	21–30 lb.
4	13 lb. or less	14–26 lb.	27–40 lb.
5	16 lb. or less	17–33 lb.	34–50 lb.
6	20 lb. or less	21–40 lb.	41–60 lb.
7	23 lb. or less	24–46 lb.	47–70 lb.
8	26 lb. or less	27–53 lb.	54–80 lb.
9	30 lb. or less	31–60 lb.	61–90 lb.
10	33 lb. or less	34–66 lb.	67–100 lb.
11	38 lb. or less	39–76 lb.	77–115 lb.
12	43 lb. or less	44–86 lb.	87–130 lb.
13	50 lb. or less	51–100 lb.	101–150 lb.
14	58 lb. or less	59–116 lb.	117–175 lb.
15	66 lb. or less	67–133 lb.	134–200 lb.
16	76 lb. or less	77–153 lb.	154–230 lb.
17	86 lb. or less	87–173 lb.	174–260 lb.
18	100 lb. or less	101–200 lb.	201–300 lb.
19	116 lb. or less	117–233 lb.	234–350 lb.
20	133 lb. or less	134–266 lb.	267–400 lb.
21	153 lb. or less	154–306 lb.	307–460 lb.
22	173 lb. or less	174–346 lb.	347–520 lb.
23	200 lb. or less	201–400 lb.	401–600 lb.
24	233 lb. or less	234–466 lb.	467–700 lb.
25	266 lb. or less	267–533 lb.	534–800 lb.
26	306 lb. or less	307–613 lb.	614–920 lb.
27	346 lb. or less	347–693 lb.	694–1,040 lb.
28	400 lb. or less	401–800 lb.	801–1,200 lb.
29	466 lb. or less	467–933 lb.	934–1,400 lb.
+10	X4	X4	x4

Table: Load

Load	Dex Bonus	Movement Penalty
Medium	–3	-1 ft/action
Heavy	–6	-3 ft/action

11. Determine Reputation

Your starting reputation is determined by your category. You can choose what this reputation is for &, in circumstances where that reputation might come into play, the Games Master may make a Gather Information Check against a TN of 25 for any non-player characters with your reputation as a bonus to their roll. Any Ability that is 18 gives you a reputation of +2 for having that high a statistic, making you known as a strongman or a genius. Any skill at 15 gives you a reputation of +1 as an expert in that skill, every point higher than 15 increases that reputation by +1. In an area that you are settled & well-known the TN of the roll for the non-player characters is only 20.

12. Spend Detriment Bonus (If Any)

The last thing to do is to take any detriment bonus that you might have, if any & to spend it as experience points. Any that you do not spend remains on the character as experience to be added to during play.

Experience

Experience points are a method of rewarding players for their participation & helping them to make their characters more powerful. This creates an investment in the character & helps to create goals as well as allowing a game to progress from a relatively low level to a more epic scale where the characters take on more powerful opponents & do more heroic deeds.

Characters receive experience at the following rate. Note that the Games Master is final arbiter of all experience awards and that this table is merely a guideline.

These points do not build up into levels; instead they are kept & spent to increase the various qualities of a character. You may spend the points at the following rate to increase the following things…

Abilities: Raising an Ability costs the current level of the Ability, multiplied by 3.

Class skill: Raising a class skill costs the current level of the skill.

Non-class skill: Any other skills cost 2 times the current level to raise.

Hero Points: Hero Points may be bought at a rate of 1 for 1 & may be purchased at any time.

Reputation: Reputation may not be increased be Experience Points save when purchasing very high level skills & Abilities. Otherwise reputation only increases by role-play.

Feats: To buy a new Feat costs a number of Experience Points equal to the number of Feats already possessed multiplied by 2.

Base Attack: Increasing your base attack costs 5 times the current level of Base Attack.

Saves: Saving throws may be increased at a cost of 3 times the current level.

If an ability or skill is at 0 or less it is counted as being at 1 for the purposes of increasing it.

Table: Experience Awards

Award	For
1	Turning up & playing through the session.
1	For every two hours, or part thereof, that the session lasted.
1	Superlative role-play, optionally voted by the table to the person who best portrayed their character.
1-6	'Quest' completion. When the end of a story-arc is completed the Games Master may assign 1-3 Experience Points based upon the difficulty of the 'quest' & the player's success.
1	Training for a month in the appropriate area.

Checks without Rolls
A skill check represents an attempt to accomplish some goal, usually while under some sort of time pressure or distraction. Sometimes, though, a character can use a skill under more favourable conditions & eliminate the luck factor.

Taking 10: When your character is not being threatened or distracted you may choose to take a result of 10 instead of rolling 1d20. This means calculating your result as if you had rolled a 10. For many routine tasks, taking 10 makes them automatically successful. Distractions or threats (such as combat) make it impossible for a character to take 10. Taking 10 is especially useful in situations where a particularly high roll wouldn't help. Taking 10 takes 10 times as long as making a rolled check would take.
Taking 20: When you have plenty of time, are faced with no threats or distractions & the skill being attempted carries no penalties for failure you can take a result of 20. Instead of rolling 1d20 for the skill check, just calculate your result as if you had rolled a 20. Taking 20 takes twenty times as long as making a single check would take. Since taking 20 assumes that the character will fail many times before succeeding, if you did attempt to take 20 on a skill that carries penalties for failure, your character would automatically incur those penalties before he or she could complete the task.
Ability Checks: The normal take 10 & take 20 rules apply for ability checks.

Combining Skill Attempts
When more than one character tries the same skill at the same time & for the same purpose, their efforts may overlap.

Individual Events
Often, several characters attempt some action & each succeeds or fails independently. The result of one character's Climb check does not influence the results of other characters Climb check.

Aid Another
You can help another character achieve success on his or her skill check by making the same kind of skill check in a cooperative effort. If you roll a 10 or higher on your check, the character you are helping gets a +2 bonus to his or her check, as per the rule for favourable conditions (You cannot take 10 on a skill check to aid another). In many cases, a character's help will not be beneficial, or only a limited number of characters can help at once at the Games Master's discretion.

In cases where the skill restricts who can achieve certain results you cannot aid another to grant a bonus to a task that your character couldn't achieve alone.

Skill Synergy
It's possible for a character to have two skills that work well together. In general, having 5 or more ranks in one skill gives the character a +2 bonus on skill checks with each of its synergistic skills, as noted in the skill description. In some cases, this bonus applies only to specific uses of the skill in question & not to all checks. Some skills provide benefits on other checks made by a character.

Ability Checks
Sometimes a character tries to do something to which no specific skill really applies. In these cases, you make an ability check. An ability check is a roll of 1d20 plus the appropriate ability modifier. Essentially, you are making an untrained skill check. In some cases, an action is a straight test of one's ability with no luck involved. Just as you wouldn't make a height check to see who is taller, you don't make a Strength check to see who is stronger unless luck becomes a factor.

Skill Descriptions
This section describes each skill, including common uses & typical modifiers. Characters can sometimes use skills for purposes other than those noted here.

Skill Name
The skill name line includes (in addition to the name of the skill) the following information.

Key Ability: The abbreviation of the ability whose modifier applies to the skill check. *Exception:* Speak Language has 'None' as its key ability because the use of this skill does not require a check.

Trained Only: If this notation is included in the skill name line, you must have at least 1 rank in the skill to use it. If it is omitted, the skill can be used untrained (with a rank of 0). If any special notes apply to trained or untrained use, they are covered in the Untrained section (see below). The skill name line is followed by a general description of what using the skill represents. After the description are a few other types of information:

Check: What a character can do with a successful skill check & the check's TN.

Action: The amount of time required for a check.

Try Again: Any conditions that apply to successive attempts to use the skill successfully. If the skill does not allow you to attempt the same task more than once, or if failure carries an inherent penalty (such as with the Climb skill), you cannot take 20. If this paragraph is omitted, the skill can be retried without any inherent penalty, other than the additional time required.

Special: Any extra facts that apply to the skill, such as special effects deriving from its use or bonuses that certain characters receive because of class, Feat choices, or race.

Synergy: If you have a skill that could be regarded as complementary to the main task you are performing and that skill is at 5 ranks or higher then you gain a +2 bonus to the skill check you are making. For example Crafts skills may give bonuses to Appraise checks that are made against the sort of thing the crafter makes. This bonus is only conferred once.

Table: Skills

Skill	Ability	Trained?	Used For…	Action	Try Again?	Notes
Appraise	Int	Y	Appraising common objects. Failure means that you estimate the value at 50% to 150% of its actual value. TN12. Appraise a rare item. TN 15-20.	1 min.	No.	Special equipment can confer a bonus to Appraise checks. These bonuses are cumulative.
Autohypnosis	Wis	Y	Various self-altering effects.	Varies.	Yes.	This can be used to… resist fear, replacing the standard Will save, to memorise something: TN 13, to overcome the effects of a poison: TN of the poison. Overcoming a poison lasts you for a day, removing the losses to Abilities though the poison does continue to run through your system and you will still die if your Ability is reduced to zero.
Balance	Dex	N	Walking on precarious surfaces.	Move at ½ speed.	No.	-
Bluff	Cha	N	Lying to people. Feinting – A successful Bluff check means the opponent may not dodge or parry your next blow.	Feinting takes 1 action.	GM discretion, usually at increased TN.	-
Climb	Str	N	Scale at ¼ normal speed.	Move at ¼ normal speed.	No. You fall. You may attempt to catch yourself or someone else at TN+20.	Equipment can provide a bonus, this bonus stacks. You may climb at ½ move rate at a -5 penalty.
Computer Use	Int	Y	Using computers	Varies	Yes	Hacking, programming & all other aspects of computing are covered by this skill.
Concentration	Con	N	Avoiding distraction, casting a spell in difficult conditions.	None.	No. You lose your concentration.	-
Craft	Int		Creating items, repairing items & earning a living. Examples would include blacksmith, basketweaving & pottery.	Day/ Week	Yes. Though worse failures may destroy the item you are working on.	Better tools provide a bonus to checks. These bonuses stack. Creating Masterwork items requires a check at +10 TN than normal.
Decipher Script	Int	Y	Deciphering ancient or coded texts.	1 min/ page	No.	
Demolitions	Int	Y	Setting up explosives	Varies	Yes, unless premature detonation occurs.	You can set explosives to destroy or weaken structures.
Diplomacy	Cha	N	Negotiation & deal making. Best represented in role-play.	-	Yes, though the TN may increase.	Appropriate Knowledge skills, such as racial knowledge, also provide a synergistic bonus.

Table: Skills

Skill	Ability	Trained?	Used For…	Action	Try Again?	Notes
Disable Device	Int	Y	Picking locks, disabling traps & breaking complicated machinery.	1-8 actions depending on complexity.	Yes. Though traps may be set off by a failure.	Magickal traps may only be disabled by people with the Use Magick Device skill. The lowest skill is used to determine the outcome.
Disguise	Cha	N	Hiding your true face. Looking like someone else.	10-30 mins	Yes.	Special disguise kits & equipment can provide a bonus. These bonuses stack.
Drive	Dex	Y	Driving vehicles or carts	Varies	Yes, if you survive.	Some vehicles are more manoeuvrable than others.
Escape Artist	Dex	N	Escaping from bonds. Finding escape routes from cells. Squeezing through tight places.	1 minute or 1 turn	Yes	-
Forgery	Int	Y	Creating false paperwork, currency & copies.	1-4 minutes per page.	Yes, though you are unaware of the quality of your forgery.	Requires the proper materials.
Gamble	Wis	N	Gambling	Varies	No. Only once per round.	You know how to fiddle the odds & bend the rules to win at gambling.
Gather Information	Cha	N	Finding out local gossip & rumour.	1d4+1 hours.	Yes.	-
Handle Animal	Cha	Y	Training, calming & controlling animals.	Variable.	Yes, though the TN may rise.	You may use this skill untrained but only to calm & direct animals, not to train them.
Heal	Wis	N	Tending to wounds on a first aid basis.	Variable.	Yes.	Caring for people with this skill allows them to recover hit-points at twice the normal rate. Medical equipment provides bonuses, which stack. The DC of the check is 15.
Hide	Dex	N	Staying out of sight	-	No.	Some equipment may provide a bonus.
Intimidate	Cha	N	Bullying people & making them back down. Scaring people off.	1 action.	Yes, though the TN may rise.	-
Investigate	Int	N	Putting together clues	Varies	Yes	You can string together clues to extract information through deductive reasoning.
Jump	Str	N	Leaping long distances	1 action.	No. You fall.	-
Knowledge	Int	Y	Knowing a lot of information about a particular subject	-	Yes, if you know your info is false.	Appropriate Knowledges provide a Synergistic bonus of +2 to appropriate skills.
Leadership	Cha	N	Restoring courage, commanding people.	Varies	Yes though the TN may increase.	You may personally lead a number of people equal to your total Leadership score (Skill ranks, + bonuses) multiplied by itself.
Listen	Wis	N	Hearing something.	-	Yes. Each turn.	Sleeping characters are at -10.

Table: Skills

Skill	Ability	Trained?	Used For…	Action	Try Again?	Notes
Move Silently	Dex	N	Creeping past guards, keeping quiet.	Normal move action no faster than walking.	No. You've been heard.	-
Open Lock	Dex	Y	Unlocking doors & chests.	1 full round.	Yes.	Specialist tools can provide a bonus.
Perform	Cha	N	Putting on a play, playing an instrument etc.	Varies.	Yes.	You must name the type of performance. Instruments & other equipment may provide a bonus.
Pilot	Dex	Y	Piloting aircraft	Varies	No.	You can pilot aircraft of certain types. You must select a type each time you take the skill.
Profession	Wis	Y	Practicing your professional ability.	Varies.	Yes, depending on circumstance.	A trade that produces no item such as a lawyer or an accountant.
Psicraft	Int	Y	Using & identifying psi powers.	-	Yes.	-
Repair	Int	Y	Fixing broken items & machines	Varies	No.	You can fix broken objects & machines without necessarily understanding them completely or having the right Crafts skill.
Research	Int	N	Finding out background information	Varies	No.	You can research & find background information & insight into subject so long as you have access to research material.
Ride	Dex	N	Riding an animal.	-	Not usually.	-
Search	Wis	N	Pilfering a room for its contents.	Varies.	Yes, if you know you failed.	-
Sense Motive	Wis	N	Stopping yourself from being bluffed, sensing what someone is feeling.	-	Yes, though you must have good reason to check again.	
Sleight of Hand	Dex	Y	Picking pockets, performing minor acts of stage magick.	1 action.	Yes on most occasions.	Untrained may try but may never achieve a total greater than 10.
Speak Language	-	Y	Speaking another language reasonably fluently.	-	-	This is kept as a ranked skill. Learning a new language on top of old languages costs more. You start with several for free.
Spellcraft	Int	Y	Casting & identifying spells.	-	Yes, as a new action.	-
Spot	Wis	N	Seeing hiding people, noting things of significance.	-	Yes, if you know to check again.	
Streetwise	Wis	N	Surviving on the street	Varies	Yes, possibly.	Impressing gangs, knowing your way around the alleys.
Survival	Wis	N	Hunting, tracking & knowing how to survive harsh conditions.	-	Yes, if you survive the failure.	Special equipment may provide a bonus.
Swim	Str	N	Swimming successfully.	-	Yes, if you survive the failure.	Special equipment may provide a bonus.

Table: Skills

Skill	Ability	Trained?	Used For…	Action	Try Again?	Notes
Tumble	Dex	Y	Reducing damage from a fall, avoiding attacks of opportunity.	1 action.	No.	If you have 5 or more ranks in tumble you may add 3 to your Defence Class instead of 2 by making a dodge action.
Use Magick Device	Cha	Y	Activating wands, scrolls, staves & other items.	1 action.	In most circumstances.	-
Use Rope	Dex	N	Tying people up, making rope ladders.	Varies.	Yes.	-

Feats

Feats are special abilities or learned traits that a character can have, quirks and talents that provide them with bonuses. A prerequisite is something that is required before the Feat can be taken.

Table: Feats

Feat	Prerequisites	Notes
Adrenaline Rush	Str, Dex & Con all 12+, Autohypnosis 5+.	You can hype yourself up increasing all your physical statistics by +1 for a number of turns equal to your Constitution after which you take a single Hit Point to your general Hit Point total.
Alertness	-	+2 on Listen & Spot checks.
Animal Companion	Handle Animal 1+, Cha 12+.	You may have a trained animal companion with a CR of 1 or less. The CR stacks as you take this Feat multiple times. If the companion dies it takes a number of months equal to its CR to find & train a replacement.
Armour Defeater	Dex 12+, Base Attack 5+.	By spending an action to aim and then attacking you may make an attack at a penalty of half the target's armour value & you may strike & hit as though only half their armour value applied.
Armour Proficiency (Heavy)	Armour Proficiency (Medium)	Without this Feat heavy armour has double the normal dexterity reduction.
Armour Proficiency (Light)	-	Without this Feat light armour has double the normal dexterity reduction.
Armour Proficiency (Medium)	Armour Proficiency (Light)	Without this Feat medium armour has double the normal dexterity reduction.
Augment Summoning	Spell Focus (Summon Magick)	Creatures you summon gain +4 to their Str & Con.
Bardic Knowledge	Cha 12+, Int 12+.	The character has great knowledge of myths, legends & gossips from across the lands. An Int check may be made against a DC of 10 to determine what they know about the local area.
Barroom Brawler	Con 13+, Toughness	You gain a +4 bonus to Fortitude saves against subdual damage & your hand-to-hand attacks deal +1 subdual damage.
Bleed	Base Attack 5+, Combat Expertise.	You may strike at a vein or artery making an attack at a penalty as though aiming for the head. If your strike succeeds a gushing, bleeding wound is inflicted that bleeds out 1 Hit Point every turn. The blood can be stemmed with a full turn action & a Heal check against a TN of 20. You may not make bleed attacks with subdual damage.
Blinding Attack	Base Attack 5+, Combat Expertise.	Make an attack aimed at the head. If you strike the target must make a Fortitude save against the total damage inflicted +5 or be blinded. If done with a fist this blindness lasts 1d6 turns. If done with a weapon the attacker can choose whether it lasts 1d6 turns or is permanent for one eye.
Body Fuel	Mana Battery	You may expend Hit Points from your general Hit Points to power effects when you run out of Mana.
Brew Potion	A spell to bind into the potion.	The Mana cost to cast a spell into a potion is double normal.
Cleave	Str 13+, Power Attack	If you drop an enemy with a blow you may immediately attack another creature within your melee reach without requiring another action. You may only do this once.
Combat Casting	-	You get +4 to Concentration checks for spellcasting during combat.
Combat Experience	-	+2 Initiative.
Combat Expertise	Int 13+	Each turn you may choose to take up to 5 away from your attack scores & may add the same amount to your Defence Class.
Combat Intuition	Wis 12+	+2 to Defence Class & initiative.
Combat Manifestation	-	+4 to Concentration checks to activate psi in combat.
Combat Psionic	-	You get +4 to Concentration checks for using psi powers during combat.
Combat Reflexes	Dex 12+.	You gain an additional reflexive action to defend yourself or react during combat. You may take this Feat multiple times. You may not have more reflexive actions than 3, plus your Dexterity bonus.

Table: Feats

Feat	Prerequisites	Notes
Craft Construct	Craft Staff, appropriate Crafts at 5+ ranks.	The Mana cost to cast the spells to create constructs is 5 times the normal cost.
Craft Magick Arms & Armour	Brew Potion, appropriate Crafts at 5+ ranks.	The Mana cost to cast a spell into a weapon or a set of armour is 3 times the normal cost.
Craft Magick Ring	Craft Magick Arms & Armour	The Mana cost to enchant a ring is 4 times the normal cost.
Craft Magick Tattoo	Scribe Scroll	You may create mystically empowered tattoos. This costs 3 times the usual amount of Mana.
Craft Rod/Wand	Craft Magick Arms & Armour, appropriate Craft at 5+ ranks.	The Mana cost to cast a spell into a Rod is 4 times the normal cost. The Rod also needs to be charged with Mana to give a number of uses.
Craft Staff	Craft Rod, appropriate Craft at 5+ ranks.	The Mana cost to cast a spell into a Staff is 5 times the normal cost.
Craft Wondrous Item	Craft Staff, appropriate Crafts at 5+ ranks.	The Mana cost to cast the spells to create wondrous items is 5 times the normal cost.
Crippling Strike	Dex 12+, Sneak Attack.	A blow targeted at a limb offsets the penalty to hit by 1 and does an additional point of damage.
Critical Strike	Base Attack 10+, Combat Expertise.	Any critical threat is automatically treated as a critical.
Damage Reduction	Con 12+.	Gain a natural (soft) armour value of +1.
Death Attack	Dex 14+, Crippling Strike	You may make a sneak attack against a victim as normal. A successful strike that does damage uses its damage roll as a TN for the target to make a Fortitude Save or they die.
Disciplined	Wis 12+, Con 12+	+1 to Will saves +2 to Concentration checks.
Disease Immunity	Con 16+, Disease Resistance.	You are immune to all diseases.
Disease Resistance	Con 12+.	+2 to saves to resist diseases, this is acquired through exposure.
Divine Grace	Cha 14+, Wis 14+.	You add your Cha bonus to all saving throws.
Dodge	Dex 13+	Increase your Defence Class by 1 while you are aware and able to dodge incoming attacks.
Empower Psi	-	Increase the numerical factors of a power (apart from range, duration & area by 50%).
Empower Spell	-	Increase the numerical factors of a spell (apart from range, duration & area) by 50%).
Energy Resistance	Con 12+.	Choose a type of energy & you reduce damage from that type by an amount equal to your Constitution bonus.
Enlarge Psi	-	Increase the range & area of a power's effect by 100%.
Enlarge Spell	-	Increase the range & area of a spell's effect by 100%.
Evasion	Improved Uncanny Dodge	If a Reflex Save would reduce the effect of an attack or trap to half damage you instead reduce it to nothing.
Extend Psi	-	Increase the duration of a power by 100%.
Extend Spell	-	Increase the duration of a spell by 100%.
Extra Action	Dex 12+.	You gain an additional action during combat. You may take this Feat multiple times. You may not have more actions than 3, plus your Dexterity bonus.
Extra Class Skill	-	A skill is now considered a class skill from this point on.
Extreme Effort	Str 12+	Take a full round action to give +2 to any Str check.
Familiar	Spellcaster	You may have a familiar with a Challenge Rating of 1 or less. You may cast spells through your Familiar & use their Mana Points as your own.
Familiar Spell	Familiar, tier 3 in a school.	Your familiar now gains the ability to cast the level 1 spell of that 'school' from its own Mana pool using your Spellcraft skill.
Far Shot	Point Blank Shot	Increase the range increment for ranged weapons that you use by 50%.
Fast Movement	Dex 14+.	The character moves 50% faster than normal.
Favoured Enemy	Wis 12+	+1 to hit & do damage against a class of enemy as well as gaining a bonus for Bluff, Listen, Sense Motive, Spot & Survival checks related to that enemy. You may take this Feat a number of times equal to your Wisdom bonus.
Fearless	Wis 12+	+2 to Will saves against fear effects.

Table: Feats

Feat	Prerequisites	Notes
Flyby Attack	Pilot 1+ or able to fly	You may make a flyby attack without provoking a reflexive attack.
Follow On Shot	Point Blank Shot	If you shoot an opponent & they drop, you may make an immediate, single, follow up attack on another enemy in range.
Great Cleave	Cleave, Base Attack +4	If you drop an enemy with a blow you may immediately attack another creature within your melee reach without requiring another action. You may continue until you run out of opponents or fail to drop one.
Greater Damage Reduction	Improved Damage Reduction	Gain a natural (soft) armour value of +3.
Greater Extreme Effort	Improved Effort	Take a full round action to give +6 to any Str check.
Greater Heroism	Improved Heroism	Whenever you roll a dice for a Hero Point increase the result by +6.
Greater Ignore Hardness	Improved Ignore Hardness.	All your attacks gain an AP value of +3.
Greater Increased Speed	Improved Increased Speed.	+3 ft move per action.
Greater Melee Smash	Improved Melee Smash	+3 damage in Melee combat.
Greater Psi Focus	Psi Focus	Pick a 'school' of psi, within that type you gain +1 damage & the TN to resist the effects of powers in that type that you use is +1. This stacks with Psi Focus.
Greater Psionic	Int 16+, Psionic, Psicraft 15+	Gives access to tier 3 psi powers.
Greater Rage	Str 16+, Con 16+, Wis 14+, Rage.	The bonuses for Rage become +6 Str, +6 Con & +3 to Will saves with -2 to Defence Class.
Greater Spell Focus	Spell Focus	Pick a type of magick, within that type you gain +1 damage & the TN to resist the effects of spells in that type that you cast is +1. This stacks with Spell Focus.
Greater Spellcaster	Improved Spellcaster & the chosen Statistic at 16+, Spellcraft 15+.	You now have access to third tier Spell Feats.
Greater Two Weapon Fighting	Dex 19, Improved Two-Weapon Fighting, Base Attack 11+	You may make two attacks at a single attack as normal with your good hand & -2 with your off hand.
Greater Weapon Focus	Weapon Focus with selected weapon.	You gain an additional +1 to hit on top of the Weapon Focus bonus with this particular weapon.
Greater Weapon Specialisation	Weapon specialisation & Greater Weapon Focus with selected weapon.	You gain an additional +1 to damage on top of the Weapon Specialisation bonus with this particular weapon.
Harm's Way	Reflex save 5+, Dex 12+.	As a reflexive action you can take the hit an adjacent ally was just struck with.
Heroism	-	Whenever you roll a dice for a Hero Point increase the result by +2.
Ignore Hardness	Str 12+, Base Attack 5+.	All your attacks gain an AP value of +1.
Improved Alertness	Alertness	+2 to Spot, Listen & Search checks, this stacks with Alertness.
Improved Bull Rush	Str 13+, Power Attack	You gain a +4 bonus in the opposed Str check to push back the defender & they do not get a reflexive attack on you.
Improved Critical	Weapon Proficiency, Base Attack 8+.	The chance of getting a critical hit with the weapon you have chosen is doubled. EG 18-20 becomes 16-20.
Improved Damage Reduction	Damage Reduction	Gain a natural (soft) armour value of +2.
Improved Disarm	Combat Expertise	You gain +4 on disarm attacks & the defender does not get a reflexive attack upon you.
Improved Evasion	Evasion	Even if you fail a Reflex Save you still only take half damage/effect from whatever caused you to take the save.
Improved Extreme Effort	Extreme Effort	Take a full round action to give +4 to any Str check.
Improved Familiar	Familiar	You may have a familiar with a Challenge Rating of up to 2. You may cast spells through your Familiar & use their Mana Points as your own. Any special abilities they have you may also access & you may see through your Familiar's senses.
Improved Feint	Combat Expertise	You get a +4 bonus to any feint attempts in combat.

Table: Feats

Feat	Prerequisites	Notes
Improved Grapple	Dex 13+, Improved Unarmed Strike	You get a +4 bonus to any grapple checks & your opponent does not get a reflexive attack when you start a grapple.
Improved Ignore Hardness	Ignore Hardness	All your attacks gain an AP value of +2.
Improved Heroism	Heroism	Whenever you roll a dice for a Hero Point increase the result by +4.
Improved Increased Speed	Increased Speed	+2 ft move per action.
Improved Melee Smash	Melee Smash	+2 damage in Melee combat.
Improved Precise Shot	Dex 19+, Precise Shot, Base Attack +11	You ignore the Defence Class bonus of cover & reduce the penalty for aiming at specific locations by -4.
Improved Psionic	Int 14+, Psionic, Psicraft 10+	Gives access to tier 2 psi powers.
Improved Shield Bash	Shield Proficiency	When you perform a shield bash you may still parry with the shield that turn as normal.
Improved Spellcaster	Spellcaster & the chosen Statistic at 15+, Spellcraft 10+.	You now have access to second tier Spell Feats.
Improved Sunder	Power Attack	When you strike to attack an object or weapon held by your target you get a +4 bonus to hit & do not provoke a reflexive attack.
Improved Trip	Combat Expertise	When you attempt to trip an opponent you get a +4 bonus on the trip check. You do not provoke a reflexive attack by making a trip attack.
Improved Two Weapon Defence	Two Weapon Defence	You may attack with one hand and parry with the other each action, effectively granting you a free reflexive parry with your off hand for every attack you make.
Improved Two Weapon Fighting	Dex 17+, Two-Weapon Fighting, Base Attack +6.	You may make two attacks at a single attack at -2 with your good hand & -4 with your off hand.
Improved Uncanny Dodge	Uncanny Dodge	The character may never be flanked.
Increased Speed	Dex 12+.	+2 ft move per action, this Feat may be taken multiple times, a number of times equal to your Dex bonus.
Indomitable Will	Wis 14+	+4 Will save against enchantment & control type effects.
Inspire Courage	Cha 14+, Leadership 5+.	Allies within line of sight of you gain a +4 bonus to their Will saves for fear & morale.
Inspire Fear	Cha 14+, Intimidate 5+.	Enemies within line of sight of you gain a -2 penalty to Will saves for morale or fear.
Investigator	-	+2 to Gather Information & Search checks.
Kippup	Dex 12+.	You may flip up onto your feet when knocked down as a reflexive action.
Lucky Escape	-	+1 to all saves.
Mana Battery	-	You gain +6 Mana Points.
Manyshot	Dex 17+, Rapid Shot, Base Attack 6+	With each attack you may fire twice as many shots as normally allowed. This does not apply to autofire weapons.
Martial Arts: Blind Fighting	-	You only take half the normal penalty for fighting while blind.
Martial Arts: Death Touch	Martial Arts: Ki Strike	Once per week you may make an attack against a target. If you hit & do damage the total of your hit roll is the TN for a Fortitude Save the target must make or they die. They can die immediately or at any point up to a month after the blow, selected by you when you strike.
Martial Arts: Deflect Arrows	Dex 13+, Martial Arts: Improved Unarmed Strike	You may attempt to knock arrows & bolts out of the sky by using an action or reflexive action & parrying just as against a sword blow.
Martial Arts: Deflect Bullets	Dex 15, Martial Arts: Deflect Arrows	You may attempts to deflect bullets using an appropriate shield, weapon or armour. This uses an action or reflexive action as a parry, just as though against a sword blow.
Martial Arts: Flurry of Blows	Dex 12+, Martial Arts: Improved Unarmed Attack.	As a single attack you may make a number of attacks. You may make up to five separate attacks at a penalty of -1 per attack over 1. EG 4 attacks are made, all at -4. This attack is also possible with exotic weapons for which you have the proficiency.
Martial Arts: Greater Unarmed Strike	Martial Arts: Improved Unarmed Strike	You now do an additional dice of damage for unarmed close combat attacks.

Table: Feats

Feat	Prerequisites	Notes
Martial Arts: Improved Unarmed Strike	-	When you engage in Unarmed combat you do not provoke reflexive attacks. You may choose to deal lethal or subdual damage with your unarmed attacks.
Martial Arts: Ki Strike	Martial Arts: Greater Unarmed Strike	Your fists are considered to be +1 magickal weapons to hit ethereal targets & to penetrate armour.
Martial Arts: Reed in the Wind	Wis 12+, Dodge.	When unarmoured & unencumbered you add your Wis bonus to your Defence Class along with your other bonuses.
Martial Arts: Snatch Arrows	Dex 15+, Martial Arts: Deflect Arrows	By using an action or reflexive action to parry an arrow you may snatch it out of the air. This also applies to thrown weapons.
Martial Arts: Snatch Bullets	Dex 17+, Martial Arts: Deflect Bullet	By using an action or reflexive action to parry a bullet you may snatch it out of the air.
Martial Arts: Stunning Fist	Dex 13+, Wis 13+, Martial Arts: Improved Unarmed Strike, Base Attack 8+	In unarmed combat your subdual damage is doubled.
Melee Smash	Power Attack	+1 damage in Melee combat.
Mighty Rage	Str 18+, Con 18+, Wis 16+, Greater Rage.	The bonuses for Rage become +8 Str, +8 Con & +4 to Will saves with -2 to Defence Class.
Mobility	Dodge	Your Defence Class is considered 4 higher against reflexive attacks you provoke due to movement.
Mounted Combat	Ride/Drive/Pilot 1+, Mounted Combat	While driving or riding you may make an appropriate check to prevent your vehicle or mount being hit. This takes an action & counts as an opposed roll against the to-hit roll.
Mounted Shooting	Ride/Drive/Pilot 1+, Mounted Combat	You suffer half the normal penalty for firing from moving platforms or animals.
Mow Down	Follow On Shot	If you shoot an opponent & they drop, you may make an immediate follow up attack on another enemy in range.
Nature Sense	Survival 1+, Wis 12+.	+2 to Knowledge (Nature) & Survival checks.
Negotiator	-	+2 to Diplomacy & Sense Motive checks.
Point Blank Shot	-	+1 to hit & damage within 30 ft range.
Poison Immunity	Con 16+, Poison Resistant.	You are immune to all poisons. Either the Bonus or Feat Poison Resistant is acceptable as the prerequisite.
Poison Resistant	Con 12+	You gain +2 to saves against poisons.
Poison Taster	Poison Resistant.	You may identify tasted poisons with an Appraise check & your own blood & body are poison. Choose a TN 15 poison & this poison is carried in your blood & body fluids. Either the Bonus or Feat Poison Resistant is acceptable as the prerequisite.
Power Attack	Str 13+	You may take points away from your to-hit roll on an attack & add the same number to the damage. This number may not be greater than your base attack. This only applies to melee.
Precise Shot	Point Blank Shot	You reduce the Defence Class bonus of cover by -2 & reduce the penalty for aiming at specific locations by -2.
Psi Focus	Psionic	Pick a type of psi, within that type you gain +1 damage & the TN to resist the effects of powers in that type that you use is +1.
Psi Mastery	Psionic	Pick a power, the Mana cost to use that power is reduced by 50%.
Psi Trigger	Psionic	When you use Telepathy or Empathy you can leave a trigger in the target's mind determining when the power is set off.
Psionic	Int 12+, Psicraft 5+.	Gives access to tier 1 psi powers.
Quick Draw	Base Attack +1	You may draw & use a weapon as a single action. Doing this without this Feat incurs a -4 penalty.
Rage	Str 14+, Con 14+, Wis 12+.	Once per day the character can fly into a rage that lasts for a whole combat scene. The character gains +4 Str, +2 Con & +2 to Will saves against fear effects & morale but loses -2 to Defence Class. This Feat may be taken multiple times allowing multiple Rage each day. After a rage a character is at -1 to all actions due to fatigue until rested. This penalty stacks.
Rapid Reload	Appropriate Weapon Proficiency	You may reload a weapon in one less action than normal to a minimum of 1 action. You may take this Feat multiple times.
Reality Sense	Int 12+	+2 to saves against illusions & other misleading trickery.

Table: Feats

Feat	Prerequisites	Notes
Retaliation	Base Attack 3+, Combat Reflexes	If an enemy attacks you and misses you may make a reflexive attack against them.
Ride/Drive By Attack	Ride/Drive 1+	You may drive or ride past an opponent, making an attack, without provoking a reflexive attack.
Rogue	Dex 12+, Int 12+.	Reduce Base Attack & Defence Class Experience Point cost to x4.
Run Over	Ride/Drive 1+, Mounted Combat	When you attempt to ride or drive over an opponent they may not spend an action to attempt to dodge.
Scribe Scroll	-	You may inscribe spells that you know onto scrolls. Empowering a scroll with a spell costs double the usual amount of Mana.
Secret Sense	Wis 12+	You detect doors, passages & similar secrets as though taking 10 on a Search or Spot check.
Shield Proficiency	-	You may use a shield.
Shot On The Run	Mobility, Point Blank Shot, Base Attack +4	You may move & fire as a single action without penalty. The usual penalty is -4.
Skill Focus	-	You gain a +2 bonus on all checks involving that skill. You may take this Feat multiple times but it can only apply to a different skill.
Slow Fall	Tumble 5+.	If within arm's reach of a wall you may treat your fall as though it were 20 ft shorter than it actually is. You may take this Feat multiple times & it stacks.
Smart Defence	Int 12+, Combat Expertise, Dodge.	You may apply your Intelligence bonus as a bonus to your Defence Class.
Sneak Attack	Move Silently 5+, Hide 5+.	You may flank or ambush an enemy in order to receive +1d6 damage on your strike. You may take this Feat multiple times & the effects stack.
Spell Focus	Spellcaster	Pick a type of magick, within that type you gain +1 damage & the TN to resist the effects of spells in that type that you cast is +1.
Spell Mastery	Spellcaster	Pick a spell, the Mana cost to cast that spell is reduced by 50%.
Spellcaster	Int, Wis or Cha 14+, Spellcraft 5+	Pick a magickal style of casting & you now have access to first tier Spell Feats.
Spirited Charge	Ride/Drive 1+, Mounted Combat, Ride By Attack	When you charge an enemy while mounted you deal double damage with your melee weapons.
Spring Attack	Mobility, Base Attack 4+	You may jump & attack as a single action with no penalty. The usual penalty is -4.
Steady	Con 12+	You are sure on your feet & gain +4 to avoid being knocked down, pushed back or losing your balance.
Street Savvy	Wis 12+	+2 to Streetwise and Gather Information checks.
Sweep	Alertness, Wis 12+.	You may sweep an area & make a single Spot check at +4 to see any significant items within the room, including hidden individuals. This takes a full round.
Tactical Aid	Knowledge (Tactics) 5+, Leadership 5+	Using a full turn you may shout suggestions & tactics to your allies within earshot, providing them with either +1 to Base Attack or +1 to Defence Class until your following turn.
Tireless Rage	Con 18+, Greater Rage	After Raging the character no longer becomes fatigued.
Toughness	-	You gain +3 Hit Points to your total hit points. The modified total is used to calculate your location's hit points.
Trackless Step	Dex 12+, Wis 12+, Survival 1+	You leave no tracks to follow.
Trap Sense	Wis 12+	The character gains +1 to Reflex saves & Defence Class against traps. This Feat may be taken multiple times & stacks.
Two Weapon Defence	Two Weapon Fighting	When wielding two weapons, or a double weapon, your Defence Class is raised by +1.
Two Weapon Fighting	Dex 15+	You may make two attacks at a single attack at -4 with your good hand & -6 with your off hand. If you do not have this Feat such attacks are at -6/-8
Uncanny Dodge	Dodge	The character never loses their Dex bonus from their Defence Class.
Vehicle Dodge	Drive or Pilot 5+	+1 to the Defence Value of any vehicle you are driving.
Warrior	Str 14+, Con 14+.	Reduce Base Attack & Defence Class experience cost to x3
Weapon Finesse	Base Attack 1+	With a light weapon you may use your Dex modifier instead of your Str modifier to calculate your Attack Bonus.

Table: Feats

Feat	Prerequisites	Notes
Weapon Focus	Weapon Proficiency & Base Attack 1+	You gain +1 to hit with this particular weapon.
Weapon Proficiency (Exotic)	Weapon Proficiency (Simple) or Weapon Proficiency (Personal Firearms) in a modern setting to use exotic firearms	This allows you to use a particular, single, exotic weapon with no penalty. Using a weapon without the proficiency for that type results in a -4 penalty.
Weapon Proficiency (Martial)	Weapon Proficiency (Simple)	This allows you to use martial weapons with no penalty. Using a weapon without the proficiency for that type results in a -4 penalty.
Weapon Proficiency (Simple)	-	This allows you to use simple weapons with no penalty. Using a weapon without the proficiency for that type results in a -4 penalty.
Weapon Proficiency: (Natural)	-	You are proficient with natural weapons such as teeth & claws. Human fists are considered covered with Simple Weapon & the various Unarmed Feats.
Weapon Specialisation	Weapon Proficiency & Weapon Focus.	You gain +2 to damage with this particular weapon.
Weapons Proficiency: (Autofire)	-	+1 bonus to hit when firing autofire.
Weapons Proficiency: (Personal Firearms)	-	Allows you to use simple firearms.
Whirlwind Attack	Combat Expertise, Mobility, Spring Attack, Base Attack 4+	You sacrifice all your attacks to make a single attack with a melee weapon at every opponent in your reach with a single attack. You also lose your remaining reflexive actions.
Wholeness of Body	Heal 5+, Con 14+.	You may heal yourself of a number of Hit Points equal to half your Con every day.
Wild Empathy	Handle Animal 1+, Cha 12+.	You are much better at telling the mood of animals & calming them down. You gain a +4 bonus to Handle Animal checks against wild animals.
Without a Trace	Move silently 5+, Hide 5+, Survival 5+.	You are extremely hard to track incurring a -4 penalty on anyone attempting to track you.
Woodland Stride	Dex 12+, Wis 12+, Survival 1+	You may move through thick undergrowth & briars without being slowed down & without taking damage. This does not apply to magickally altered plants or plant monsters.

Bonuses & Detriments

Bonuses & detriments have a points value which determines their worth. The difference between them is either taken off of a character's skill points or is granted as starting experience points. Some of the bonuses used to be Feats. Some detriments may be bought off during play at double their value in Experience Points & it is also possible to gain extra detriments during play but no points are received for these. Bonuses may only be bought before play commences save in extreme circumstances or through the presence of magick & technology. You may not take more bonuses than you have taken points of detriments.

Table: Bonuses

Bonus	Cost	Effect
Acrobatic	2	+2 to Jump & Tumble checks.
Agile	2	+2 to Balance & Escape Artist checks.
Ambidextrous	2	You take no penalty for using your off-hand. Two weapon attacks are both made with the primary hand values.
Animal Affinity	2	+2 on Handle Animal & Ride checks.
Athletic	2	+2 to all Climb & Swim checks.
Hardened	2	You have had a hard upbringing with a lot of difficulty and trouble, +2 to Initiative & Spot.
Bullish	2	You are headstrong and determined and gain +1 on Will saves and +2 to Intimidation checks.
Commoner Background	2	+1 to Fortitude saves & +2 on Survival checks.
Common Sense	2	The Games Master should inform you if you are about to do something blatantly stupid.
Creative	2	Pick two creative skills, you receive +2 on any checks related to those skills.
Cute	2	+2 Bluff & anyone that you force to make a Will save makes that save at -1.
Daredevil	2	Start with an extra Hero Point and gain 1 at the end of every session.
Deceitful	2	+2 to all Disguise & Forgery checks.
Deft Hands	2	+2 to Sleight of Hand & Use Rope checks.
Diehard	4	You automatically stabilise when required to make a check for being on negative hit points.
Diligent	2	+2 to Appraise & Decipher Script checks.
Double Jointed	2	+2 on Escape Artist & Sleight of Hand checks.
Dulcet Tones	2	+2 on Perform & Bluff checks involving your voice.
Elemental Alignment	2	You are aligned with an element. Attacks from that element do half damage to you while beneficial effects gain half effect up. The TN to resist these spells is halved for you if they are harmful. For the oppositely aligned element the reverse is true. The elements & their opposites are… Fire/Ice, Light/Dark, Earth/Wind, Animal/Plant, Water/Electricity. If you are a magick user then your use of spells of your element is up 50% while use of spells of the opposite is down 50%.
Educated	4	All Knowledge skills are considered class skills for you. If you took any class skills as Knowledge skills gain a level in them for free.
Endurance	2	+4 on Swim checks to avoid non-lethal damage, Con or Fortitude checks to keep running, avoid non-lethal damage from a forced march, hold your breath, avoid non-lethal damage from hunger, thirst, hot or cold environments & suffocation.
Gearhead	2	+2 on any Computer Use or Repair type skill checks.
Gigantism	28	You are one size higher than normal. You gain +8 to your Str & Str maximum, lose 2 from your Dex & Dex maximum, gain +4 to your Con & Con maximum & gain two points of damage reduction. You also lose one point of Base Attack & Defence Class, gain +4 to grapple, lose -4 on Hide checks, are at least 8 foot tall & can carry double your normal carrying allowance & have twice as many Hit Points.
Good Direction	2	You always know which way up you are & which way you are headed. You gain a +4 bonus to Navigation checks.
Good Sense	1	One of your senses is keen, gain +2 on any checks involving that sense particularly.
Good Timing	1	You always have a pretty good idea what time it is & how much time has elapsed.
Great Fortitude	2	+2 on all Fortitude saving throws.
Improved Initiative	2	+4 on Initiative checks.

Table: Bonuses

Bonus	Cost	Effect
Iron Will	2	+2 on all Will saving throws.
Law Officer	2	You are a sworn member of the watch or the police with the commensurate authority. You gain a +1 bonus to Intimidation checks while wielding that authority.
Lightning Reflexes	2	+2 on all Reflex saving checks.
Magick Resistant	2	You gain +2 to saves against Magick.
Magickal Aptitude	2	+2 on Spellcraft & Use Magick Device checks.
Medium	2	You can hear & be heard on the ethereal plane.
Merchant Background	2	+2 to Appraise and a Profession of your choice.
Military Background	2	+1 to base attack & you are a sworn in member of a military order, army or unit.
Nerves of Steel	2	+2 bonus to Concentration checks, +1 bonus to Will saves.
Nimble Fingers	2	+2 on Disable Device & Open Lock checks.
Noble Background	2	+2 on Bluff & Diplomacy checks.
Persuasive	2	+2 on Bluff & Intimidate checks.
Photographic Memory	2	By making an Int check against a TN of 15 you can recall something with perfect clarity that you have observed within the last 24 hours.
Poison Resistant	2	You gain +2 to saves against poisons.
Priestly Investment	2	You have received holy orders & are an ordained priest or monk of one of the religions.
Psi Resistant	2	You gain +2 to saves against Psi.
Rapid Healer	2	You gain an additional Hit Point back after a day of rest, or can regain a single Hit Point with only 4 hours of rest.
Good Reputation	1	1 point per level of reputation in something that will make you be thought of well.
Rich	6	You start with 10 times as much money as normal.
Self-Sufficient	2	+2 on Heal & Survival checks.
Stealthy	2	+2 on Hide & Move Silently checks.
Turn a Hand	2	You may attempt any skill without training.
Very wealthy	4	You start with 5 times as much money as normal.
Wealthy	2	You start with 2 times as much money as normal.

Table: Detriments

Detriment	Value	Buy Off?	Effect
Addiction	-1/-2/-4	Y	1 point is a mild substance that must be indulged once per day or incur a -1 penalty on all rolls. 2 points is a stronger substance that must be indulged four times per day or incur a -2 penalty. 4 points requires a constant indulgence every hour or it incurs a -4 penalty.
Albino	-2	N	You are white of skin & hair with pink eyes. Sunlight hurts you unless you cover up at the rate of 1 general Hit Point per hour. Anything related to your vision is at -2 in sunlight.
Allergy	-2	N	You react badly to a fairly common substance incurring a -2 penalty to your Defence Class and any other checks while you are around the substance. Ingesting the substance causes a Hit Point of damage.
Animal Enmity	-2	N	-2 to all Handle Animal & Ride checks.
Bad Liar	-2	Y	-2 on Bluff & Intimidate checks.
Bad Reputation	-1	Y	1 point each time you take this in a reputation that works against you.
Bad Sense	-1	N	You have a bad sense, any checks that primarily involve that sense are at -2.
Blind	-4	N	You are blind.
Cackhanded	-5	N	-1 on Dex & Dex Maximum. You may take this multiple times but may not reduce your Dex past 3.
Clod	-2	N	-2 on Hide & Move Silently checks.
Clueless	-5	N	-1 on Wis & Wis Maximum. You may take this multiple times but may not reduce your Wis past 3.
Clumsy	-2	Y	-2 to Balance & Escape Artist checks.
Coward	-4	Y	You must make a Will save against a TN of 15 to do anything but flee or take cover during combat. Once you make the save you may fight normally.
Deaf	-2	N	You are deaf.
Dependent	-2	Y	-2 on Heal & Survival checks.
Destitute	-6	-	You start with no money & no equipment save the rags on your back.
Dirt Poor	-4	-	You start with 1/5th as much money as norma.
Disgusting Habits	-2	Y	-2 to any Charisma checks in a social situation.
Dwarfism	-2	N	You are reduced in size one step. You gain +1 to Base Attack & Defence Class, -4 to grapple, +4 to Hide checks, -4 to your Str & maximum Str, +2 to your Dex & maximum Dex & -2 to your Con & maximum Con & half as many Hit Points as normal as well as half normal carrying capacity.
Easily Tired	-2	Y	-4 on Swim checks to avoid non-lethal damage, Con or Fortitude checks to keep running, avoid non-lethal damage from a forced march, hold your breath, avoid non-lethal damage from hunger, thirst, hot or cold environments & suffocation.
Fits	-4	N	When you get into a stressful or exciting situation you must make a Fortitude save against a TN of 10 or fall into fits and convulsions for 1d6 minutes. Strobing lights can have a similar effect.
Glass Jaw	-2	N	-2 on all Fortitude saving checks.
Gruff	-2	Y	-2 on Diplomacy & Sense Motive.
Guardian	-2/-4	Y	You have to look after someone helpless. At 4 points they are totally helpless, like a baby.
Gullible	-2	Y	You are at -2 to resist any Bluff or Intimidation type checks.
Hatred	-2	Y	You have an irrational hatred for something & will attack it if you can.
Honour Code	-4	Y	You are sworn to an honour code such as Bushido or Chivalry. If you fail to uphold the tenets of your code you incur a -2 penalty on all checks until you make amends.
Illiterate	-1	Y	You may not read or write in any language.
Inept Attack	-5	N	You start with 1 less Base Attack
Inept Defence	-5	N	You start with 1 less Base Defence
Intolerant	-1	Y	You harbour an irrational dislike for a certain sort of person or thing.
Lame	-4	N	You are lame, your movement is reduced by -2 & you incur a -1 penalty on Climb, Balance, Jump & similar checks.
Magickally Inept	-2	N	-2 to Spellcraft & Use Magick Device checks.
Marked	-2/-4	Y	You are marked for death for some reason at 2 points this is nationally based at 4 points it covers the whole world.
Mute	-2	N	You cannot speak.
Nightmares	-4	Y	You cannot sleep well and suffer from night terrors. You regain HP and MP through rest at half the normal rate.
Obese	-2	Y	You are fat, your movement rate is reduced by -2.
One Eye	-3	N	Your ranged attack & any checks requiring depth perception are at -2.
Pacifist	-4	Y	You will not fight or harm another living thing.

Table: Detriments

Detriment	Value	Buy Off?	Effect
Phobia	-2/4/6	Y	You are terrified, irrationally, of something harmless or common. The TN to resist your fear with a Will save is 10/15/20 depending on the level. If you fail you become frightened.
Physical Impairment	-4	N	You are missing a limb. This either halves your movement or prevents you using two handed weapons.
Poor	-2	-	You start with half as much money as normal.
Psychological Problem	-2/-4	Y	You have some manner of mild or strong mental illness that affects your life 25 or 50% of the time.
Retarded	-5	N	-1 on Int & Int Maximum. You may take this multiple times but may not reduce your Int past 3.
Sausage Fingers	-2	N	-2 on Disable Device & Open Lock checks.
Sensory Impairment	-1	N	You are slightly deaf or blind suffering -2 on Spot or listen checks.
Short Attention Span	-2	Y	-2 to Appraise & Decipher Script checks.
Sickly	-5	N	-1 on Con & Con Maximum. You may take this multiple times but may not reduce your Con past 3.
Slow Reflexes	-2	N	-2 on Reflex saves.
Slowpoke	-2	Y	-4 on Initiative checks.
Stigma	-2	N	You belong to a subgroup of society that is looked down upon & hated by a large section of normal society. All Charisma based checks against those who are subject to this prejudice are at -2.
Stutter	-1	Y	You are at -1 to any checks that involve speaking.
Tactless	-5	N	-1 on Cha & Cha Maximum. You may take this multiple times but may not reduce your Cha past 3.
Unathletic	-2	Y	-2 to all Climb & Swim checks.
Unskilled	-1 per	N	You receive 1 less skill point. You may take this multiple times.
Weakling	-5	N	-1 on Str & Str Maximum. You may take this multiple times but may not reduce your Str past 3.
Will of Jelly	-2	N	-2 on all Will saving checks.

Equipment & Weapons

Weapons

In any game of drama or danger there is a need for weapons to enact the fights that make for suitably dramatic moments of combat. Weapons are defined by a series of statistics listed below.

Weapon: The type of weapon both in terms of the Weapon Proficiency needed & the name of the weapon itself.

Dmg: The amount of damage the weapon does & its type**.** E=Energy, P=Piercing, B=Bludgeoning, S=Slashing, F= Firearm, Sb=Subdual. Slashing weapons have +1 penetration against soft armour. Piercing weapons have +1 penetration against Hard armour. Bludgeoning weapons have -1 penetration against hard armour. Firearms have +1 penetration against all armour types save those specifically designed to stop bullets. Energy attacks ignore armour but not damage reduction or immunity. Bludgeoning damage can be used to do subdual damage, you may strike with the flat of a blade at -4 to do subdual damage & it is possible to pull a blow by a number of points of damage equal to your base attack. This represents attacks to subdue or wound rather than kill.

Crit: Weapons may score critical hits on a strike lower than a 20 & may do more than double the damage, depending on the weapon.

Range: For ranged weapons this is the range bands of the weapon, for all other weapons this is the range pants to throw the weapon.

Weight: How much the weapon weighs.

Armour: The armour value of the weapon in case it is attacked or used to parry with. This is not reduced by penetration.

HP: The Hit Points of the weapon in case it is attacked or used to parry with.

ROF: The rate of fire of ranged weapons.

Ammo: How much ammunition the ranged weapon can hold.

Pen: The penetration of the weapon.

Notes: Anything else noteworthy about the weapon.

Scaling Weapons

For each step that a weapon is increased in size do the following.

1) Increase the damage one step on the following chart.

   1 becomes 1d2.
   1d2 becomes 1d3.
   1d3 becomes 1d4.
   1d4 becomes 1d6.
   1d6 becomes 1d8.
   1d8 becomes 2d6.
   1d10 becomes 2d6.
   1d12 becomes 2d8.

2) Increase the range band by 50%.
3) Increase the weight by x8.
4) Increase the armour value by +2 if the object is now large, +3 if it is now huge, +4 if it is now gargantuan & +5 if it is now colossal or bigger.
5) Double the damage it can take.
6) Increase the penetration by 1 unless the weapon is bludgeoning in which case it does not increase.

Example: A dagger is scaled up for use by a huge creature. 1d4 becomes 1d8 (scaled up twice). Armour increases by +2 & then +3, to 10. Damage doubles, then doubles again to 20 Hit Points. The penetration increases to 4.

Armour

If you are going to get hit then you want to protect yourself against harm. Armour helps you reduce incoming damage to a level where it will not kill or cripple you. The descriptions of armour are made according to the following…

Name: The name of the armour.

Armour: The damage reduction rating of the armour. The rating after the slash is the value if used without the appropriate proficiency.

Dex: The amount that your Dexterity bonus is reduced by for wearing the armour.

Weight: The weight of the armour.

Locations: The locations that the armour covers.

Notes: Anything noteworthy about the armour in question.

Armour may not be layered save for shields & armour. If armour does end up layered take the highest rating only. This is also the case for natural armour.

Shields scale in the same way as weapons, armour scales only in terms of weight.

Table: Weapons

Weapon	Dmg	Crit	Range	Weight	Armour/HP	ROF/Ammo	Pen	Notes
Unarmed								
Gauntlet	1d3 B	x2	5 ft	1 lb	6/5	-/-	0	-
Unarmed	1d3 B/ Sb	x2	-	-	-	-/-	0	-
Simple Weapons								
Dagger	1d4 S/P	19x2	10 ft	1 lb	5/5	-/-	2	-
Light mace	1d6 B	x2	2 ft	4 lb	6/9	-/-	0	-
Sickle	1d6 S	x2	4 ft	2 lb	5/5	-/-	1	-
Club	1d6 B	x2	3 ft	3 lb	2/4	-/-	0	-
Heavy mace	1d8 B	x2	1 ft	8 lb	7/10	-/-	1	-
Morningstar	1d8 B+P	x2	1 ft	6 lb	3/5	-/-	1	-
Quarterstaff	1d4 B	x2	2 ft	4 lb	4/8	-/-	0	2 handed, 2 attacks at -1 for 1 action
Spear	1d8 P	x3	20 ft	6 lb	3/8	-/-	2	2 handed
Pistol butt	1d4 B	x2	-	-	-	-/-	0	-
Simple Ranged Weapons								
Hvy crossbow	1d10 P	19x2	120 ft	8 lb	2/5	1/1	3	2 handed, 3 action reload
Lt crossbow	1d8 P	19x2	80 ft	4 lb	1/4	1/1	2	2 handed 2 action reload
Javelin	1d6 P	x2	30 ft	2 lb	3/6	-/-	2	-
Sling	1d4 B	x2	50 ft	0 lb	0/1	1/-	1	-
Personal Firearms								
9mm Autopistol	2d6 F	x2	30 ft	3 lb	5/5	2/15	3	2 action reload.
10mm Autopistol	2d6+1 F	x2	30 ft	3 lb	5/5	2/12	3	2 action reload
.45 Autopistol	2d6+2 F	x2	40 ft	3 lb	5/5	2/7	4	2 action reload
.45 Revolver	2d6+2 F	x2	40 ft	3 lb	5/6	1/6	4	3 action reload
.357 Autopistol	2d6+3 F	x2	40 ft	3 lb	5/5	2/8	4	2 action reload
.357 revolver	2d6 +3 F	x2	40 ft	3lb	5/6	2/6	4	3 action reload
.44 Autopistol	2d8 F	x2	40 ft	3 lb	5/5	2/7	4	2 action reload
.44 Revolver	2d8 F	x2	40 ft	3 lb	5/6	1/6	4	3 action reload
.50 Autopistol	2d8+1 F	x2	40 ft	4 lb	5/6	1/7	5	2 action reload
.50 Revolver	2d8+1 F	x2	40 ft	4 lb	5/7	1/5	5	3 action reload
.22 autopistol	1d8 F	x2	25 ft	2 lb	4/4	2/10	2	2 action reload
.38 revolver	1d8+1 F	x2	30 ft	2 lb	4/4	1/6	2	3 action reload
7.62 Assault Rifle	2d8+2 F	x2	80 ft	10 lb	8/10	1-3-20/30	5	2 action reload
5.56 Assault Rifle	2d8 F	x2	90 ft	10 lb	8/10	1-3-30/30	4	2 action reload
12 gauge pump	2d8 B	x2	30 ft	10 lb	8/10	2/12	1	4 action reload
10 gauge pump	2d10 B	x2	30 ft	10 lb	8/10	2/8	2	4 action reload
9mm SMG	2d6 F	x2	40 ft	8 lb	5/6	1-3-20/20	3	2 action reload
Martial Weapons								
Throwing axe	1d6 S	x2	10 ft	2 lb	5/5	-/-	1	-
Handaxe	1d6 S	x3	3 ft	3 lb	5/5	-/-	1	-
Light pick	1d4	x4	3 ft	3 lb	2/5	-/-	2	-
Sap	1d6 B/ Sb	x2	3 ft	3 lb	0/1	-/-	0	-

Table: Weapons

Weapon	Dmg	Crit	Range	Weight	Armour/HP	ROF/Ammo	Pen	Notes
Martial Weapons								
Lt shield bash	1d3 B	x2	-	-	-	-/-	0	-
Lt Spike shield bash	1d4 P	x2	-	-	-	-/-	1	-
Short sword	1d6 S/P	19x2	4 ft	2 lb	5/5	-/-	1	-
Battleaxe	1d8 S	x3	1 ft	6 lb	3/6	-/-	1	-
Flail	1d8 B	x2	1 ft	5 lb	2/5	-/-	0	-
Long sword	1d8 S	19x2	2 ft	4 lb	5/6	-/-	1	-
Hvy pick	1d6 P	x4	1 ft	6 lb	2/6	-/-	3	-
Rapier	1d6 P	18x2	4 ft	2 lb	4/5	-/-	1	-
Scimitar	1d6 S	18x2	2 ft	4 lb	5/6	-/-	2	-
Hvy shield bash	1d4 B	x2	-	-	-	-/-	0	-
Hvy spike shield bash	1d6 P	x2	-	-	-	-/-	1	-
Warhammer	1d8 B	x3	1 ft	5 lb	6/8	-/-	0	-
Falchion	2d4 S	18x2	1 ft	8 lb	8/18	-/-	2	2 handed
Glaive	1d10 S	x3	1 ft	10 lb	5/16	-/-	2	2 handed
Greataxe	1d12 S	x3	1 ft	12 lb	6/11	-/-	2	2 handed
Greatclub	1d10 B	x2	1 ft	8 lb	4/8	-/-	0	2 handed
Hvy Flail	1d10 B	19x2	1 ft	10 lb	4/8	-/-	0	2 handed
Greatsword	2d6 S	19x2	1 ft	8 lb	8/18	-/-	2	2 handed
Lance	1d8 P	x3	1 ft	10 lb	5/16	-/-	3	2 handed, double damage on a charge
Scythe	2d4 S	x4	1 ft	10 lb	5/8	-/-	2	2 handed
Martial Ranged Weapons								
Longbow	1d8 P	x3	100 ft	3 lb	3/8	1/-	2	2 handed, 1 action reload
Composite longbow	1d8 P	x3	110 ft	3 lb	3/9	1/-	3	2 handed 1 action reload
Shortbow	1d6 P	x3	60 ft	2 lb	2/7	1/-	1	2 handed, 1 action reload
Composite shortbow	1d6 P	x3	70 ft	2 lb	2/8	1/-	2	2 handed, 1 action reload
Exotic Weapons								
Nunchaku	1d6 B	x2	4 ft	2 lb	3/8	-/-	0	2 attacks for 1 action
Sai	1d6 P	x2	4 ft	2 lb	6/9	-/-	2	+2 to parry
Bastard sword	1d10 S	19x2	1 ft	6 lb	8/18	-/-	2	-
Whip	1d2 S/Sb	x2	6 ft only	2 lb	0/8	-/-	0	May grapple, may do lethal or subdual
Chain	1d6 B	x2	6 ft only	10 lb	5/14	-/-	0	May grapple
Chainsaw	3d6 S	x2	1 ft	10 lb	6/8	-/-	3	Botch threat on 1-2
Exotic Ranged Weapons								
Bolas	1d4 B	x2	10 ft	2 lb	0/2	-/-	0	May grapple
Hand crossbow	1d4 P	19x2	30 ft	2 lb	1/3	1/1	1	2 action reload
Hvy repeating crossbow	1d10 P	19x2	100 ft	12 lb	2/5	1/5	2	2 action reload
Lt repeating crossbow	1d8 P	19x2	70 ft	6 lb	1/4	1/5	1	2 action reload
Hand repeating crossbow	1d4 P	19x2	20 ft	2 lb	1/3	1/5	0	2 action reload
Heavy Machinegun	2d8 F	x2	100 ft	20 lb	10/15	3/20/100	5	6 action reload
.50 Machinegun	2d12 F	x2	120 ft	75 lb	12/20	3/15/100	6	6 action reload
Rocket launcher	10d6 E	x2	150 ft	10 lb	5/10	1/1	10	3 action reload

Table: Weapons

Weapon	Dmg	Crit	Range	Weight	Armour/ HP	ROF/ Ammo	Pen	Notes
Exotic Ranged Weapons								
Rocket launcher	10d6 E	x2	150 ft	10 lb	5/10	1/1	10	3 action reload
Flamethrower	3d6	-	30 ft only	20 lb	5/6	1/10	-	Reflex save 20 to everything in a 30 ft long 5 ft wide cone.
Black powder pistol	1d10 F	x2	20 ft	3 lb	4/5	1/1 or 2/2	3	Botch threat on a 1-2 roll.
Black powder rifle	1d12 F	x2	40 ft	10 lb	6/8	1/1	4	Botch threat on a 1-2 roll.
Grenade	3d6 S	-	10 ft	1 lb	5/5	1/1	2	Bursts in a radius of 10 ft. Reflex save to avoid harm is 20.

Table: Armour

Name	Armour	Dex	Weight	Locations	Notes
Light Armour					
Padded cloth	1/1	-	10 lb	Torso, arms, legs	Soft
Leather armour	2/1	-	15 lb	Torso, arms, legs	Soft
Studded leather	3/1	-1	20 lb	Torso, arms, legs	Soft/Hard whichever is best.
Chain shirt	4/2	-1	25 lb	Torso, arms	Soft
Undercover vest	2/1	-	3 lb	Torso	Hard, Concealable, bulletproof
Heavy undercover vest	3/1	-1	3 lb	Torso	Hard, Concealable, bulletproof
Medium Armour					
Hide armour	3/1	-3	25 lb	Torso, arms, legs	Soft
Scale mail	4/2	-3	30 lb	Torso, arms	Hard
Chainmail	5/2	-5	40 lb	Torso, arms, legs, head.	Soft
Breastplate	5/2	-2	30 lb	Torso	Hard
Tactical vest	6/2	-2	10 lb	Torso	Hard, bulletproof
Heavy Armour					
Splint mail	6/3	-6	45 lb	Torso, arms	Hard
Banded mail	6/3	-3	35 lb	Torso	Hard
Half plate	7/3	-7	50 lb	Torso, arms, legs.	Hard/Soft whichever is best
Full plate	8/4	-6	50 lb	Torso, arms, legs	Hard
SWAT armour	9/4	-8	20 lb	All	Hard, bulletproof.
Shields					
Buckler	2/1	-	5 lb	1 arm	A buckler can take 5 points of damage before being broken & gives a +1 bonus to parry.
Lt wooden shield	4/2	-1	5 lb	1 arm	The shield can take 9 points of damage before being broken & gives a +2 bonus to parry.
Lt steel shield	9/4	-2	6 lb	1 arm	The shield can take 16 points of damage before being broken & gives a +2 bonus to parry.
Hvy wooden shield	5/2	-2	10 lb	1 arm	The shield can take 10 points of damage before being broken & gives a +3 bonus to parry.
Hvy steel shield	10/5	-3	15 lb	1 arm	The shield can take 18 points of damage before being broken & gives a +3 bonus to parry.
Tower shield	5/2	-6	45 lb	1 arm	The shield can take 16 points of damage

Vehicles

Vehicles are described as follows…

Crew: The number required to pilot or operate the vehicle.

Passengers: The number of passengers who can be accommodated.

Cargo: How much cargo the vehicle can carry.

Initiative: The modifier made to the driver's initiative while in the vehicle.

Manoeuvre: The bonus or penalty applied to Drive or Pilot checks while in the vehicle.

Top Speed: The number of feet the vehicle can move per turn.

Defence Class: The Defence Class of the vehicle.

Armour: The armour value of the vehicle.

Hit Points: The total Hit Points of the vehicle. Hit Points are divided by location as follows. Motive gear 2/5, Body 4/5, Cargo 2/5, Passengers 2/5, Drive 3/5. If the motive gear is destroyed then the vehicle comes to a halt. If the body is destroyed then the vehicle in annihilated. If the cargo is destroyed then any further hits damage anything in the cargo space. If the passenger's area is destroyed any subsequent hits hit the passengers. If the drive is destroyed then the vehicle no longer moves.

Table: Vehicles

Vehicle	Crew	Passengers	Cargo	Initiative	Manoeuvre	Top Speed	DC	Armour	HP
Cart	1	0/10	500 lb	-6	-4	Horse	6	5	40
Corporate Jet	2	10	500 lb	-4	-4	5500 ft	6	6	80
Coupe	1	1	175 lb	-2	-	1675 ft	8	5	30
Helicopter	1	4	250 lb	-4	-4	1225 ft	6	6	40
Motorcycle	1	0/1	0 lb	-	+3	1850 ft	10	5	20
Prop plane	1	3	120 lb	-4	-4	1050 ft	6	6	40
Sedan	1	4	300 lb	-2	-1	1325 ft	8	9	40
Tank	4	0	425 lb	-4	-4	400 ft	6	20	180

Combat

How Combat Works

Combat is cyclical; everybody acts in turn in a regular cycle of rounds. Combat follows this sequence:

1. Roll Initiative. Modified according to Feats, special abilities & circumstances such as ambush.
2. Declare your actions for the turn, lowest Initiative to highest.
3. Perform actions for the turn. Highest to lowest.
4. When everyone has had a turn, cycle & repeat.

Combat Statistics

This section summarizes the statistics that determine success in combat & then details how to use

Attack Roll

An attack roll represents your attempt to strike your opponent on your turn in a round. When you make an attack roll, you roll a d20 & add your attack bonus. (Other modifiers may also apply to this roll). If your result equals or beats the target's Defence Class, you hit & deal damage.

Automatic Misses & Hits: A natural 1 (the d20 comes up 1) is always a miss & a botch threat. A natural 20 (the d20 comes up 20) is always a hit & a critical threat.

Threats: A botch or critical threat requires that a second roll be made. If that second roll would also be a hit (for a critical) or a miss (for a botch) then the botch or critical results. Otherwise it is calculated as a normal hit based on the result of the first roll.

Botch: A botch is a terrible disaster of some kind. You may end up shooting a friend, stabbing yourself in the foot or jamming your gun.

Critical: A critical hit results in extra damage as detailed in the description of the weapon.

Attack Bonus

Your attack bonus with a melee weapon is:

Base attack bonus + Strength modifier + size modifier + other modifiers.

With a ranged weapon, your attack bonus is:

Base attack bonus + Dexterity modifier + size modifier + other modifiers - range penalty

Table: Size Modifiers

Size	Size Modifier	Size	Size Modifier
Colossal	–8	Small	+1
Gargantuan	–4	Tiny	+2
Huge	–2	Diminutive	+4
Large	–1	Fine	+8
Medium	+0		

Damage

When your attack succeeds, you deal damage. The type of weapon used determines the amount of damage you deal. Effects that modify weapon damage apply to unarmed strikes & the natural physical attack forms of creatures.

Damage reduces a target's current Hit Points both total & location based.

If your strike hits a location that is severed or missing then the attack transfers to the main body or torso. Even if a blow does more damage than a limb can take before being severed the total damage is still taken away from the general Hit Points total.

Strength Bonus: When you hit with a melee or thrown weapon, including a sling, add your Strength modifier to the damage result. A Strength penalty, but not a bonus, applies on attacks made with a bow that is not a composite bow.

Off-Hand Weapon: When you deal damage with a weapon in your off hand, you add only 1/2 your Strength bonus.

Wielding a Weapon Two-Handed: When you deal damage with a weapon that you are wielding two-handed, you add 1 & ½ times your Strength bonus. However, you don't get this higher Strength bonus when using a light weapon with two hands.

Multiplying Damage: Sometimes you multiply damage by some factor, such as on a critical hit. Roll the damage (with all modifiers) multiple times & total the results. Note: When you multiply damage more than once, each multiplier works off the original, unmultiplied damage. Exception: Extra damage dice over & above a weapon's normal damage are never multiplied.

Ability Damage: Certain creatures & magickal effects can cause temporary ability damage (a reduction to an ability score).

Severed Limb: If an arm or leg is severed, crushed or otherwise destroyed by an attack then the victim must instantly make a Fortitude save against a TN of 15 or become disabled & shaken.

Defence Class

Your Defence Class represents how hard it is for opponents to land a solid, damaging blow on you. It's the attack roll result that an opponent needs to achieve to hit you. Your Defence Class is equal to the following: Base Defence Class + Reflex save + size modifier.

Note that armour can reduce your Dexterity bonus, affecting your Reflex save. Sometimes you cannot use your full Defence Class. If you cannot react to a blow at all, you cannot use your full Defence Class & do not add your Reflex save.

Other Modifiers: Many other factors modify your Defence Class.

Enhancement Bonuses: Enhancement effects may make your Defence Class better.

Deflection Bonus: Magickal deflection effects ward off attacks & improve your Defence Class.

Dodge Bonuses: Some other Defence Class bonuses represent actively avoiding blows. These bonuses are called dodge bonuses. Any situation that denies you your Reflex save also denies you dodge bonuses. Unlike most sorts of bonuses, dodge bonuses stack with each other.

Armour

Armour does not increase your Defence Class &, indeed, can penalise it. What armour does do is that it absorbs damage in the same way as damage reduction. The armour rating is taken away from any incoming damage that hits an armoured location. Critical hits scored against armour that is not natural armour remove one point of damage reduction from that armour. Certain weapons have the capability to pierce armour & have an armour piercing rating. Magickal weapons increase this armour piercing rating by +5 per level of enchantment. Magickal armour not only adds to the damage reduction of the armour but also does not suffer degradation from critical hits & negates magickal armour piercing bonuses on a 1 for 1 basis.

Hit Location

When you hit with an attack you roll a d20 to see where the blow has landed.

You can play without using hit locations but the system is designed with them in mind.

Hit Points

When your hit point total reaches 0, you are disabled. When it reaches –1, you are dying. When it gets to –10, you are dead. Damage taken is taken to both the location hit & to overall Hit Points.

Limbs & locations are also disabled at 0 Hit Points making them useless & in the case of head & chest causing unconsciousness.

Table: Hit Locations

Roll	Location	Sublocation	Aimed To-Hit Penalty Location/Sublocation
1	Head	Skull	-8/-12
2	Head	Neck	-8/-12
3	Left Arm	Upper Arm	-6/-10
4	Left Arm	Lower Arm	-6/-10
5	Left Arm	Hand	-6/-12
6	Right Arm	Upper Arm	-6/-10
7	Right Arm	Lower Arm	-6/-10
8	Right Arm	Hand	-6/-12
9	Torso	Left Chest	-2/-4
10	Torso	Left Chest	-2/-4
11	Torso	Right Chest	-2/-4
12	Torso	Right Chest	-2/-4
13	Torso	Abdomen	-2/-4
14	Torso	Groin	-4/-8
15	Left Leg	Thigh	-4/-8
16	Left Leg	Calf	-4/-8
17	Left Leg	Foot	-4/-12
18	Right Leg	Thigh	-4/-8
19	Right Leg	Calf	-4/-8
20	Right Leg	Foot	-4/-12

Limbs are severed at different levels to death being caused to the whole body.

The head is destroyed at -2 resulting in death.
The arms are destroyed at -2.
The torso is destroyed at -6 resulting in death.
Legs are destroyed at -2.

Severed or destroyed limbs may only be restored through magick or advanced technology.

Movement

Your speed tells you how far you can move in an action. Your speed depends mostly on your race & what load you are carrying.

Small, humanoid creatures have a base speed of 7 feet, 6 feet & 4 feet with a light, medium & heavy load.

Medium, humanoid creatures have a base speed of 10 feet, 9 feet or 7 feet with a light, medium & heavy load. .

Large, humanoid creatures have a base speed of 12 feet, 11 feet & 9 feet with a light, medium & heavy load.

There are several types of movement that one an engage in & these may penalise any other actions taken. You may move & make an action as the same action but this may be penalised. Only the highest penalty is applied.

Table: Movement

Movement Type	Penalties	Notes
Stand still	0	You do not move & may perform any other action as normal.
Crawl	-2	You may hunker down below cover & the penalty also acts as a bonus to Defence Class against ranged attacks only of +2.
Walk	0	You may walk at your normal rate & still act with no penalty.
Hustle	-1	You may jog at 2 times your normal rate. Each hustle movement increases your Defence Class by 1 but penalises any checks made that turn by 1. You may not jog & cast magick. You may jog for a number of hours equal to half your Con before becoming fatigued & the same time again before becoming exhausted.
Run	-2	You may run at 3 times your normal rate. Each run movement increases your Defence Class by 2 but penalises any checks made that turn by 2. You cannot run & cast magick. You may run for a number of turns equal your Con before becoming fatigued & the same time again before becoming exhausted.
Sprint	-3	You may sprint at 4 times your normal rate. Each sprint movement increases your Defence Class by 3 but penalises any checks made that turn by 3. You cannot sprint & do any other action. You may sprint for a number of turns equal to half your Con before becoming fatigued & the same time again before becoming exhausted.
Jump	-2	You may jump, as per the skill. You ignore the penalty when rolling your jump skill & receive a bonus of +1 to your jump roll for every 10 feet over the first 10 moved before making the jump. Jumping increases your Defence Class by 2 but penalises your checks by 2. The distance you jump is referenced in Table: Jumping. You may combine any movement with a jump.
Charge	-2	You move at 3 times your normal rate but the penalty for this movement is not applied to your attack roll. At the end of the charge you receive a +1 bonus to hit & do damage for every ten feet moved. You may make several consecutive charges & attack at the end.
Climb	-	Climbing speeds are noted under the Climb skill. Climbing leaves you relatively exposed reducing your Defence Class by 4 & reducing your Reflexive dodge attempts by the same amount as well as requiring a Climb roll to keep hold every time you do.

Table: Jumping Distance

Long Jump Distance	Jump TN*	High Jump Distance	Jump TN*
5 feet	5	1 foot	4
10 feet	10	2 feet	8
15 feet	15	3 feet	12
20 feet	20	4 feet	16
25 feet	25	5 feet	20
30 feet	30	6 feet	24
40 feet	35	7 feet	28
45 feet	40	8 feet	32

* This presumes a hustle move before the jump. Double the TN if there is no hustle. Small humanoid creatures add 5 to the TN, large ones take away 5.

Saving Throws

Generally, when you are subject to an unusual or magickal attack, you get a saving throw to avoid or reduce the effect. Like an attack roll a saving throw is a d20 roll plus a bonus. Your saving throw modifier is: Base save bonus + ability modifier.

Saving Throw Types: The three different kinds of saving throws are Fortitude, Reflex & Will:

Fortitude: These saves measure your ability to stand up to physical punishment or attacks against your vitality & health.

Reflex: These saves test your ability to dodge attacks.

Will: These saves reflect your resistance to mental influence as well as many magickal effects

Saving Throw Target Number: The TN for a save is determined by the attack itself.

Automatic Failures & Successes: A natural 1 (the d20 comes up 1) on a saving throw is always a failure. A natural 20 (the d20 comes up 20) is always a success.

Initiative

Initiative Checks: At the start of a battle, each combatant makes an initiative check. An initiative check is a Dexterity check. Each character applies his or her Dexterity modifier to the roll. Characters declare their actions from lowest initiative to highest & then make their actions in order, counting down from highest result to lowest. In every round that follows, the characters act in the same order (unless a character takes an action that results in his or her initiative changing. If two or more combatants have the same initiative check result, the combatants who are tied act in order of total initiative modifier (highest first). If there is still a tie, the tied characters should roll again to determine which one of them goes before the other.

Inaction: Even if you cannot take actions, you retain your initiative score for the duration of the encounter.
Ambush: Ambushers gain +5 to their Initiative checks. Those who managed to spot the ambush get this same bonus to reflect their readiness.

Reflexive Actions

As well as actions you get Reflexive actions. These can take place at any point during the turn & represent reactions to events that happen, opportunities that arise & several other instances.

Reflexive Attacks: Reflexive attacks are made when someone leaves themselves open. This could be when they initiate a grapple, move across an area you are covering with a firearm or if they try to pick a lock or perform some other concentrated action leaving themselves open to you. Reflexive attacks are made as normal.
Reflexive Dodge: If you believe your Defence Class is not enough to stand up to someone's attack you may make a reflexive dodge. This uses up one of your reflexive actions & allows you to make a Reflex save against the incoming attack. You must take your reflexive dodge score over your Defence Class & you may not use another action to dodge or parry after trying once.
Reflexive Parry: If you choose to do so you may, instead of dodging, attempt to reflexive parry an incoming attack. This is made with a shield or one of your weapons & requires you to make an attack roll higher than the incoming attack roll in order to deflect the blow. Your weapon or shield takes the damage from the blow & may be broken or destroyed. Weapons & shields take half the damage the blow would have dealt in parrying the blow.
Reflexive Saving Throws: Dodging traps, fireballs & so on requires you to use a reflexive action to make a Reflex save. If you have no actions left you simply make a d20 roll, unmodified, to try & resist. Will & Fortitude saves require no actions.
Reflexive Actions: Other reflexive actions include drawing your weapon in response to a threat & some actions can be either normal actions or reflexive actions.
Change Action: If you rolled a low initiative then circumstances may change by the time you get to your turn. You may spend a reflexive action to change one of your normal actions to reflect the changing circumstances.

Actions in Combat

The Combat Round

Each round represents 6 seconds in the game world. A round presents an opportunity for each character involved in a combat situation to take an action. Each round's activity begins with the character with the highest initiative result & then proceeds, in order, from there. Each round of a combat uses the same initiative order. When a character's turn comes up in the initiative sequence, that character performs his entire round's worth of actions save for reflexive actions which can take place at any point. For almost all purposes, there is no relevance to the end of a round or the beginning of a round. A round can be a segment of game time starting with the first character to act & ending with the last, but it usually means a span of time from one round to the same initiative count in the next round. Effects that last a certain number of rounds end just before the same initiative count that they began on.

Action Types

In a normal round you may perform 3 actions & 3 reflexive actions. Actions are things you initiate; reflexive actions are reactions to things that go on around you. Various factors may reduce your number of actions or even prevent you acting at all.

Typical actions include…
Aim: Aiming a ranged attack takes an action & gives +1 to hit. You may aim for a number of turns & gain a total bonus equal to your Dexterity. This exposes you to reflexive attacks.
Attempt to escape a grapple: Each attempt to wriggle loose of a grapple requires an action.
Attempt to escape from bonds or a net: Each attempt may take one or several actions. This exposes you to reflexive attacks.
Attempt to withdraw from melee: Pulling away from melee exposes you to a reflexive attack but if successful allows you to begin fleeing the fight.
Casting a spell: Casting a spell generally takes a single action & exposes you to reflexive attacks.
Charge: This is a special run & attack move that concentrates an attack upon an opponent. This exposes you to reflexive attacks.
Coup de grace: A finishing attack made against an incapacitated or dying opponent to finish them off. This exposes you to reflexive attacks.

Doing a stunt: Some things fall outside of normal actions. Swinging on chandeliers, setting fire to a bar, leaping onto a passing carriage. Most of these require actions & may also affect the character's Hero Points.
Drink a potion: Quaffing the standard dose of a potion takes a single action. This exposes you to reflexive attacks.
Feint: Making a feint before an attack requires an action. This exposes you to reflexive attacks.
Gathering your wits: Observing your surroundings & pausing to think for a moment increases you initiative by +4. This exposes you to reflexive attacks.
Get up from the ground: Picking yourself up from a fall or trip requires an action. This exposes you to reflexive attacks.
Grappling: A grapple is an unarmed attack that does no damage, instead the target & attacker make an opposed Str check. If the attacker succeeds the target is pinned & held down. Any subsequent grapple checks provide the grappler doing the pinning with +4 to represent their advantage.
Helping someone else: You may assist someone in a task, or even an attack. This takes the same number of actions as they are using.
Light a torch or lantern: Lighting a torch requires two actions, lighting a lantern requires 3. Lighting electric torches or flipping on a light switch is a reflexive action. This exposes you to reflexive attacks.
Lower spell resistance: Lowering your spell resistance so that spells may affect you more easily requires an action & lasts for the full turn.
Make a fighting defence: Each action devoted to making a fighting defence increases your Defence Class by +2 & also adds to any Reflex saves, reflexive dodges or parries you make over the course of the turn.
Making an attack: Making a melee or ranged attack uses an action.
Mount a horse or bike or enter a vehicle: Getting onto or into a mode of transportation requires an action.
Moving & making another action: You may move & make another action, sometimes at a penalty. Penalties stack during the turn but reset for the next turn.
Moving: Moving, as detailed in the movement section, takes an action.
Open or close or lock a door: Opening or closing a door requires an action. Slamming a door shut is a reflexive action. Locking or unlocking a door requires an additional action. This exposes you to reflexive attacks.
Pick something up: Grabbing something in a free hand requires an action. This exposes you to reflexive attacks.
Put a weapon away: Sheathing a sword or holstering a gun requires an action. This exposes you to reflexive attacks.
Reloading a weapon: Reloading a weapon takes a number of actions depending on the weapon. Loading a crossbow, for example, takes 3 actions while loading a shortbow or longbow takes a single action. This exposes you to reflexive attacks.
Retrieve an item from a pack: Rummaging in your pack requires 3 actions unless you can make a reflex save against a TN of 20 in which case you can find the item in 1 action.
Stabilise someone: Attempts to stabilise a dying character using the Heal skill require 3 actions. This exposes you to reflexive attacks.
Use a special ability: Most special abilities require an action in order to be used.
Using a magick item: Using a magick item to unleash its affect takes a single action. This exposes you to reflexive attacks.
Using a skill: Some skills are possible to use in one action or so few actions that they can be done during combat. Some skills do not require any actions to be used. This exposes you to reflexive attacks.

Typical reflexive actions include…

Diving for cover: You may dive a distance equal to your hustle rate to get behind cover or avoid shots. This is a reflexive action & adds +4 to your Defence Class this turn against ranged attacks, in addition to the cover value.
Dodging: Attempting to dodge an attack is a reflexive action.
Drawing a weapon: Drawing & readying a weapon is a reflexive action, as is readying a shield.
Dropping something: Dropping something from your hand onto the ground is a reflexive action.
Dropping to the floor: Dropping to the floor to avoid something or to take cover is a reflexive action & adds +4 to your Defence Class this turn against ranged attacks.
Making a Reflex save: Making a Reflex save against an incoming trap or similar is a reflexive action.
Parrying: You may attempt to parry an attack as a reflexive action.
Reflexive attacks: Some actions expose a target to a reflexive attack. You spend a reflexive action to make such an attack.
Changing action: You may use a reflexive action to change one of your main actions.

Attack Types

Melee Attacks
Melee attacks are made within the reach of the weapon. With most weapons a lunge or cut can reach around five feet from the bearer while certain other weapons, such as spears & halberds, increase this reach. Final arbitration on such matters is given to the Games Master.

Ranged Attacks

Ranged attacks are made with thrown items, firearms & bows. Ranged weapons have a 'range increment' that is a guide to the range of the weapon. Each range increment multiple past the first incurs a -2 penalty to it. Thrown weapons range increment is increased, in feet, by the Strength bonus of the thrower. Thrown weapons have a maximum range of 5 increments. Other ranged weapons have a maximum range of 10 increments. A sniper rifle firing at maximum range would be at -18 to hit.

Firing into Melee

Firing a ranged weapon into a melee combat is risky. Attacks fired into a melee suffer a -4 penalty to hit &, if they fail to hit their appointed target, have a 20% chance to hit one of the combatants for each combatant engaged. The target hit is determined randomly.

For example an ally & four enemies are engaged in a melee. A shot will definitely hit someone (there are five combatants, 5 x 20% = 100% but whom is determined randomly. In this case by a d5 (1d10 divided by 2).

Unarmed Attacks

Martial artists & trained fighters can do more damage but as standard the damage incurred by unarmed attacks is 1d3 for medium creatures, 1d2 for small creatures an 1d4 for large creatures. This damage is subdual as standard but, but taking a -4 penalty on their attack roll a combatant can incur lethal damage. Making an unarmed attack against an armed opponent allows them to make a reflexive attack.

Automatic Fire

Automatic fire comes in either 3 round bursts or prolonged autofire. In all cases the amount that the attack roll exceeds the Defense Class (or defensive roll) by is the number of rounds that hit. When large numbers of rounds hit it can be easier to use the average damage for the shots rather than rolling for each individual strike. The maximum number of rounds that can hit is equal to the rate of fire of the weapon. Some non-automatic weapons can have rates of fire equal to 3, possibly more. If that is the case they can use the automatic fire rules if all the shots are aimed at one target. If the shots are aimed at separate targets they are rolled individually.

Automatic fire is inaccurate but devastating. Anything over a three-round burst may not be targeted at a specific location.

Spray Fire

Spray fire is automatic fire but, rather than being directed at a single target, spray fire is directed at an area. Anything within that area must make a Reflex save against the attack roll of the spray fire on suffer a single hit from a projectile.

Cover & Concealment

Cover or concealment increases someone's Defence Class according to how concealed they are or how much cover they are behind. These factors can combine. An attack can strike through cover with the cover absorbing damage like armour according to its armour value and also taking a single point of damage. The Defence Class is modified as follows.

Injury & Death

Your Hit Points measure how hard you are to kill. No matter how many Hit Points you lose, your character is not hindered in any way until your Hit Points drop to 0 or lower in total or in a location.

Loss of Hit Points

The most common way that your character gets hurt is to take lethal damage & lose Hit Points.

What Hit Points Represent: Hit points mean two things in the game world: the ability to take physical punishment & keep going & the ability to turn a serious blow into a less serious one.

Table: Automatic Fire

Rate of Fire	To-Hit Modifier
3	+1
5	-2
10	-4
15	-6
20	-8
Etc	Etc

Table: Cover & Concealment

Cover/Concealment	DC Bonus/Reflex bonus
¼ cover	+2/+1
½ cover	+4/+2
¾ cover	+7/+3
9/10th cover	+10/+4
Total cover	Cannot be hit save through cover.
Light concealment (Fog, foliage)	+2/-
Medium concealment (Shadows, dense fog)	+4/-
Strong concealment (Dense foliage)	+7/-
Very strong concealment (near total darkness)	+10/-
Total concealment (Attacker is blind, invisibility)	+12/-

Table: Spray Fire

Rate of Fire	Arc (Degrees)	To-Hit Modifier
3	10	+0
5	15	+1
10	25	+2
15	35	+3
20	45	+4
Etc	Etc	Etc

Effects of Hit Point Damage: Damage does not slow you down until your total or location Hit Points reach 0 or lower.

At 0 Hit Points, you are disabled.
At from –1 to –9 Hit Points, you are dying.
At –10 or lower, you are dead.

Disabled (0 Hit Points)

When your current Hit Points drop to exactly 0, you are disabled.

You can only take a single action & reflexive action each turn & you are limited to crawling for movement. If you do anything more you take a hit point of damage.

Healing that raises your Hit Points above 0 makes you fully functional again, just as if you had never been reduced to 0 or fewer Hit Points.

You can also become disabled when recovering from dying. In this case, it's a step toward recovery & you can have fewer than 0 Hit Points (see Stable Characters & Recovery, below).

Dying (–1 to –9 Hit Points)

When your character's current Hit Points drop to between –1 & –9 inclusive, he is dying.

A dying character immediately falls unconscious & can take no actions.

A dying character loses 1 hit point every round. This continues until the character dies or becomes stable (see below).

Dead (–10 Hit Points or lower)

When your character's current Hit Points drop to –10 or lower or if he takes massive damage (see above), he is dead. A character can also die from taking ability damage or suffering an ability drain that reduces his Constitution to 0.

Stabilise Characters & Recovery

On the next turn after a character is reduced to between –1 & –9 Hit Points & on all subsequent turns, roll d% to see whether the dying character becomes stable. He has a 10% chance of becoming stable. If he does not, he loses 1 hit point. (A character who is unconscious or dying cannot use any special action that changes the initiative count on which his action occurs).

If the character's Hit Points drop to –10 or lower, he is dead.

You can keep a dying character from losing any more Hit Points & make him stable with a TN 15 Heal check.

If any sort of healing cures the dying character of even 1 point of damage, he stops losing Hit Points & becomes stable.

Healing that raises the dying character's Hit Points to 0 makes him conscious & disabled. Healing that raises his Hit Points to 1 or more makes him fully functional again, just as if he'd never been reduced to 0 or lower. A spellcaster retains the spellcasting capability she had before dropping below 0 Hit Points.

A stable character who has been tended by a healer or who has been magickally healed eventually regains consciousness & recovers Hit Points naturally. If the character has no one to tend him, however, his life is still in danger & he may yet slip away.

Recovering with Help: One hour after a tended, dying character becomes stable, roll d%. He has a 10% chance of becoming conscious, at which point he is disabled (as if he had 0 Hit Points). If he remains unconscious, he has the same chance to revive & become disabled every hour. Even if unconscious, he recovers Hit Points naturally. He is back to normal when his Hit Points rise to 1 or higher.

Recovering Without Help: A severely wounded character left alone usually dies. He has a small chance, however, of recovering on his own.

A character who becomes stable on his own (by making the 10% roll while dying) & who has no one to tend to him still loses Hit Points, just at a slower rate. He has a 10% chance each hour of becoming conscious. Each time he misses his hourly roll to become conscious, he loses 1 hit point. He also does not recover Hit Points through natural healing.

Even once he becomes conscious & is disabled, an unaided character still does not recover Hit Points naturally. Instead, each day he has a 10% chance to start recovering Hit Points naturally (starting with that day); otherwise, he loses 1 hit point.

Once an unaided character starts recovering Hit Points naturally, he is no longer in danger of naturally losing Hit Points (even if his current hit point total is negative).

Healing

After taking damage, you can recover Hit Points through natural healing or through magickal healing. In any case, you cannot regain Hit Points past your full normal hit point total.

Natural Healing: With a full night's rest (8 hours of sleep or more), you recover 1 hit point to your general hit points & to your worst hurt location. Any significant interruption during your rest prevents you from healing that night. If you undergo complete bed rest for an entire day & night, you recover 2 Hit Points.

Magickal/Technological Healing: Various abilities & spells can restore Hit Points.

Healing Limits: You can never recover more Hit Points than you lost. Magickal healing will not raise your current Hit Points higher than your full normal hit point total.

Healing Ability Damage: Ability damage is temporary, just as hit point damage is. Ability damage returns at the rate of 1 point per night of rest (8 hours) for each affected ability score. Complete bed rest restores 2 points per day (24 hours) for each affected ability score.

Scarring & Permanent Injury: Whenever a character is reduced to 0 or below on a location or on their full Hit Points they have a chance of taking a permanent injury. A Fortitude save must be made against a TN of 20 to avoid receiving a permanent wound. Arm wounds reduce Dexterity by 1. Leg wounds reduce move rates by 1 foot, to a minimum of 1 foot. Torso wounds reduce either Strength or Constitution by 1, randomly determined. Head wounds reduce either Intelligence or Wisdom randomly determined. Piercing or slashing weapons cause scarring, as do energy attacks. This is not a problem unless the wounds suffered are to the face. Any piercing, slashing or energy attack that does more than 1 damage leaves a scar which reduces Charisma by 1 unless a Fortitude save is made against a TN of 15. For fire attacks that can scar terribly the TN is raised to 25. Scars & permanent injuries can be healed by magick or technology.

Temporary Hit Points

Certain effects give a character temporary Hit Points. When a character gains temporary Hit Points, note his current hit point total. When the temporary Hit Points go away the character's Hit Points drop to his current hit point total. If the character's Hit Points are below his current hit point total at that time, all the temporary Hit Points have already been lost & the character's hit point total does not drop further. When temporary Hit Points are lost, they cannot be restored as real Hit Points can be, even by magick.

Increases in Constitution Score & Current Hit Points: An increase in a character's Constitution score, even a temporary one, can give her more Hit Points (an effective hit point increase) but these are not temporary Hit Points. They can be restored & they are not lost first as temporary Hit Points are.

All temporary Hit Points are only added to the hit point total, not to the locations.

Subdual Damage

Subdual damage is non-lethal damage. Fists, environmental effects & some weapons can deal subdual damage either by itself or alongside normal damage. Subdual damage rarely badly harms or debilitates a character but can knock them unconscious or stagger them. Critical hits with subdual attacks can either cause real damage instead of subdual damage or can double the subdual damage.

Dealing Subdual Damage: Subdual damage is delivered, as Hit Points of subdual damage by fist blows & other methods. The amount of damage is considered doubled if it hits the head. The damage is not kept track of & is not marked off the Hit Points of the character. Instead the damage dealt creates the TN of a Fortitude save the target must make to remain conscious, in the case of a head hit, or un-staggered in the case of a torso hit. Successful subdual strikes, with a failed save, against limbs cause anything held in that limb to be dropped.

Staggered: A subdual strike that does damage equal to or more than the target's Con deals a Hit Point of lethal damage & staggers them in addition to any other effects that might happen due to a failed Fortitude save. Any subdual strike that causes the target to be staggered also deals a Hit Point of lethal damage. A character that is already staggered & is staggered again becomes stunned. If staggered for a third time they are knocked unconscious.

Unconscious: A failed Fortitude save against a subdual strike to the head results in unconsciousness as well as dealing a single Hit Point of lethal damage. Recovery from unconsciousness occurs as usual.

Environmental Sources of Damage

There exist many types of environmental sources of damage. Here are a few of the most common.

Fire

A normal fire, or being set alight, causes 1d6 Hit Points of damage per turn. Intense fire does 2d6 and chemical fire does 3d6.

Electricity

Small amounts such as household current do 1d6, larger shocks do 2d6 and being struck by lightning causes as much as 3d6 points of damage.

Falling

For every 10 feet fallen up to a maximum of 100 feet, regardless of any additional height, 1d6 damage is taken. Anything under 10 feet causes no damage & a successful Tumble check halves any resulting damage.

Vehicles

For simply travelling from point to point the vehicle used is largely a matter of personal style & finances. Skill checks are only required in extraordinary circumstances. These rules are primarily focused on ground vehicles, cars, trucks & light military vehicles. The rules can be modified for boats, heavier armoured vehicles & aircraft.

Characters in Vehicles

A character in a vehicle fills one of several possible roles, which determines what the character can do.

Driver: The driver of the vehicle controls its movement. Most vehicles have only one position from where the vehicle can be driven, so the person seated there is the driver. Driving a vehicle requires, at a minimum, a single action, which means that the driver may be able to do something else. There can be only one driver in a vehicle at one time.

Co-pilot: A co-pilot can help the driver by taking an aid another action. The co-pilot must be seated in a location where he or she can see the road & advise the driver (in a car, this generally means the front passenger seat). Aiding the driver requires an action, leaving the co-pilot with the opportunity to do something else. A vehicle can have only one copilot at a time.

Gunner: Some vehicles have built-in weapons. If such a weapon is controlled from a location other than the driver's position, a character can man that position & become the gunner. A vehicle can have as many gunners as it has gunner positions.

Passenger: All other personnel aboard the vehicle are considered passengers. Passengers have no specific role in the vehicle's operation but may be able to fire weapons from the vehicle or take other actions.

Facing & Firing Arcs

Unlike with characters, when dealing with vehicles, the vehicle's facing is important. Facing indicates the direction in which the vehicle is travelling (assuming it's not moving in reverse). It can also determine which weapons aboard the vehicle can be brought to bear on a target.

A weapon built into a vehicle can by mounted to fire in one of four directions, forward, aft, right, or left, or be built into a partial or full turret. A partial turret lets a weapon fire 180 degrees, while a full turret lets it fire in any direction. For vehicles with weapons, a weapon's arc of fire is given in the vehicle's description.

Getting Started

Most vehicles can be entered with an action & started with a second action. An exception is noted in a vehicle's description when it applies.

Vehicle Speed

Vehicle speed is expressed in five categories: stationary, alley speed, street speed, highway speed & all-out. Each of these speed categories represents a range of possible movement. Each round, a vehicle moves according to its current speed category. A vehicle can generally move up or down one speed category every turn.

Stationary: Not moving. -4 Defence, +4 on checks though a stationary vehicle cannot move or manoeuvre.
Alley Speed: ¼ of all-out. -2 Defence, +2 on checks.
Street Speed: ½ of all-out. +0 Defence, +0 on checks.
Highway Speed: ¾ of all-out. +2 Defence, -2 on checks.
All-Out Speed: Maximum speed. +4 Defence, -4 on checks.

Declaring Speed

At the beginning of his or her action, a driver must declare his or her speed category for the round. The driver can choose to go one category faster or slower than the vehicle's speed in the previous round. A stationary vehicle can change to alley speed in either forward or reverse. Most vehicles cannot go faster than alley speed in reverse.

The Effects of Speed

A fast-moving vehicle is harder to hit than a stationary one but it's also harder to control & to attack from.

When a vehicle travels at street speed or faster, it gains a bonus to Defence. However, that speed brings along with it a penalty on all skill checks & attack rolls made by characters aboard the vehicle, including Drive checks to control the vehicle & attacks made from it.

Driving a Vehicle

Driving a vehicle requires a single action, taken by the vehicle's driver. The driver can attempt manoeuvres to change the vehicle's course or speed. These manoeuvres can be attempted at any point along the vehicle's route.

The two kinds of vehicle movement are simple manoeuvres & stunts.

Simple Manoeuvres: A simple manoeuvre, such as a 45-degree turn, is easy to perform. Each is a free action & can be taken as many times as the driver likes while he or she moves the vehicle. However, simple manoeuvres do cost movement, so a vehicle that makes a lot of simple manoeuvres will not get as far as one going in a straight line. Simple manoeuvres do not require the driver to make skill checks.

Stunts: Stunts are difficult & sometimes daring manoeuvres that enable a driver to change his or her vehicle's speed or heading more radically than a simple manoeuvre allows. It can be taken as part of a move action to control the vehicle & a second stunt can be attempted in lieu of the driver's other actions. Stunts always require Drive checks.

Simple Maneuvers

During a vehicle's movement, the driver can perform any one of the following manoeuvres.

45-Degree Turn: Any vehicle can make a simple 45-degree turn as part of its movement. Making a 45-degree turn costs 5 feet of forward movement.

Ram: Two vehicles need only collide for a ram to occur, this requires no check. A driver with a free action or reflexive action may make a Reflex save against a TN of 15 to avoid half the damage being done to the vehicle. Ramming knocks down the speed of both involved vehicles depending on the manner of the ram. A shunt increases the speed of the shunted vehicle by 1 category & decreases that of the shunter by 1, a sideswipe decreases the speed of both by 1, a head-on ram brings both to a halt..

Sideslip: A driver might wish to move to the side without changing the vehicle's facing, for instance to change lanes. This simple manoeuvre, called a sideslip, allows a vehicle to avoid obstacles or weave in & out of traffic without changing facing. A sideslip costs 15 feet of movement.

Stunts

Stunts are manoeuvres that require a Drive check to perform successfully. Unsuccessful stunts often result in the vehicle ending up someplace other than where the driver intended. When this happens, the vehicle collides with any objects in its path. Remember that the check/roll modifier from affects all Drive checks made by the driver & attack rolls made by all occupants of the vehicle.

Avoid Hazard: Vehicle combat rarely occurs on a perfectly flat, Featureless plain. When a vehicle tries to move through space occupied by a hazard, the driver must succeed on a Drive check to avoid the hazard & continue moving.

Structures simply cannot be avoided. Also, if a driver cannot make a check (if he or she has used all his or her actions for the round in performing other stunts), he or she automatically fails to avoid the hazard. In such cases, a collision occurs.

The TN to avoid a hazard varies with the nature of the hazard. On a failed check, the vehicle hits the obstacle. For caltrops, this means the caltrops make an attack against the vehicle (see Caltrops). An oil slick forces the drive to make a Drive check (TN 15) to retain control of the vehicle (see Losing Control). Failing to avoid an object results in a collision with the object (see Collisions & Ramming).

Bootleg Turn: By making a bootleg turn, a driver can radically change direction without turning in a loop. However, in so doing, the vehicle comes to a stop. Before a vehicle can make a bootleg turn, it must move in a straight line for its full movement this turn. To make a bootleg turn, simply change the vehicle's facing to the desired direction. The vehicle ends its movement in that location, at stationary speed.

The TN for a bootleg turn depends on the change in facing. 5 for 45 degrees, plus 5 for every further 45 degrees.

On a failed check, instead of facing the desired direction, the vehicle only changes facing by 45 degrees.

Make a Drive check to retain control against a TN equal to the TN for the bootleg turn attempted (see Losing Control).

Dash: With a dash stunt, a driver can increase the vehicle's speed by one category. (This increase is in addition to any speed change made at the beginning of the driver's action; if the driver increased speed at that time, he or she can accelerate a total of two categories in the same round). The vehicle's total movement for the round cannot exceed the maximum for its new speed category.

The TN for a dash is 15.

On a failed check, the vehicle does not change speed categories.

Hard Brake: With a hard brake stunt, a driver can reduce the vehicle's speed by up to two categories. (This is in addition to any speed change made at the beginning of his action; if the driver reduced speed at that time, he or she can drop a total of three categories in the same round). The vehicle's movement for the round ends as soon as it has moved the minimum distance for its new speed category. (If it has already moved that far before attempting the hard brake, it ends its movement immediately).

The TN for a hard brake is 15.

On a failed check, the vehicle does not change speed categories. Make a Drive check (TN 15) to retain control (see Losing Control).

Hard Turn: A hard turn allows a vehicle to make a turn in a short distance without losing speed.
A hard turn functions like a 45-degree turn simple manoeuvre.

The TN for a hard turn is 15.

On a failed check, the vehicle turns as a 45 degree turn. Make a Drive check (TN 15) to retain control (see Losing Control).

Jump: A driver can attempt to jump his or her vehicle across a gap in his or her path.

To make a jump, the vehicle must move in a straight line for as much of their movement as they can before reaching the gap. If the vehicle does not have enough movement left to clear the gap, it must complete the jump at the start of its next turn.

The TN for a jump depends on the width of the gap, modified by the vehicle's speed category.

On a failed check, the vehicle fails to clear the gap & instead falls into it (or collides with the far side). Determine damage as for a collision (see Collisions & Ramming).

Table: Vehicle Jump 1

Gap Width	TN
3 ft	15
8 ft	20
15 ft	25
25 ft	35
40 ft	45

Table: Vehicle Jump 2

Speed Category	TN Modifier
Alley	+10
Street	+5
Highway	+0
All-out	-5

A shallow gap (1 to 3 feet deep) is equivalent to a Medium-size object; the vehicle may be able to avoid taking collision damage from the failed jump by treating the far side as a hazard & then continue moving (see Avoid Hazard, above).

A moderately deep gap (4 to 10 feet deep) is equivalent to a Huge object. The vehicle can only drive out of the gap if the walls are not too steep.

A deeper gap (11 feet or deeper) is equivalent to a Colossal object. The vehicle can only drive out of the gap if the walls are not too steep.

If the gap is filled with water, the vehicle takes only half damage from the collision with the ground. However, if the water is too deep or the bottom is too soft (GM's discretion), the vehicle might not be able to move.

Sideswipe: During a vehicle's movement, a driver can attempt to sideswipe a vehicle or other target, either to deal damage without fully ramming it or to cause another driver to lose control of his or her vehicle. Attempting a sideswipe costs 5 feet of movement.

If the stunt is successful, both vehicles take damage as if they had collided (see Collisions & Ramming), except that the collision multiplier is 1/4 & the driver of the target vehicle can make a Reflex save (TN 15) to reduce the damage to both vehicles by half of that result. The driver of the sideswiped vehicle must succeed at a Drive check (TN 15) at the beginning of his or her next action or lose control of the vehicle.

The TN for a sideswipe is 15. It's modified by the relative size & speed of the target.

On a failed check, both vehicles take damage as though the sideswipe attempt was a success. However, the other driver does not need to make a check to retain control.

Table: Sideswipe

Target Condition	TN Modifier
Each size category larger	-5
Each size category smaller	+5
Each speed category of difference	+2

Driver Options

Here is what a vehicle driver can do in a single round for a single action:

Choose the Vehicle's Speed: The driver may increase or decrease his or her vehicle's speed category by one (or keep it the same).

Movement: Move the vehicle within the vehicle's speed category. Along the way, perform any number of simple manoeuvres (limited only by their movement cost). The driver may also attempt a single stunt as part of the movement.

Collisions & Ramming

A collision occurs when a vehicle strikes another vehicle or a solid object. Generally, when a vehicle collides with a creature or other moving vehicle, the target can attempt a Reflex save (TN 15) to reduce the damage by half.

Resolving Collisions

The base damage dealt by a vehicle collision depends on the speed & size of the objects involved. Use the highest speed & the smallest size of the two colliding objects & refer to Table: Collision Damage.

Table: Collision Damage

Speed (Add for head on hits, take slowest away from highest for rear hits, use ramming vehicle speed for side strikes)	**Damage Die Type**
Alley speed	D2
Street speed	D4
Highway speed	D8
All-out	D12
Ramming Object/Vehicle	**Number of Dice**
Colossal	20
Gargantuan	16
Huge	12
Large	8
Medium-size	4
Small	2
Tiny	1
Even smaller	0
Direction Multiplier (Target is..)	
Stationary	x1
Moving head on or 45 degrees from head on	x2
Striking perpendicular	x1
Rear ending	1/2
Sideswipe	¼

Once the damage has been determined, apply it to both vehicles (or objects or creatures) involved in the collision. Both vehicles reduce their speed by two speed categories. If the colliding vehicle moved the minimum amount for its new speed category before the collision, it ends its movement immediately. If not, it pushes the other vehicle or object aside, if possible & continues until it has moved the minimum amount for its new speed category. The driver of the vehicle that caused the collision must immediately make a Drive check (TN 15) or lose control of the vehicle (see Losing Control, below). The driver of the other vehicle must succeed on a Drive check (TN 15) at the beginning of his or her next action or lose control of his or her vehicle.

Damage to Vehicle Occupants

When a vehicle takes damage from a collision, its occupants may take damage as well. The base amount of damage depends on the cover offered by the vehicle. If there is no cover the damage is the same as the damage the vehicle takes. If it is ¼ cover then they take half. ½ cover means they take ¼ & ¾ or more cover means they take no damage. Standard cars offer ¼ cover to their occupants, proper restraints & crash protection steps you up a category. Motorcycles offer zero cover. Each of the occupants may make a Reflex save (TN 15) to take half damage.

Losing Control

A collision or a failed stunt can cause a driver to lose control of his vehicle. In these cases, the driver must make a Drive check to retain control of the vehicle. If this check is successful, the driver maintains control of the vehicle. If it fails, the vehicle goes into a spin. If it fails by 10 or more, the vehicle rolls. Remember that the check/roll modifier from Table: Vehicle Speeds & Modifiers applies to all Drive checks.

An out-of-control vehicle may strike an object or other vehicle. When that happens, a collision occurs (see Collisions & Ramming, above).

Spin: The vehicle skids, spinning wildly. The vehicle moves in its current direction a half its normal movement & then ends its movement. Once it stops, roll 1d8 to determine its new facing:
1, no change; 2, right 45 degrees; 3, right 90 degrees; 4, right 135 degrees; 5, 180 degrees; 6, left 135 degrees; 7, left 90 degrees; 8, left 45 degrees.
Reorient the vehicle accordingly.

Roll: The vehicle tumbles, taking damage. The vehicle rolls in a straight line in its current direction for a number of squares equal to the turn number for its speed, then ends its movement. At the end of the vehicle's roll, reorient the vehicle perpendicular to its original direction of travel (determine left or right randomly). A vehicle takes damage equal to 2d6 x its speed category (stationary 0, All-out 4). The vehicle's occupants take damage equal to 2d4 x its speed category (Reflex save, TN 15, for half damage).

Hide & Seek

When being pursued, a driver can attempt a Hide check to lose the pursuer in heavy traffic, or a Bluff check to misdirect the pursuer before turning onto an off-ramp or a side street. To make a Hide check, use the normal rules for hiding (see the Hide skill description). The normal size modifiers apply, but because the driver is hiding among other vehicles, most of which are size Large or Huge, he or she gains a +8 bonus on the check. This use of the Hide skill can only be attempted in fairly heavy traffic; in lighter traffic, the Games Master might not allow it or might apply a penalty to the check. A driver can use Bluff to make a pursuer think he or she is going a different direction from what the driver intends. Just before making a turn onto an off-ramp or side street, make a Bluff check opposed by the pursuer's Sense Motive check. If the driver is successful, the pursuer takes a –5 penalty on any Drive check needed to make the turn to follow the driver. If the other driver can make the turn using only simple manoeuvres & does not have to make a Drive check, the Bluff attempt has no effect.

Vehicle Combat

Combat in vehicles proceeds as normal save that the driver gets to do basic moves & drive the vehicle as a single action leaving other actions free for further moves.

Attack Options
Firing a vehicle's weapon requires an action & uses the driver's or gunner's ranged attack modifier.

A driver with 5 or more ranks in the Drive skill gains a +2 synergy bonus when firing vehicle-mounted weapons while driving.

Some military vehicles are equipped with fire-control computers. These systems grant equipment bonuses on attack rolls with the vehicle-mounted weapons to which they apply.

Driving Defensively: Just as in melee combat, one can fight defensively while driving a vehicle, which grants a +1 dodge bonus to the vehicle's Defence & applies a –2 penalty on attack rolls made by occupants of the vehicle for each action used on defensive driving, which also reduces the forward speed of the vehicle by 10 ft per action spent.

Table: Vehicle Hit Location

Roll	Location	Hit Points
1-2	Motive Gear	2/5ths total
3-10	Body	4/5ths total
11-12	Cargo	2/5ths total
13-18	Passengers	2/5ths total
19-20	Drive	3/5ths total

Targeting Occupants
An attack made against a vehicle uses the vehicle's Defence, modified by its speed category. Attackers can choose instead to target specific vehicle occupants.

An attack against a vehicle occupant is made like any other attack. Remember, however, that a character in a vehicle gains bonuses to Defence from both the vehicle's speed & any cover it provides.

Cover
When a character fires from a vehicle, objects or other vehicles in the way can provide cover for the target (see Cover).

Repairing Damage
Repairing damage to a vehicle takes a full hour of work, a mechanical tool kit & a garage or some other suitable facility. (Without the tool kit, a character takes a –4 penalty on his or her Repair check). At the end of the hour, make a Repair check (TN 20). Success restores 2d6 Hit Points. If damage remains, the character may continue to make repairs for as many hours as it takes to restore all of the vehicle's Hit Points.

Adventuring

Exploring & adventuring carries many more risks than being stabbed or shot. These other risks are detailed below & include such risks as poison or disease & the draining of Abilities.

Ability Score Loss

Various attacks cause ability score loss, either ability damage or ability drain. Points lost to ability damage return at the rate of 1 point per day (or double that if the character gets complete bed rest) to each damaged ability. Ability drain, however, is permanent without the application of magick or high technology. While any loss is debilitating, losing all points in an ability score can be devastating.

- Strength 0 means that the character cannot move at all. He lies helpless on the ground.
- Dexterity 0 means that the character cannot move at all. He stands motionless, rigid & helpless.
- Constitution 0 means that the character is dead.
- Intelligence 0 means that the character cannot think & is unconscious in a coma-like stupor, helpless.
- Wisdom 0 means that the character is withdrawn into a deep sleep filled with nightmares, helpless.
- Charisma 0 means that the character is withdrawn into a catatonic, coma-like stupor, helpless.

Keeping track of negative ability score points is never necessary. A character's ability score cannot drop below 0.

Having a score of 0 in an Ability is different from having no ability score whatsoever.

Some spells or abilities impose an effective ability score reduction, which is different from ability score loss. Any such reduction disappears at the end of the spell's or ability's duration & the ability score immediately returns to its former value.

If a character's Constitution score drops, then he loses 1 hit point for every point by which his Constitution drops. A hit point score cannot be reduced by Constitution damage or drain to less than 1 hit point.

The ability that some creatures have to drain ability scores is a supernatural one, requiring some sort of attack. Such creatures do not drain abilities from enemies when the enemies strike them, even with unarmed attacks or natural weapons.

Death Attacks

In most cases, a death attack allows the victim a Fortitude save to avoid the affect, but if the save fails, the character dies instantly.

- Death attacks slay instantly. A victim cannot be made stable & thereby kept alive.
- In case it matters, a dead character, no matter how she died, has –10 Hit Points.

Evasion & Improved Evasion

These extraordinary abilities allow the target of an area attack to leap or twist out of the way. If subjected to an attack that allows a Reflex save for half damage, a character with evasion takes no damage on a successful save.

As with a Reflex save for any creature, a character must have room to move in order to evade. A bound character or one squeezing through an area cannot use evasion.

As with a Reflex save for any creature, evasion is a reflexive ability. The character need not know that the attack is coming to use evasion.

Evasion cannot be used in medium or heavy armour. Some creatures with the evasion ability as an innate quality do not have this limitation.

Improved evasion is like evasion, except that even on a failed saving throw the character takes only half damage.

Fear

Spells, magick items & certain monsters can affect characters with fear. In most cases, the character makes a Will saving throw to resist this effect & a failed roll means that the character is shaken, frightened, or panicked.

Shaken: Characters who are shaken take a –2 penalty on attack rolls, saving throws, skill checks & ability checks.

Frightened: Characters who are frightened are shaken & in addition they flee from the source of their fear as quickly as they can. They can choose the path of their flight. Other than that stipulation, once they are out of sight (or hearing) of the source of their fear, they can act as they want. However, if the duration of their fear continues, characters can be forced to flee once more if the source of their fear presents itself again. Characters unable to flee can fight (though they are still shaken).

Panicked: Characters who are panicked are shaken & they run away from the source of their fear as quickly as they can. Other than running away from the source, their path is random. They flee from all other dangers that confront them rather than facing those dangers. Panicked characters cower if they are prevented from fleeing.

Becoming Even More Fearful: Fear effects are cumulative. A shaken character who is made shaken again becomes frightened & a shaken character who is made frightened becomes panicked instead. A frightened character who is made shaken or frightened becomes panicked instead.

Hero Points

Hero Points may be spent to increase or decrease a roll of yours, or anyone else's, by the value of a 1d6 roll.

You may spend as many Hero Points on a single roll as you wish altering it by the sum total of all the rolls. There area few limits listed below.

Hero Points are regained by spending Experience Points or by performing heroic actions & stunts. The Games Master can elect to reward you with a Hero Point at any point your character does something heroic, key to the plot or fundamentally true to your character.

- Only one Hero Point may be spent to increase a damage roll.
- As many Hero Points as you wish may be spent to reduce damage.
- As many Hero Points as you wish may be spent to increase any other rolls.

Paralysis

Some monsters & spells have the supernatural or spell-like ability to paralyze their victims, immobilizing them through magickal means. (Paralysis from toxins is discussed in the Poison section).

A paralyzed character cannot move, speak, or take any physical action. He is rooted to the spot, frozen & helpless. Not even friends can move his limbs. He may take purely mental actions.

A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings & falls. A swimmer cannot swim & may drown.

Disease

When a character is injured by a contaminated attack touches an item smeared with diseased matter, or consumes disease-tainted food or drink, he must make an immediate Fortitude saving throw. If he succeeds, the disease has no effect, his immune system fought off the infection. If he fails, he takes damage after an incubation period. Once per day afterward, he must make a successful Fortitude saving throw to avoid repeated damage. Two successful saving throws in a row indicate that he has fought off the disease & recovers, taking no more damage.

These Fortitude saving throws can be rolled secretly so that the player does not know whether the disease has taken hold.

Disease Descriptions

Diseases have various symptoms & are spread through a number of vectors. The characteristics of diseases are summarized below.

Infection: The disease's method of delivery; ingested, inhaled, via injury, or contact. Keep in mind that some injury diseases may be transmitted by as small an injury as a flea bite & that most inhaled diseases can also be ingested (& vice versa).

TN: The Target Number for the Fortitude saving throws to prevent infection (if the character has been infected), to prevent each instance of repeated damage & to recover from the disease.

Incubation Period: The time before damage begins.

Damage: The damage the character takes after incubation & each day afterward.

Healing a Disease

Use of the Heal skill can help a diseased character. Every time a diseased character makes a saving throw against disease effects, the healer makes a check. The diseased character can use the healer's result in place of his saving throw if the Heal check result is higher. The diseased character must be in the healer's care & must have spent the previous 8 hours resting.

Characters recover points lost to ability score damage at a rate of 1 per day per ability damaged & this rule applies even while a disease is in progress. That means that a character with a minor disease might be able to withstand it without accumulating any damage.

Poison

When a character takes damage from an attack with a poisoned weapon, touches an item smeared with contact poison, consumes poisoned food or drink, or is otherwise poisoned, he must make a Fortitude saving throw. If he fails, he takes the poison's initial damage (usually ability damage). Even if he succeeds, he typically faces more damage 1 minute later, which he can also avoid with a successful Fortitude saving throw.

One dose of poison smeared on a weapon or some other object affects just a single target. A poisoned weapon or object retains its venom until the weapon scores a hit or the object is touched (unless the poison is wiped off before a target comes in contact with it). Any poison smeared on an object or exposed to the elements in any way remains potent until it is touched or used.

Although supernatural & spell-like poisons are possible, poisonous effects are almost always extraordinary.

Poisons can be divided into four basic types according to the method by which their effect is delivered, as follows.

Contact: Merely touching this type of poison necessitates a saving throw. It can be actively delivered via a weapon or a touch attack. Even if a creature has sufficient damage reduction to avoid taking any damage from the attack the poison can still affect it. A chest or other object can be smeared with contact poison as part of a trap.

Ingested: Ingested poisons are virtually impossible to utilize in a combat situation. A poisoner could administer a potion to an unconscious creature or attempt to dupe someone into drinking or eating something poisoned. Assassins & other characters tend to use ingested poisons outside of combat.

Inhaled: Inhaled poisons are usually contained in fragile vials or eggshells. They can be thrown as a ranged attack with a range increment of 10 feet. When it strikes a hard surface (or is struck hard), the container releases its poison. One dose spreads to fill the volume of a 10-foot sphere. Each creature within the area must make a saving throw. (Holding one's breath is ineffective against inhaled poisons; they affect the nasal membranes, tear ducts & other parts of the body).

Injury: This poison must be delivered through a wound. If a creature has sufficient damage reduction to avoid taking any damage from the attack, the poison does not affect it. Traps that cause damage from weapons, needles & the like sometimes contain injury poisons.

Terms used to describe poisons are defined below

- **Type:** The poison's method of delivery (contact, ingested, inhaled, or via an injury) & the Fortitude save DC to avoid the poison's damage.
- **Initial Damage:** The damage the character takes immediately upon failing his saving throw against this poison. Ability damage is normally temporary. Paralysis normally lasts for 2d6 minutes.
- **Secondary Damage:** The amount of damage the character takes 1 minute after exposure as a result of the poisoning, if he fails a second saving throw. Unconsciousness normally lasts for 1d3 hours.

Perils of Using Poison

A character has a chance of exposing himself to a poison whenever he applies it to a weapon or otherwise readies it for use, this results from a botch of what is normally a TN 10 check. Additionally, a character who rolls a natural 1 on an attack roll with a poisoned weapon must make a TN 15 Reflex save or accidentally poison himself with the weapon.

Poison Immunities

Creatures with natural poison attacks are immune to their own poison. Nonliving creatures (constructs & undead) & creatures without metabolisms (such as elementals) are always immune to poison. Oozes, plants & certain kinds of outsiders are also immune to poison, although conceivably special poisons could be concocted specifically to harm them.

Rays

All ray attacks require the attacker to make a successful ranged touch attack against the target. Rays have varying ranges, which are simple maximums. A ray's attack roll never takes a range penalty. Even if a ray hits, it usually allows the target to make a saving throw (Fortitude or Will). Rays never allow a Reflex saving throw, but if a character's Dexterity bonus to Defence Class is high, it might be hard to hit her with the ray in the first place.

Conditions

If more than one condition affects a character, apply them all. If certain effects cannot combine, apply the most severe effect.

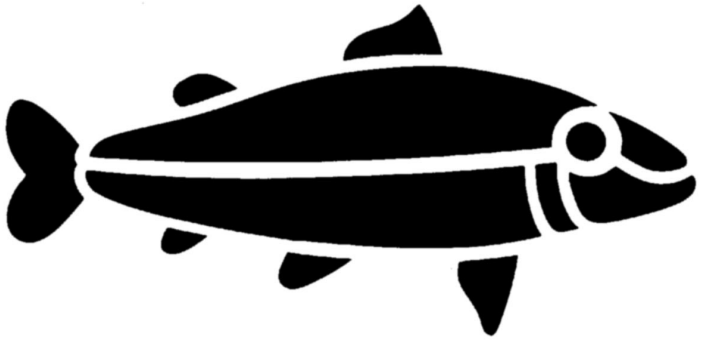
Ability Damaged: The character has temporarily lost 1 or more ability score points. Lost points return at a rate of 1 per day unless noted otherwise by the condition dealing the damage. A character with Strength 0 falls to the ground & is helpless. A character with Dexterity 0 is paralyzed. A character with Constitution 0 is dead. A character with Intelligence, Wisdom, or Charisma 0 is unconscious. Ability damage is different from penalties to ability scores, which go away when the conditions causing them go away.

Ability Drained: The character has permanently lost 1 or more ability score points. The character can regain these points only through magickal or technological means. A character with Strength 0 falls to the ground & is helpless. A character with Dexterity 0 is paralyzed. A character with Constitution 0 is dead. A character with Intelligence, Wisdom, or Charisma 0 is unconscious.

Blinded: The character cannot see. He takes a –2 penalty to Defence Class, loses his Dexterity bonus to Defence Class (if any), moves at half speed & takes a –4 penalty on Search checks & on most Strength- & Dexterity-based skill checks. All checks & activities that rely on vision (such as reading & Spot checks) automatically fail. All opponents are considered to have total concealment to the blinded character. Characters who remain blinded for a long time grow accustomed to these drawbacks & can overcome some of them.

Blown Away: Depending on its size, a creature can be blown away by winds of high velocity. A creature on the ground that is blown away is knocked down & rolls 1d4 x 10 feet, taking 1d4 points of subdual damage per 10 feet. A flying creature that is blown away is blown back 2d6 x 10 feet & takes 2d6 points of subdual damage due to battering & buffering.

Checked: Prevented from achieving forward motion by an applied force, such as wind. Checked creatures on the ground merely stop. Checked flying creatures move back a distance specified in the description of the effect.



Confused: A confused character's actions are determined by rolling d% at the beginning of his turn:

01–10: Attack caster with melee or ranged weapons (or close with caster if attacking is not possible)
11–20: Act normally
21–50: Do nothing but babble incoherently
51–70: Flee away from caster at top possible speed
71–00: Attack nearest creature (for this purpose, a familiar counts as part of the subject's self).

A confused character that cannot carry out the indicated action does nothing but babble incoherently.

Attackers are not at any special advantage when attacking a confused character. Any confused character that is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. A confused character does not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Cowering: The character is frozen in fear & can take no actions. A cowering character takes a –2 penalty to Defence Class & loses her Dexterity bonus (if any).

Dazed: The creature is unable to act normally. A dazed creature can take no actions, but has no penalty to Defence Class. A dazed condition typically lasts 1 round.

Dazzled: The creature is unable to see well because of over stimulation of the eyes. A dazzled creature takes a –1 penalty on attack rolls, Search checks & Spot checks.

Dead: The character's Hit Points are reduced to –10, his Constitution drops to 0 or he is killed outright by a spell or effect. The character's soul leaves his body. Dead characters cannot benefit from normal or magickal healing but they can be restored to life via magick or technology. A dead body decays normally unless magickally preserved but magick that restores a dead character to life also restores the body either to full health or to its condition at the time of death (depending on the spell or device). Either way, resurrected characters need not worry about rigor mortis, decomposition & other conditions that affect dead bodies.

Deafened: A deafened character cannot hear. She takes a –4 penalty on initiative checks & automatically fails Listen checks. Characters that remain deafened for a long time grow accustomed to these drawbacks & can overcome some of them.

Disabled: A character with 0 Hit Points, or one who has negative Hit Points but has become stable & conscious, is disabled. A disabled character may take a single action each round. She moves at half speed. Taking move actions does not risk further injury but performing any other action (or any other action the Games Master deems strenuous, including some free actions such as casting a quickened spell) deals 1 point of damage after the completion of the act. Unless the action increased the disabled character's Hit Points, she is now in negative Hit Points & dying.

A disabled character with negative Hit Points recovers Hit Points naturally if she is being helped. Otherwise, each day she has a 10% chance to start recovering Hit Points naturally (starting with that day); otherwise, she loses 1 Hit Point. Once an unaided character starts recovering Hit Points naturally, she is no longer in danger of losing Hit Points (even if her current Hit Points are negative).

Dying: A dying character is unconscious & near death. She has –1 to –9 current Hit Points. A dying character can take no actions & is unconscious. At the end of each round (starting with the round in which the character dropped below 0 Hit Points), the character rolls d% to see whether she becomes stable. She has a 10% chance to become stable. If she does not, she loses 1 Hit Point. If a dying character reaches –10 Hit Points, she is dead.

Energy Drained: The character is drained of energy. Each energy drain gives a creature the following penalties: –1 penalty on attack rolls, saving throws, skill checks, ability checks; loss of 5 Hit Points & loss of the ability to cast their highest level spells. This is cumulative.

Entangled: The character is ensnared. Being entangled impedes movement but does not entirely prevent it unless the bonds are anchored to an immobile object or tethered by an opposing force. An entangled creature moves at half speed, cannot run or charge & takes a –2 penalty on all attack rolls & a –4 penalty to Dexterity. An entangled character who attempts to cast a spell must make a Concentration check (TN 15/20/25) or lose the spell.

Exhausted: An exhausted character moves at half speed & takes a –6 penalty to Strength & Dexterity. After 1 hour of complete rest, an exhausted character becomes fatigued. A fatigued character becomes exhausted by doing something else that would normally cause fatigue.

Fascinated: A fascinated creature is entranced by a supernatural or spell effect. The creature stands or sits quietly, taking no actions other than to pay attention to the fascinating effect, for as long as the effect lasts. It takes a –4 penalty on skill checks made as reactions, such as Listen & Spot checks. Any potential threat, such as a hostile creature approaching, allows the fascinated creature a new saving throw against the fascinating effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the fascinated creature automatically breaks the effect. A fascinated creature's ally may shake it free of the spell as a standard action.

Fatigued: A fatigued character can neither run nor charge & takes a –2 penalty to Strength & Dexterity. Doing anything that would normally cause fatigue causes the fatigued character to become exhausted. After 8 hours of complete rest, fatigued characters are no longer fatigued.

Frightened: A frightened creature flees from the source of its fear as best it can. If unable to flee, it may fight. A frightened creature takes a –2 penalty on all attack rolls, saving throws, skill checks & ability checks. A frightened creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.

Frightened is like shaken, except that the creature must flee if possible. Panicked is a more extreme state of fear.

Grappling: Engaged in wrestling or some other form of hand-to-hand struggle with one or more attackers. A grappling character can undertake only a limited number of actions. He does not threaten his surroundings & loses his Dexterity bonus to Defence Class (if any) against opponents he is not grappling.

Helpless: A helpless character is paralyzed, held, bound, sleeping, unconscious, or otherwise completely at an opponent's mercy. A helpless target is treated as having a Dexterity of 0 (–5 modifier). Melee attacks against a helpless target get a +4 bonus (equivalent to attacking a prone target). Ranged attacks gets no special bonus against helpless targets. Rogues can sneak attack helpless targets.

As a full-round action, an enemy can use a melee weapon to deliver a coup de grace to a helpless foe. An enemy can also use a bow or crossbow, provided he is adjacent to the target. The attacker automatically hits & scores a critical hit. (A rogue also gets her sneak attack damage bonus against a helpless foe when delivering a coup de grace). If the defender survives, he must make a Fortitude save (TN 10 + damage dealt) or die.

Delivering a coup de grace provokes reflexive attacks.

Creatures that are immune to critical hits do not take critical damage, nor do they need to make Fortitude saves to avoid being killed by a coup de grace.

Incorporeal: Having no physical body incorporeal creatures are immune to all non-magickal attack forms. They can be harmed only by other incorporeal creatures, +1 or better magick weapons, spells, spell-like effects, or supernatural effects.

Invisible: Visually undetectable. An invisible creature gains a +2 bonus on attack rolls against sighted opponents & ignores its opponents' Dexterity bonuses to Defence Class (if any). (See Invisibility, under Special Abilities).

Knocked Down: Depending on their size, creatures can be knocked down by winds of high velocity. Creatures on the ground are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6 x 10 feet.

Nauseated: Experiencing stomach distress. Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single action to move per turn.

Panicked: A panicked creature must drop anything it holds & flee at top speed from the source of its fear, as well as any other dangers it encounters, along a random path. It cannot take any other actions. In addition, the creature takes a –2 penalty on all saving throws, skill checks & ability checks. If cornered, a panicked creature cowers & does not attack, typically using its actions to defend in combat. A panicked creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.

Panicked is a more extreme state of fear than shaken or frightened.

Paralyzed: A paralyzed character is frozen in place & unable to move or act. A paralyzed character has effective Dexterity & Strength scores of 0 & is helpless but can take purely mental actions. A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings & falls. A paralyzed swimmer cannot swim & may drown. A creature can move through space occupied by a paralyzed creature, ally or not, at half rate.

Petrified: A petrified character has been turned to stone & is considered unconscious. If a petrified character cracks or breaks but the broken pieces are joined with the body as he returns to flesh he is unharmed. If the character's petrified body is incomplete when it returns to flesh the body is likewise incomplete & there is some amount of permanent hit point loss &/or debilitation.

Pinned: Held immobile (but not helpless) in a grapple.

Prone: The character is on the ground. An attacker who is prone has a –4 penalty on melee attack rolls & cannot use a ranged weapon (except for a crossbow). A defender who is prone gains a +4 bonus to Defence Class against ranged attacks, but takes a –4 penalty to Defence Class against melee attacks.

Standing up requires an action & provokes reflexive attacks.

Shaken: A shaken character takes a –2 penalty on attack rolls, saving throws, skill checks & ability checks.

Shaken is a less severe state of fear than frightened or panicked.

Sickened: The character takes a –2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks & ability checks.

Stable: A character who was dying but who has stopped losing Hit Points & still has negative Hit Points is stable. The character is no longer dying, but is still unconscious. If the character has become stable because of aid from another character (such as a Heal check or magickal healing) then the character no longer loses Hit Points. He has a 10% chance each hour of becoming conscious & disabled (even though his Hit Points are still negative).

If the character became stable on his own & hasn't had help, he is still at risk of losing Hit Points. Each hour, he has a 10% chance of becoming conscious & disabled. Otherwise he loses 1 hit point.

Staggered: A character who takes damage equal to half their Con in a single blow is staggered, or equal to their Con in subdual damage is staggered. A staggered character may take a single action to move at walking rate until they recover. Any other actions or reflexive actions are taken at -4. A character whose current Hit Points exceed the damage taken is no longer staggered after a turn. Otherwise staggered characters recover in 2 turns.

Stunned: A stunned creature drops everything held, cannot take actions, takes a –2 penalty to Defence Class & loses his Dexterity bonus to Defence Class (if any). Reflexive actions made by the character are at -8. A stunned character becomes staggered on the following turn provided that their Hit Points exceed the damage taken that lead to them being stunned. Otherwise stunned characters recover in a minute (10 turns).

Unconscious: Knocked out & helpless. Unconsciousness can result from having current Hit Points between –1 & –9, or from subdual damage.

Magick

In order to cast magick one must first have the Spellcaster Feat. The Spellcaster Feat grants the character the ability to choose Magick Feats which enable the character to cast spells. A Spellcaster Feat also requires a character to choose a magickal style.

In the *Live System* there is no differentiation between divine and arcane magick. Magick is magick & only the way in which it is used differs.

Styles

Different magickal styles are different ways of performing your magick & are derived from your culture, history & your particular abilities & capabilities. Your Games Master may limit different styles of magick to particular cultures or nations in your game world & you must comply with the Games Master's wishes. A few different magickal style examples are noted below. While identifying spells & magickal items always requires a check of the Spellcraft skill, different styles may requires different skills to be rolled in order to successfully cast the magick. Mana Points are lost whether the skill roll or rolls are successful or not.

Some styles may be restricted in the types of magick that they can cast.

You may purchase multiple styles of magick through the Spellcraft Feat & may cast the same spells using different styles.

Magickal Items

Creating a magick item requires that you fulfil several criteria.

- You must have the appropriate Feat to create the item.
- You must have the appropriate skill to create the item.
- You must be able to cast the spell that you are enchanting into the item.
- You must successfully make the appropriate skill & magick checks in order to enchant the item.
- The items must be of superior quality.
- The Games Master must agree that that spell can be enchanted into that item & what effect it will have.
- You must spend a number of Experience Points equal to 1/10th of the total Mana cost.

The requirements to create different items are described in the table below. The Mana cost can be prohibitive but can be spread over several days by the caster though this also requires that the craft & magick checks be made again for each day spent.

Spells

A list of typical spell types & their tiered component spells is listed below. There may also be individual spells within your setting tiered at level 1, 2 or 3. Spells take up Feat slots & cost the same amount of Experience Points to buy as regular Feats.

Spells that are directed by a ranged attack have an increment equal to the casters Int + Wis. All others may strike anything within line-of-sight.

Table: Sample Magickal Styles

Style	Associated Skill	Notes
Kata Magick	Reflex Save	A complicated set of hand gestures & movements is required to cast the magick.
Material Magick	A ranged attack roll may be required.	The magick is cast by the use of items which in the case of offensive spells may need to be thrown at the target requiring a ranged attack check. The value of the items must be roughly equivalent to the mana cost, multiplied by itself in British pounds. Eg: £25, £100 or £900. The item should also be something appropriate to the spell.
Prayer	Knowledge (Religion)	Kneeling, praying, singing hymns, communing with one's god and other things such as going through a rosary enact the spell.
Ritual Magick	Spellcraft	Ritual magick costs half as much Mana, rounding up, but takes ten times as long to perform & requires a lot of paraphernalia & preparation.
Sacrifice	A ranged attack roll may be required with some spells, so long as the damage is taken or inflicted the spell is considered successful.	You cut yourself or inflict pain in order to enact your magick. You must inflict at least a 2, 4 or 6 of damage depending on the tier of the spell you are casting. This can be to yourself or others & can be subdual but subdual requires twice as much damage to be done.
Sword Magick	Melee attack check	You go through a complex movement or series of movements with your blade in order to unleash the magick.
Word Magick	Bluff	A complex banter of magickal words is required in order to cast the magick & this does not work if you are gagged or otherwise silenced.
Written Magick	Craft (Calligraphy)	Strips of paper or parchments or books of prayers, the written word can be scribed & activated by you in order to create spells. These are not scrolls as they are enacted instantly.

Table: Magickal Items

Item/Feat	Skill	Notes
Arms & Armour	Craft (Weaponsmith) or Craft (Armoursmith)	Armour enchanted with effects tends to have them on permanently as do weapons. In the case of attack spells armour can be enchanted with an aura of that attack or to protect against that attack, giving it extra damage reduction. Weapons can be used to hurl the bolts of energy or can have a blade that conveys the damage of the spell. Weapons & armour can receive 3 enchantments, +1 for each level of magickal enhancement the weapon has received. Damage reduction against attack spells is rated as 5, 10 or 15 depending on the tier of the spell enchanted into the armour. Weapons enchanted with an attack effect do an additional 1, 2 or 3d6 of damage depending on the tier of the spell enchanted into the armour.
Potion	Craft (Alchemy) or Profession (Brewing)	Potions enchanted with an effect cast that effect upon the imbiber when drunk or are set off when the vial is shattered or scattered. The spell's duration & effect are the same as though they were cast by the enchanter though Target Numbers are unmodified. Potions may only contain a single spell & are destroyed after use. Potions may also be invested with up to 10 Mana Points which can be gained by the user of the potion when drunk.
Rings	Craft (Jewellery)	Rings can be enchanted with a single spell type. They can boost or grant Abilities, permanently while worn or can cast a spell enchanted into them once per day. A ring can only be enchanted once.
Rod/Wand	Craft (Carpentry) or Craft (Jewellery)	Wands can be enchanted with up to three spells +1 for each level of magickal enhancement the wand has received. A wand grants the ability to cast spells put into it using the Use Magickal Device skill in place of a magickal style. Up to 20 Mana Points may be invested into it with a further 20 Mana Points for each +1 of magickal enhancement the wand has received. These points are used to cast the spells invested in the wand.
Scroll	Craft (Calligraphy)	Scrolls can be enchanted with a single spell effect that can be cast, destroying the scroll, with a Use Magick Device or Decipher Script check.
Staff	Craft (Carpentry) or Craft (Metalwork)	A staff can be enchanted to add +1 per level of enchantment to any spellcasting checks or the Target Number to avoid any spells the caster casts. It is also a storehouse for Mana allowing the caster to store 40 Mana +20 per level of enchantment in the staff.
Tattoo	Craft (Tattooing)	Tattoos can be enchanted with the capabilities of rings or wands. Tier one spells can be inscribed as palm sized pieces. Tier two spells are inscribed as sleeves. Tier three spells can only be inscribed as chest or back pieces.
Wondrous Item/Construct	Craft (Various)	Wondrous items can achieve all manner of different effects depending on the Games Master's call & the spells involved. Several spells may need to be enacted at once to create a wondrous item.

Spell Type: The type or 'school' of magick.
Spell: The name of the individual spell.
Tier: Level one, two or three. The lower level Feats must be bought first within the school before the higher levels are purchased. You must also be capable of casting magick at that tier.
Mana: The cost in Mana Points to cast the spell.
TN: The Target Number of the skill check to cast the spell. Some spells will also require a to-hit roll in either melee or ranged combat.
Effect: What the spell does.
Notes: Anything else that needs to be known about the spell.

Note that most damaging spells do energy damage. Energy damage ignores armour but does not ignore damage reduction or immunity. Whichever one of your Abilities governs your magick also provides its bonus to the damage rolled.

Table: Spells

Spell Type	Spell	Tier	Mana/TN	Effect	Notes
Alter	Enhance	1	5/10	+1 to an Ability, skill or attack type	This spell can increase abilities, skills or an attack score (ranged or melee). It can be cast at tier 2 or 3 providing a +2 or +3 bonus. Enhance spells cannot stack but can stack with magickal items or equipment bonuses. This spell lasts a number of turns equal to the amount the caster exceeded the TN by.
Alter	Regeneration	2	10/15	Constant slow healing every turn	This spell causes the subject to regenerate 1 Hit Point at the end of every turn so long as they are alive. If reduced to negative Hit Points they automatically stabilise instead of regenerating a Hit Point. Severed limbs may be reattached instead of regaining a Hit Point. This spell may be cast at tier 3 in which case it regenerates 2 Hit Points instead of 1 each turn. This spell lasts a number of turns equal to the amount the caster exceeded the TN by.
Alter	Alter Shape	3	20/20	Physical alterations	Alter allows the caster to change form or change someone else's form to that of a creature or animal within two size classes of their own. Their physical statistics & Hit Points are replaced by those of the animal while they retain their skills & mental statistics. It is also possible to disguise oneself or to change gender using this spell. This spell lasts a number of turns equal to the amount the caster exceeded the TN by.
Animal	Animal Speech	1	5/10	Talk to animals	Successful casting of this spell allows the caster to speak to animals as though they were speaking English. This spell lasts a number of minutes equal to the amount the caster exceeded the TN by.
Animal	Animal Control	2	10/15	Control animals	Casting this spell allows the caster to take control of & give orders to a number of animals equal to their Wisdom. Only mundane, non-magickal animals are affected & each animal gains a Will save against the effect. At the Games Master's discretion larger amounts of smaller animals may be controlled. This spell lasts a number of turns equal to the amount the caster exceeded the TN by.
Animal	Werebeast	3	20/20	Become a beast	Casting this spell turns the caster into a Werebeast. While in this form the caster gains +2 Str, +4 Dex, +4 Con, Improved Initiative (stacks), 2 levels of natural armour & claws & bite that do 1d6 damage. They move half again as fast as normal. They also regenerate 1 Hit Point at the end of every turn. This spell lasts a number of turns equal to the amount the caster exceeded the TN by.
Animation	Motion	1	5/10	Move an object or mechanism	With a successful casting an inanimate object or mechanism performs a single action at the caster's direction. This could make an axe swing, a helmet turn around or a bow fire. If the object is in the possession of someone they may make a Reflex save to counter the effect.
Animation	Animate	2	10/15	Set an object or mechanism into regular motion	An object or mechanism is enchanted into a regular motion. A blade whirls, a door opens & closes or a wheel rotates. If in someone's possession they get a Reflex save to grab the object & counter the effect, otherwise the motion continues for a number of minutes equal to the amount the caster beat the TN by.
Animation	Golem	3	20/20	Animate a statue or device & allow it to take verbal orders	A statue or machine is brought to life by the caster & can be given orders & made to move as the caster desires within its normal capabilities. The object remains animated for a number of turns equal to the amount the caster beat the TN by.

Table: Spells

Spell Type	Spell	Tier	Mana/TN	Effect	Notes
Bio	Poison	1	5/10	Poison someone	You afflict the target with a poison that does 1 point of Ability damage of your choice & the same again as secondary effect. The TN of the Fortitude save is 15.
Bio	Venom	2	10/15	Poison someone	You afflict the target with a poison that does 1d4 points of Ability damage of your choice & the same again as secondary effect. The TN of the Fortitude save is 20. Alternatively you may inflict a tier 1 poison that does permanent ability loss.
Bio	Toxin	3	20/20	Poison someone	You afflict the target with a poison that does 1d6 points of Ability damage of your choice & the same again as secondary effect. The TN of the Fortitude save is 25. Alternatively you may inflict a tier 2 poison that does permanent ability loss.
Bless	Luck	1	5/10	Grant a re-roll	The receiver of the effect of the spell may re-roll any one dice roll at any point over the next 24 hours. This spell may not stack.
Bless	Good Karma	2	10/15	Increase saves	You may cast Luck as a second tier spell to provide 2 re-rolls. Alternatively you may enchant someone to have a bonus of +1 to their saving throws for 1 hour for every point you exceed the TN.
Bless	Fortune	3	20/20	Grant Hero Points	You may cast Luck as a third tier spell to provide 3 re-rolls. You may cast Good Karma to provide +2. You may also grant Hero Points by the casting of this spell. These Hero Points fade within 24 hours but may be stacked.
Conjuration	Conjure	1	5/10	Conjure up a very small object	A coin, arrowhead, key, small gemstone or other simple object can be conjured up. It lasts for a number of turns equal to the amount you exceed the TN. For crafted objects you must also make an associated Crafts check though the production is instant.
Conjuration	Create	2	10/15	Conjure up a larger object	You may permanently create items produced with Conjure or you may create simple items such as swords, shields, clubs or sculptures for a number of turns equal to the amount you exceed the TN. For crafted objects you must also make an associated Crafts check though the production is instant.
Conjuration	Produce	3	15/20	Conjure up a complex object	You may permanently create items produced with Create or you may create complicated items with moving parts such as firearms, clocks or other machinery for a number of turns equal to the amount you exceed the TN. For crafted objects you must also make an associated Crafts check though the production is instant.
Curse	Hex	1	5/10	Force a re-roll	This is resisted by a Will save against a TN of 15. If the resistance fails then the target can be subjected to a re-roll by the caster at any time in the next 24 hours.
Curse	Bad Karma	2	10/15	Decrease saves	You may cast Hex as a second tier spell to provide two re-rolls at a Will save of TN 20 or you can decrease a target's saves for 24 hours by -1 at the same TN.
Curse	Doom	3	20/20	Negate Hero Points	You may cast Hex as a third tier spell to provide 3 re-rolls at a Will save of TN 25 or you can cast Bad Karma at tier 3 to reduce saves by -2. Alternatively you can strip an enemy of a Hero Point, permanently.
Dark	Shadow	1	5/10	Hide or harm	A casting can provide a bonus of +2 to Hide checks for a number of minutes equal to the amount the TN is exceeded or can cast a shadowbolt that does 1d6 damage with a ranged attack check.
Dark	Darkness	2	10/15	Cloak or kill	Shadow can be cast as a tier 2 spell providing +4 to Hide checks, an area ten feet in radius can be filled with darkness or a blast can fill a five foot sphere with dark energy for 2d8 damage requiring a Reflex save of 20 to avoid.

Table: Spells

Spell Type	Spell	Tier	Mana/TN	Effect	Notes
Dark	Void	3	20/20	Energy Drain	Shadow can be cast as a tier 3 spell providing +8 to Hide checks, an area 20 feet in radius can be filled with darkness or a blast can fill a ten foot sphere with dark energy for 2d8 damage & an energy drain requiring a Reflex save of 20 to avoid.
Death	Rot	1	5/10	Cause decay	An object or person can be afflicted with this spell. Armour counts for nothing though it can be resisted with a Fortitude save against a TN of 15. If the save is unsuccessful the subject suffers 1d4 Hit Points & loses a point of Con.
Death	Raise	2	10/15	Raise undead	Rot may be cast at tier 2 raising the TN of the save to 20 & the damage caused to 1d6 & 2 Con. Zombies or skeletons can be raised for a number of days equal to the amount the TN was exceeded by.
Death	Death	3	20/20	Cause Death	Rot may be cast at tier 3 raising the TN of the save to 25 & the damage caused to 1d8 & 3 Con. Zombies & skeletons can be permanently raised. A target can be killed unless they make a Will save against a TN of 20.
Divinations	Reading	1	5/10	A yes/no clue	Before you do something you may ask a simple yes/no question & receive an answer.
Divinations	Second Sight	2	10/15	A glimpse of the future	Before you do something you can gain a glimpse of a possible outcome of your impending action.
Divinations	Fortune	3	20/20	A vision of the future	Before you do something you can gain a full, immersive vision of the way events could unfold.
Earth	Ground	1	5/10	Various	You may create 5 feet of tunnel, a 5x5x1 foot wall with armour 8 & 180 Hit Points or can hurl a blast of stones for 1d6 damage with a ranged attack check. You can also cause a small tremor which causes people to need a Reflex save of 10 to remain standing. You must hit with a ranged attack check.
Earth	Rock	2	10/15	Various	You may create 10 feet of tunnel, a 10x10x1 foot wall with armour 10 & 180 Hit Points or can hurl a blast of rocks for 2d6 damage in a 5 foot radius requiring a Reflex save of 15 to avoid. You can also cause a medium sized tremor which causes people to need a Reflex save of 15 to remain standing. You must hit with a ranged attack check.
Earth	Mountain	3	20/20	Various	You may create 20 feet of tunnel, a 20x20x1 foot wall with armour 12 & 200 Hit Points or can hurl a blast of boulders for 3d6 damage in a 10 foot radius requiring a Reflex save of 20 to avoid. You can also cause a large tremor which causes people to need a Reflex save of 20 to remain standing. You must hit with a ranged attack check.
Electricity	Spark	1	5/10	Small shocks	You can charge your fists with electricity or hurl small bolts that do 1d6 damage. Charging your fists lasts a number of turns equal to the amount you beat the TN by. You must hit with a ranged attack check.
Electricity	Jolt	2	10/15	Large shocks	You can surround yourself with a field of electricity that does 1d8 damage to any who come into contact with it & lasts a number of turns equal to the amount you exceed the TN or you can hurl larger bolts of electricity that do 2d6 damage. You must hit with a ranged attack check.
Electricity	Lightning	3	20/20	Colossal shocks	A massive lightning blast strikes doing 3d8 to anything it directly hits & 1d8 to anything within a five foot sphere of the strike point. You must hit with a ranged attack check.

Table: Spells

Spell Type	Spell	Tier	Mana/TN	Effect	Notes
Enchantment	Enchant	1	5/10	Enchanting items	You may charge an item with magick giving it a +1 bonus to whatever is normally done with it. Weapons receive a +1 bonus to hit & to damage. Armour receives a +1 bonus to damage reduction. All objects increase their damage reduction & Hit Points. The enchantments lasts a number of minutes equal to the amount rolled over the TN.
Enchantment	Empower	2	10/15	Enchanting items	You may charge an item to +2.
Enchantment	Convey	3	20/20	Enchanting items	You may charge an item to +3.
Fire	Flame	1	5/10	Small flames	You can produce & control small amounts of fire to a small degree. You can produce a small blast of flame that does 1d6 damage. You must hit with a ranged attack check.
Fire	Fire	2	10/15	Medium flames	You can produce & control medium amounts of fire, change a fire's colour, enhance or dampen it. You can produce a blast of flame that does 2d6 damage. You must hit with a ranged attack check.
Fire	Inferno	3	20/20	Large flames	You can produce & control large amounts of fire, make shapes & even move or animate fire. You can produce a fireball that does 3d6 damage to everything within a 5-foot sphere. You must hit with a ranged attack check.
Healing	Minor Heal	1	5/10	Heal minor harm	You can stabilise someone who is dying or heal up to 1d6 Hit Points of damage. You can remove stunned or staggered effects & can bring someone out of unconsciousness.
Healing	Heal	2	10/15	Heal more harm	You can restore shattered or destroyed limbs, but not ones that have been severed. You can remove the effects of a poison or disease by making a spell check higher than the TN of the save to resist the disease or poison. You can also heal up to 2d6 Hit Points of damage. You can remove all temporary Ability loss or energy drain.
Healing	Major Heal	3	20/20	Heal great harm	You can regenerate lost limbs or organs that someone has lost. You can remove permanent Ability loss that is not incurred by detriments or the natural physique of the person you are healing. You can also heal up to 3d6 Hit Points of damage.
Healing	Resurrect	3	20/25	Resurrection	You can bring someone back to life from the lands of the dead. This takes a full 10 turns to cast normally.
Ice	Chill	1	5/10	A harsh chill	You can lower temperatures of items to just above freezing. You can create small shapes out of ice that have armour 0 & 9 Hit Points. You can hurl bolts of ice that do 1d4 damage & require a Fortitude save against a TN of 15 or the target is chilled & at -1 to all their checks for 3 turns. You must hit with a ranged attack check.
Ice	Cold	2	10/15	Bone-chilling cold	You can lower the temperatures of items or people to freezing point. You can create medium shapes out of ice that have armour 0 & 11 Hit Points. You can hurl bolts of ice that do 2d4 damage & require a Fortitude save against a TN of 20 or the target is chilled & at -1 to all their checks for 6 turns. You must hit with a ranged attack check.
Ice	Ice	3	20/20	Deep freeze	You can lower temperatures to well below freezing. You can create large shapes or structures from ice that have armour 2 & 21 Hit Points. You can hurl bolts of ice that do 3d4 damage & require a Fortitude save against a TN of 25 or the target is chilled & at -1 to all their checks for 12 turns. You must hit with a ranged attack check.

Table: Spells

Spell Type	Spell	Tier	Mana/TN	Effect	Notes
Illusion	Minor Illusion	1	5/10	Static effects	You may create a small, static illusion for a single sense. A sound, an image, a smell. This static image may be disbelieved with a Will save against a TN of 15. The TN is 10 less if the illusion is impossible. Illusions only do subdual damage,
Illusion	Medium Illusion	2	10/15	Moving effects	You may create a large, moving illusion for two senses. For example a pacing guard & his footsteps. This image may be disbelieved with a Will save against a TN of 20. The TN is 10 less if the illusion is impossible. Illusions only do subdual damage.
Illusion	Major Illusion	3	15/20	Convincing effects	You may create up to a gargantuan, moving illusion that fools every sense. For example you could create a fake Dragon attack. This image may be disbelieved with a Will save against a TN of 25. The TN is 10 less if the illusion is impossible. Illusions only do subdual damage.
Light	Glow	1	5/10	Small glow	You may create small glowing lights of any colour or imbue objects with the same glow. The light is similar to that of a candle or a fresh glowstick. The glow lasts a number of minutes equal to the amount the TN was beaten by.
Light	Light	2	10/15	Strong light	You may create a strong light similar to that of a powerful lantern. You may also direct a beam of light in an attempt to do blind someone this is a ranged attack aimed at the head & the Reflex save to resist being blinded for 2 turns is 15. You must hit with a ranged attack check. The light lasts a number of minutes equal to the amount the TN was beaten by. You can cast glow at this level making the glow last for hours instead of minutes.
Light	Flare	3	15/20	Bright flare	You may create a massive glow of warm light, enough to fill a room. You can also create a massive flare which can blind everyone within line-of-sight unless they make a Reflex save against a TN of 20. The glow lasts for a number of minutes equal to the amount you beat the TN by. You can also cast glow at this tier, increasing the time increment to days or light increasing the time increment to hours.
Magick	Mage Drain	1	5/10	Drain Mana	With a successful strike you can drain 1d10 Mana Points from your target. You must hit with a ranged attack check. You can also protect yourself or others against magick providing a shield that gives +2 to every save against magick for a number of minutes equal to the amount you beat the TN by.
Magick	Disenchantment	2	10/15	Dispel magick	You may unweave spells or magickal effects by making a roll over the TN of the spell in question. You can also create a reflective shield against magick that bounces it back upon the caster if you make a successful Will save against a TN of 20.
Magick	Magick Resistance	3	20/20	Resist magick	You can confer a spell resistance equal to your roll for a number of turns equal to the amount you beat the TN of the spell by.
Nature	Tree	1	5/10	Control & create small plants.	You can spontaneously create plants over a 5 foot radius or control the same area of already existing plants to clear a path or entangle people. The entangling plants have a TN of 10 to break free from. Thorns, spines & nettles do 1d2 damage to those in the area. The plants reduce people's speed by ½ as they try to move through them. Hacking through or free of the plants they have an armour of 0 & 5 Hit Points. Created plants last forever.

Table: Spells

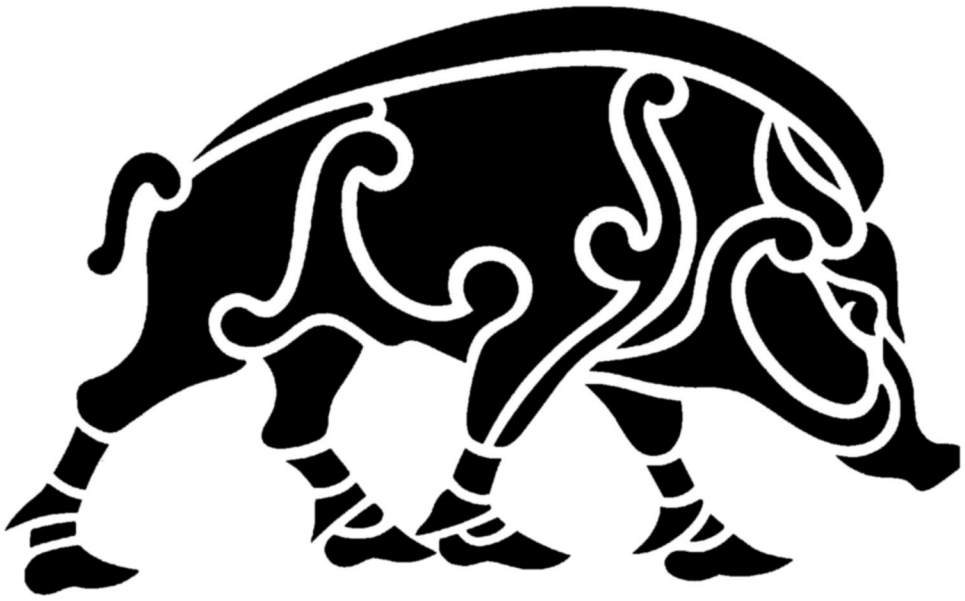
Spell Type	Spell	Tier	Mana/TN	Effect	Notes
Nature	Wood	2	10/15	Control & create larger plants.	You can spontaneously create plants over a 15 foot radius or control the same area of already existing plants. Entangling bushes have a TN of 15 to break free from an armour of 3 & 20 Hit Points. Thorny bushes do 1d4 damage to those in the area. The plants reduce people's speed by 1/3 as they try to move through them. Created plants last forever.
Nature	Forest	3	15/20	Control & create even larger plants.	You can spontaneously create plants over a 30 foot radius or control the same area of already existing plants. Entangling trees have a TN of 20 to break free from, an armour of 5 & 80 Hit Points. Thorny trees do 1d6 damage to those in the area. The plants reduce people's speed by ¼ as they try to move through them. Created plants last forever.
Plague	Illness	1	5/10	Create a minor disease	You infect a target with a disease with a TN of 10 to resist that causes 1 point of Ability damage of your choice. This plague is not infectious. Instead of Ability damage your plague can inflict detriments of a value no greater than 5.
Plague	Disease	2	10/15	Create a stronger disease	You infect a target with a disease with a TN of 15 to resist that causes 2 points of Ability damage of your choice. If you choose to make the plague infectious it can only be passed on through blood or body fluids. Instead of Ability damage your plague can inflict detriments of a value no greater than 10.
Plague	Plague	3	15/20	Create a powerful disease	You infect a target with a disease with a TN of 20 to resist that causes 4 points of Ability damage of your choice. If you choose to make the plague infectious it can be passed on through casual contact & through the air. Instead of Ability damage your plague can inflict detriments of a value no greater than 20.
Protection	Defend	1	5/10	Protective field	You can create a deflection field that increases Defence Class by +1 for a number of minutes equal to the amount you beat the TN by.
Protection	Protect	2	10/15	Armour field	You can create a field with an armour rating of 5 that reduces damage before armour. It lasts a number of minutes equal to the amount you beat the TN by. You can also cast defend at +2.
Protection	Adamantine	3	15/20	Harden objects	You can cast defend at +3, protect at armour 10 or you can double the Hit Points of an object (including machines & golems) for a number of minutes equal to the amount you beat the TN by. These are temporary Hit Points.
Sound	Tune	1	5/10	Create sound & tunes.	You can create sounds & music as though played by a single player. You can shatter diminutive objects with resonant frequencies or you can create a loud sound burst that does 1d2 damage to everyone in earshot or 1d4 to a single target with a ranged attack roll. Sounds & music of a non-harmful nature last a number of minutes equal to the amount you beat the TN by.
Sound	Song	2	10/15	Create sound & tunes.	You can create sounds & music as though played by a quartet. You can shatter small objects with resonant frequencies. You can create a loud sound burst that does 1d4 damage to everyone in earshot or 1d8 to a single target with a ranged attack roll. Sounds & music of a non-harmful nature last a number of minutes equal to the amount you beat the TN by.

Table: Spells

Spell Type	Spell	Tier	Mana/TN	Effect	Notes
Sound	Crescendo	3	15/10	Create sound & tunes.	You can create sounds & music as though played by an orchestra. You can shatter large objects with resonant frequencies or you can create a loud sound burst that does 1d8 damage to everyone in earshot or 2d8 to a specific target with a ranged attack roll. Sounds & music of a non-harmful nature last a number of minutes equal to the amount you beat the TN by.
Summon	Minor Summon	1	5/10	Summon creatures	You can summon a creature/creatures up to Challenge Rating 2 for a number of turns equal to the amount you beat the TN by. You may take this spell multiple times for the summoning of different creatures.
Summon	Summon	2	10/15	Summon creatures	You can summon a creature/creatures up to Challenge Rating 4 for a number of turns equal to the amount you beat the TN by. You may take this spell multiple times for the summoning of different creatures.
Summon	Major Summon	3	15/10	Summon creatures	You can summon a creature/creatures up to Challenge Rating 8 for a number of turns equal to the amount you beat the TN by. You may take this spell multiple times for the summoning of different creatures.
Time	Quick	1	5/10	Speed up	You can grant an extra action & reflexive action for a number of turns equal to the amount you beat the TN by.
Time	Slow	1	5/10	Slow down	You can remove an action & reflexive action for a number of turns equal to the amount you beat the TN by.
Time	Speed	2	10/15	Speed up	You can grant two extra actions & reflexive actions for a number of turns equal to the amount you beat the TN by.
Time	Drag	2	10/15	Slow down	You can remove two actions & reflexive actions for a number of turns equal to the amount you beat the TN by.
Time	Blur	3	15/10	Speed up	You can grant three extra actions & reflexive actions for a number of turns equal to the amount you beat the TN by.
Time	Stop	3	15/10	Slow down	You can freeze someone still for a number of turns equal to the amount you beat the TN by. They lose their Reflex save bonus from their Defence Class.
Water	Damp	1	5/10	Create & control water	You can control & move an area of water 5 feet in radius. You can conjure up a gallon of water. You can create a stream of water & blast it into someone for 1d4 damage. They must also make a Strength check against a TN of 10 or be knocked over. This requires a ranged attack check.
Water	Wet	2	10/15	Create & control water	You can control & move an area of water 10 feet in radius. You can conjure up 5 gallons of water. You can create a stream of water & blast it into someone for 1d8 damage. They must also make a Strength check against a TN of 15 or be knocked over. This requires a ranged attack check.
Water	Drench	3	15/10	Create & control water	You can control & move an area of water 20 feet in radius. You can conjure up to 10 gallons of water. You can create a torrent of water & blast it into someone for 2d8 damage. They must also make a Strength check against a TN of 20 or be knocked over. This requires a ranged attack check.
Wind	Gust	1	5/10	Create & control wind	You can still the wind from a breeze or create a breeze that lasts for a number of turns equal to the amount you beat the TN by. You can create enough breathable air to support one person for an hour. You can lash out with a strong gust of wind that requires a Strength check against a TN of 15 to stay standing. You can drift at 25 feet per turn.

Table: Spells

Spell Type	Spell	Tier	Mana/TN	Effect	Notes
Wind	Wind	2	10/15	Create & control wind	You can still the wind from a gust or create a strong gust that lasts for a number of turns equal to the amount you beat the TN by. You can create enough breathable air to support one person for a day. You can lash out with a strong gust of wind that requires a Strength check against a TN of 20 to stay standing. You can float at 50 feet per turn.
Wind	Gale	3	15/10	Create & control wind	You can still the wind from a gale or create a gale that lasts for a number of turns equal to the amount you beat the TN by. You can create enough breathable air to support one person for a week. You can lash out with a strong gust of wind that requires a Strength check against a TN of 25 to stay standing. You can fly at 100 feet per turn.



Psionics

A list of typical Psionic 'schools' their tiered component powers is listed below. There may also be individual psi powers within your setting tiered at level 1, 2 or 3. Psi powers take up Feat slots & cost the same amount of Experience Points to buy as regular Feats.

Powers that are directed by a ranged attack have an increment equal to the casters Int + Wis. All others may strike anything within line-of-sight.

Power Type: The type or 'school' of psi.
Power: The name of the individual power.
Tier: Level one, two or three. The lower level Feats must be bought first within the school before the higher levels are purchased. You must also be capable of using psi at that tier.
Mana: The cost in Mana Points to use the power.
TN: The Target Number of the Psicraft check to use the power. Some powers will also require a to-hit roll in either melee or ranged combat.
Effect: What the power does.
Notes: Anything else that needs to be known about the power.

Note that some psionic attacks are energy attacks & so ignore armour but not damage reduction or immunity. Your Ability bonus is applied to damage dealt by psionic attacks.

Table: Psi Powers

Power Type	Power	Tier	Mana/ TN	Effect	Notes
Clairvoyance	Psi Sense	1	4/-	Gain Blindsense	For a minute you gain the Blindsense ability.
Clairvoyance	Project Sense	2	8/15	Project a sense elsewhere.	For a number of turns equal to the amount you beat the TN by you can project your senses to a location you know or can see within line-of-sight. You may use this power multiple times to project multiple senses.
Clairvoyance	Detect	3	16/20	Sense or dowse for something	You may fixate upon an object or substance &, for a number of turns equal to the amount you beat the TN by, you can detect that substance if it comes within 30 feet of you.
Empathy	Animal Link	1	4/10	In tune with animals	You attune yourself to the emotional resonance of an animal & gain +2 to any checks in relation to that animal provided you deFeat it on an opposed Will check. This lasts for 24 hours.
Empathy	Empathic Sense	1	4/10	Sensing emotions	You can sense another person's emotional state with an opposed Will check. This gives you a +2 bonus to any Bluff, Sense Motive, Intimidation or Diplomacy checks with that person as well as giving you an insight. This lasts for 24 hours.
Empathy	Machine Link	1	4/10	In tune with machines	You attune yourself to a machine gaining +1 to any checks with that machine. This includes tools & firearms as well as larger devices. This lasts 24 hours.
Empathy	Pain	1	4/10	Cause pain	You can cause a sharp stab of pain to someone doing 1d6 subdual damage & causing them to make a Fortitude save against a TN of 10 or be staggered.
Empathy	Pleasure	1	4/10	Cause pleasure	You cause a glow of pleasure to suffuse someone causing them to make a Will save against a TN of 15 or be unable to act this turn.

Table: Psi Powers

Power Type	Power	Tier	Mana/ TN	Effect	Notes
Empathy	Agony	2	8/15	Cause pain	You cause a breathtaking pain to shudder through someone doing 1d12 dubdual damage & causing them to make a Fortitude save against a TN of 15 or be stunned.
Empathy	Ecstacy	2	8/15	Cause pleasure	You cause an intense spasm of pleasure to pass through someone causing them to make a Will save against a TN of 20 or be unable to act this turn.
Empathy	Empathic Projection	2	8/15	Projecting emotion	You can project an emotion into another person's mind with an opposed Will check. You can make them happy, angry, sad or any other of the full range of emotions. This can affect checks by +/- 2 & can influence their reaction to you. This emotion lasts for 1 turn for every point you beat the TN of the effect by.
Empathy	Machine Interface	2	8/15	Controlling machines	You link yourself more fundamentally into a machine & can control it with your mind. This lasts 1 hour per point you beat the TN of the check by. You gain +2 to uses of that machine or device.
Empathy	Psychometry	2	8/15	Reading impressions from objects	You can pick up significant emotional impressions & visions of events surrounding the object & the last person to hold it. Particularly strong impressions may survive several other handlers.
Empathy	Synergy	2	8/15	Helping others	You can link minds with another person, anticipating their needs. This allows you to supply twice the usual bonus when 'aiding another'. This lasts for the duration of the task you are aiding in.
Empathy	Join Machine	3	16/20	Joined with machines	You become one with the machine able to control it & feel it. You gain +4 to any uses of that machine or device & can even sense as though you were stood in its place. You gain +4 to uses of that machine or device. This lasts a number of minutes equal to the amount you beat the TN by.
Empathy	Rapture	3	16/20	Cause pleasure	You cause an irrepressible flood of pleasure to overwhelm someone causing them to make a Will save against a TN of 25 or be unable to act this turn.
Empathy	Torment	3	16/20	Cause pain	You cause intense agony to pass through someone causing 2d12 subdual damage & causing them to make a Fortitude save against a TN of 20 or be knocked unconscious.
Healing	Psi Heal	1	4/10	Heal wounds.	You can heal Hit Points of damage at the cost of 1 Mana per Hit Point.
Medium	Lesser Ethereal Walker	1	4/10	Touch the ethereal world	For a number of turns equal to the amount you beat the TN by you can strike across into the ethereal with your body or an object you are holding.
Medium	Spirit Sight	1	4/-	See the ethereal	For an hour you can see beings in the ethereal as though they were in the real world.
Medium	Medium Ethereal Walker	2	8/15	Make the ethereal physical	For a number of turns equal to the amount you beat the TN by you can drag an ethereal being into the real world provided you deFeat it in an opposed Will check.
Medium	Speak Beyond	2	8/-	Communicate with the ethereal	For an hour you can speak across to the ethereal & hear the ethereal in return.
Medium	Ectoplasmic Manifestation	3	16/20	Manifest the ethereal in the real world	You can expel ectoplasm from your mouth, nose & eyes, coating an ethereal creature or object in it, unless it beats you in an opposed Will check. This renders the ethereal creature or object visible but does not give it substance.
Medium	Greater Ethereal Walker	3	16/20	Become ethereal	For a number of turns equal to the amount you beat the TN by you can become ethereal.

Table: Psi Powers

Power Type	Power	Tier	Mana/ TN	Effect	Notes
Null	Protect	1	-/-	Resist psi powers.	You may take no other psi powers with this power. You gain +5 to your Will saves in relation to psychic powers.
Null	Arrest	2	-/-	Stop psi powers dead.	You may take no other psi powers with this power. Any attempt to use a psychic power on you automatically fails.
Null	Psi-Eater	3	-/-	Eat psi energy.	You may take no other psi powers with this power. Any attempt to use a psychic power within 10 feet of you fails & you drain the Mana used though you may not exceed your normal Mana total.
Precognition	Augury	1	4/10	A yes/no clue	Before you do something you may ask a simple yes/no question & receive an answer.
Precognition	Danger Sense	1	4/-	Sixth sense	Whenever you are made to make a Reflex save you can spend the Mana to gain an additional +2 on your save check. You may also do this to raise your Defence Class or when reflexively dodging. You must spend for each individual case.
Precognition	Psychic Initiative	1	4/-	Combat precognition	You may spend 4 Mana to gain +4 initiative in a combat. This lasts one turn.
Precognition	Glimpse	2	8/15	A glimpse of the future	Before you do something you can gain a glimpse of a possible outcome of your impending action.
Precognition	Prediction	2	8/15	Visions of someone's possible future	You can lay your hands upon someone & gain visions of their most likely future. The Games Master will tell you what you see but the visions are vague & uncertain.
Precognition	Portent	3	16/20	A vision of the future	Before you do something you can gain a full, immersive vision of the way events could unfold.
Projection	Stray	1	4/-	Walk around on the astral plane	You can disconnect from your body & walk around on the astral plane seeing & hearing the real world as though greatly distorted & able to interact with creatures & objects of the astral plane. This lasts for a number of minutes equal to your Intelligence.
Projection	Sojourn	2	8/-	Fly on the astral plane	You can disconnect from your body & fly at 20 feet per action within the astral seeing & hearing the real world as though greatly distorted & able to interact with creatures & objects of the astral plane. This lasts for a number of minutes equal to your Intelligence.
Projection	Journey	3	16/-	Teleport on the astral plane	You can disconnect from your body & teleport to anywhere you know or can see within the astral seeing & hearing the real world as though greatly distorted & able to interact with creatures & objects of the astral plane. This lasts for a number of minutes equal to your Intelligence.
Psychokinesis	Lesser Psi Blade	1	4/-	TK blade	For a minute you can create a blade of kinetic force that acts like a dagger. You require no weapon proficiencies to use it.
Psychokinesis	Lesser Strength Augment	1	4/-	Strength boost	For a single turn you may add your Int bonus to your Strength.
Psychokinesis	Lesser Telekinesis	1	4/10	Mind over matter	For a number of turns equal to the amount you beat the TN by you can manipulate objects as though you had a Str & Dex of 2 + your Int bonus. You may make unarmed attacks as a medium creature with the same statistics. You may whirl small objects within a 5 foot radius causing 1 damage to everyone in that area every turn unless they make a Reflex save against a TN of 15.
Psychokinesis	Lesser TK Agility	1	4/-	Agility boost	For a single turn you may add your Int bonus to your Dexterity.

Table: Psi Powers

Power Type	Power	Tier	Mana/ TN	Effect	Notes
Psychokinesis	Lesser TK Shield	1	4/10	Protection	The shield lasts for a number of turns equal to the amount you beat the TN by. It counts as 1 point of armour against any & all incoming attacks save mental ones.
Psychokinesis	Lightfoot	1	4/10	No weight	For a number of turns equal to the amount you beat the TN by you have no weight, will leave no tracks & will not trap any pressure triggered traps or alarms.
Psychokinesis	Levitate	2	8/15	Float	For a number of turns equal to the amount you beat the TN by you can levitate at 15 feet per turn.
Psychokinesis	Medium Psi Blade	2	8/-	TK blade	For a minute you can create a blade of kinetic force that acts like a short sword. You require no weapon proficiencies to use it.
Psychokinesis	Medium Strength Augment	2	8/-	Strength boost	For a single turn you may add double your Int bonus to your Strength.
Psychokinesis	Medium Telekinesis	2	8/15	Mind over matter	For a number of turns equal to the amount you beat the TN by you can manipulate objects as though you had a Str & Dex of 5 + your Int bonus. You may make unarmed attacks as a medium creature with the same statistics. You may whirl small objects within a 10 foot radius, causing 1d2 damage to everyone in that area every turn unless they make a Reflex save against a TN of 15.
Psychokinesis	Medium TK Agility	2	8/-	Agility boost	For a single turn you may add double your Int bonus to your Dexterity.
Psychokinesis	Medium TK Shield	2	8/15	Protection	The shield lasts for a number of turns equal to the amount you beat the TN by. It counts as 2 points of armour against any & all incoming attacks save mental ones.
Psychokinesis	Fly	3	16/20	Flight	For a number of turns equal to the amount you beat the TN by you can fly at 30 feet per turn.
Psychokinesis	Greater Psi Blade	3	16/-	TK blade	For a minute you can create a blade of kinetic force that acts like a long sword. You require no weapon proficiencies to use it.
Psychokinesis	Greater Strength Augment	3	16/-	Strength boost	For a single turn you may add triple your Int bonus to your Strength.
Psychokinesis	Greater Telekinesis	3	16/20	Mind over matter	For a number of turns equal to the amount you beat the TN by you can manipulate objects as though you had a Str & Dex of 10 + your Int bonus. You may make unarmed attacks as a medium creature with the same statistics. You may whirl small objects within a 15 foot radius causing 1d4 damage to everyone in that area every turn unless they make a Reflex save against a TN of 15.
Psychokinesis	Greater TK Agility	3	16/-	Agility boost	For a single turn you may add triple your Int bonus to your Dexterity.
Psychokinesis	Greater TK Shield	3	16/20	Protection	The shield lasts for a number of turns equal to the amount you beat the TN by. It counts as 5 points of armour against any & all incoming attacks save mental ones.
Telepathy	Dreamwalk	1	4/10	Walk in people's dreams	You can enter someone's dream & observe for the whole night that they are asleep provided you best them in an opposed Will save. If you interact you are helpless as they control their own dream. Damage dealt within dreams is always subdual unless other psi powers are used.

Table: Psi Powers

Power Type	Power	Tier	Mana/ TN	Effect	Notes
Telepathy	Lesser Hallucination	1	4/10	Make people see things	You can make people see, hear or experience things that simply are not there. The hallucination lasts a number of minutes equal to the amount you beat the TN by. Hallucinations can only do subdual damage. The target may make a Will save against a TN of 10 to ignore the hallucination. Lesser hallucinations are such things as noises, smells & strange lights.
Telepathy	Medium Hallucination	2	8/15	Make people see things	You can make people see, hear or experience things that simply are not there. The hallucination lasts a number of minutes equal to the amount you beat the TN by. Hallucinations can only do subdual damage. The target may make a Will save against a TN of 10 to ignore the hallucination. Medium hallucinations are things such as people who are not there & surreal changes in items.
Telepathy	Mind Blank	1	4/10	Hide your mind	You can make your mind unreadable gaining a +2 bonus against Sense Motive checks & the use of psi powers to try & read or affect your mind. This lasts a number of minutes equal to the amount you beat the TN by.
Telepathy	Psi Sting	1	4/10	Mental harm	If the target fails to make a Will save against a TN of 10 you do them 1d2 damage directly to the head.
Telepathy	Read/Send Thought	1	4/10	Read & send thoughts	For a number of turns equal to amount you beat the TN by you can send thoughts to someone you know well or who is in line-of-sight or you can read the surface thoughts of someone to tell what they are thinking or if they are lying with an opposed Will save check.
Telepathy	Dream Control	2	8/15	Control people's dreams	You can enter someone's dream & observe for the whole night that they are asleep provided you best them in an opposed Will save. You can control aspects of the dream but so can the dreamer. Damage dealt within dreams is always subdual unless other psi powers are used.
Telepathy	Mana Leech	2	8/15	Drain Mana	With an opposed Will save you manage to drain a number of Mana Points from the target equal to the amount you beat the TN by.
Telepathy	Mental Paralysis	2	8/15	Freeze someone	With an opposed Will save you manage to short out someone's mind, freezing them still for a number of turns equal to the amount you beat the TN by.
Telepathy	Psi Wound	2	8/15	Mental harm	If the target fails to make a Will save against a TN of 15 you do them 1d4 damage directly to the head.
Telepathy	Memory Erase/Create	2	8/15	Create or remove memories	With an opposed Will check you can create false memories or remove old ones which can affect someone's outlook.
Telepathy	Suggestion	2	8/15	Make someone perform an action	With a successful activation & an opposed Will check you can make someone perform an action. This must not be something that they would never do & cannot be suicidal or overly dangerous.
Telepathy	Domination	3	16/20	Take control of someone	With an opposed Will check you take control of someone's body for a number of turns equal to the amount you beat the TN of the Psicraft check by. During that time you can make them do anything you want & they will not remember it when they regain control. If they die while you are in their body you lose 1d6 Hit Points & 1d6 Mana.
Telepathy	Dream Master	3	16/20	Dominate people's dreams	You can enter someone's dream & observe for the whole night that they are asleep provided you best them in an opposed Will save. If you interact with the dream you are in total control. Damage dealt within dreams is always subdual unless other psi powers are used.

Table: Psi Powers

Power Type	Power	Tier	Mana/ TN	Effect	Notes
Telepathy	Greater Hallucination	3	16/20	Make people see things	You can make people see, hear or experience things that simply are not there. The hallucination lasts a number of minutes equal to the amount you beat the TN by. Hallucinations can only do subdual damage. The target may make a Will save against a TN of 10 to ignore the hallucination. Greater hallucinations are such things as being eaten by insects or being on fire as well as surreal or wholesale changes in the environment.
Telepathy	Insanity	3	16/20	Cause insanity	With an opposed Will save you manage to inflict a madness of some kind permanently upon the target. The choice of insanity is yours. Insanity may also be healed with this power.
Telepathy	Psi Blast	3	16/20	Mental harm	If the target fails to make a Will save against a TN of 20 you do them 1d8 damage directly to the head.
Telepathy	Psi Scream	3	16/20	Mental harm	Everyone within a 10 foot radius must make a Will save against a TN of 15 or suffer 1d4 damage directly to the head.
Teleportation	Apportation	1	4/10	Teleport an object	You can bring or send an object a number of yards equal to your Int + Wis
Teleportation	Personal Teleport	2	8/15	Teleport yourself	You can teleport yourself a number of yards equal to your Int + Wis.
Teleportation	Teleport Other	3	16/20	Teleport others	You may teleport others a number of yards equal to your Int + Wis.

Monster Design

Follow these steps to create your own creatures.

1. Select Challenge Rating.
2. Select Type
3. Generate Base Statistics (as though a medium-size creature).
4. Select Special Abilities
5. Select Size.
6. Note Final Statistics

Challenge Rating

The Challenge Rating of the Monster helps determine its saving throws & its Base Attack Value. Challenge Ratings vary from 1/10th to any full, numerical value. Sample scores from 1/10th to any full, numerical value. Sample scores from 1/10th to 20 CR are given in the following table.

Challenge Rating also helps determine the number of skill points.

Feats, Special Abilities & Attacks are spent for each attack mode past the first that the creature has, for bonuses, for Feats & for proficiencies. All proficiencies including those to use the animals natural weapons. A creature can have more than the number listed but a general guideline is no more than double.

Challenge Rating used while creating the creature need not be the same as the final Challenge Rating.

Creature Type

The aspects & special abilities of the various creature types are covered in the earlier sections. Creature types do have to be chosen from & bear listing again.

Creatures without intellect have no skills.

Aberration: Bizarre in anatomy or intelligence with good saves in will & (2+Int x4 skill points +2, modified by Int per CR).
Animal: A non-humanoid creature with no magickal abilities & no capability for language. Animals have good saves in Reflex & Fortitude & (2+Int x4 skill points +2, modified by Int per CR).
Construct: A built machine or non-living monster made of inanimate matter. Constructs have (2+Int x4 skill points +2, modified by Int per CR).
Dragon: A draconic serpentine creature of age & power with good saving throws in all categories & (6+Int x4 skill points +6, modified by Int per CR).
Elemental: A creature composed entirely of an element & manifesting as a force of that element. Good saves vary & elementals receive (2+Int x4 +2 skill points, modified by Int per CR).
Fey: Spritely, human-shaped creatures with magickal & supernatural powers, a good Will save & (6+Int x4 skill points +6, modified by Int per CR).
Giant: A gigantic, human-shaped, creature with a good Fortitude saving throw & (2+Int x4 +2 skill points, modified by Int per CR).
Humanoid: A superficially human-looking creature with no supernatural abilities. Humanoids have one good saving throw & (2+Int x4 +2 skill points, modified by Int per CR).

Table: Challenge Rating Based Attributes

Challenge Rating	Base Attack	Base Defence	Feats/Special Abilities/Attacks	Good Save	Normal Save	Poor Save
1/10th	+0	10	2+	+0	-2	-4
1/8th	+0	10	2+	+1	-1	-3
1/6th	+0	10	2+	+1	-1	-3
¼	+0	10	2+	+1	-1	-3
1/3	+0	10	2+	+2	0	-2
½	+0	10	3+	+2	0	-2
1	+0	11	4+	+2	0	-2
2	+1	11	5+	+3	+1	-1
3	+2	12	7+	+5	+3	+1
4	+2	12	8+	+5	+3	+1
5	+3	13	9+	+5	+3	+1
6	+4	13	10+	+6	+4	+2
7	+5	14	12+	+7	+5	+3
8	+6	14	13+	+8	+6	+4
9	+6	15	15+	+8	+6	+4
10	+7	15	16+	+9	+7	+5
11	+7	15	17+	+9	+7	+5
12	+8	16	18+	+10	+8	+6
13	+8	16	19+	+10	+8	+6
14	+9	17	20+	+11	+9	+7
15	+9	17	21+	+11	+9	+7
16	+10	18	22+	+12	+10	+8
17	+10	18	23+	+12	+10	+8
18	+11	19	24+	+13	+11	+9
19	+11	19	25+	+13	+11	+9
20	+12	20	26+	+14	+12	+10

Magickal Beast: Magickal beasts are animal type creatures with higher than animal intelligence or supernatural powers of some kind. Magickal beasts have good Fortitude & Reflex saves & (2+Int x4 +2 skill points, modified by Int per CR).
Monstrous Humanoid: Human-shaped creatures with supernatural or magickal powers. Monstrous humanoids have good Reflex & Will saves & gain (2+Int x4 +2 skill points, modified by Int per CR).
Ooze: Oozes are amorphous blobs of goo. They have no good saving throws & gain (2+Int x4 +2 skill points, modified by Int per CR).
Outsider: An outsider is a non-elemental creature originating from another dimension. They have good saves in all categories & gain (8+Int x4 +8 skill points, modified by Int per CR).
Plant: A monstrous or intelligent plant of some kind, other plants are treated as objects. They have good Fortitude saves & gain (2+Int x4 +2 skill points, modified by Int per CR).
Undead: Shambling creatures risen from the grave. Undead have good Will saves & gain (4+Int x4 +2 skill points, modified by Int per CR).
Vermin: Vermin are crawling things like insects, spiders, worms & other invertebrates. Vermin have good Fortitude saves & gain (2+Int x4 +2 skill points, modified by Int per CR).

Generate Base Statistics

When selecting the base statistics for your creature think of it as a medium-sized version of itself. If it were shrunk to the size of a man how would it fare?

Remember 18 is the normal maximum for any human being & that 20 is well on the way to being superhuman.

Intelligence should be set at 1-2 for animals, anything 3 or higher is considered capable of something approaching human thought. The same goes for non-intelligent artificial life-forms. Plant monsters are normally at the same intellectual level though many have an intelligence of 0 & no skills, being mindless also renders them immune to mind controlling magicks.

Select Special Abilities

Every bonus, every Feat & every extra attack or special power counts as a Feat, eating into the Feats available to the creature. Not every Feat slot needs to be used &, if needed, more than the stated number can be used but no more than double should be assigned.

Armour

It is possible for a creature to have natural armour in the form of hide, skin or dense flesh. Some of this is granted for free by size & it is always modified by size but the following can act as a guide for natural armour. Armour can only ever be reduced to 1 by size modification.

Table: Natural Armour

Armour	Type	Rating	Dex Bonus Penalty
Tough skin	Soft	1	-
Leathery hide/ Light scales	Soft	2	-
Medium scales	Soft	3	-1
Heavy scales	Soft	4	-2
Light chitin	Hard	2	-
Medium chitin	Hard	3	-1
Heavy chitin	Hard	4	-1
Bony plates	Hard	6	-2
Heavy plates	Hard	8	-3
Glass	Hard	1	-
Ceramic	Hard	1	-
Hard Plastic	Hard	2	-
Wood	Hard	5	-2
Light metals	Hard	6	-2
Stone/ Concrete	Hard	8	-3
Iron	Hard	8	-3
Soft steel	Hard	9	-3
Hard steel	Hard	10	-3
Light alloy	Hard	9	-2
Fibreglass	Hard	1	-
Titanium	Hard	15	-3
Composite	Hard	20	-3
Laminated composites	Hard	30	-3

Size

Size has several effects on statistics which are noted in the table below. These are all modifications from medium size. Statistics can only ever be reduced to 1, except for Armour which can be reduced to 0. For each size up slide the final CR up by 1, for each size down slide it down by 1 & then into the fractions.

Creatures may increase the capability of their bite, claw or gore attacks as though it were one level higher at the expense of a Feat slot. This may be done a maximum of two times. Levels above Colossal provide additional dice of the same type.

Note Final Statistics

Now your creature is complete note down the final statistics & you are ready to use it, don't forget to update the CR to reflect the creature's final deadliness.

Table: Size Modification

Size	Hit Points	Str	Dex	Con	Armour	Base Attack/DC	Grapple	Hide
Colossal	x16	+32	-8	+12	+14	-8	+16	-16
Gargantuan	x8	+24	-6	+10	+9	-4	+12	-12
Huge	x4	+16	-4	+8	+5	-2	+8	-8
Large	x2	+8	-2	+4	+2	-1	+4	-4
Medium	x1	-	-	-	-	-	+0	+0
Small	½	-4	+2	-2	-2	+1	-4	+4
Tiny	¼	-8	+4	-4	-4	+2	-8	+8
Diminutive	1/8th	-12	+6	-6	-6	+4	-12	+12
Fine	1/16th	-16	+8	-8	-8	+8	-16	+16

Table: Natural Weapons, by Size

Size	Slam	Bite	Claw	Gore	Pierce*
Colossal	4d6	4d8	2d8	5d6	8
Gargantuan	3d6	3d8	1d8	4d6	4
Huge	2d6	2d8	1d6	3d6	2
Large	1d6	1d8	1d4	2d6	1
Medium	1d4	1d6	1d3	1d6	0
Small	1d3	1d4	1d2	1d4	-1
Tiny	1d2	1d3	1	1d3	-2
Diminutive	1	1d2	-	1d2	-4
Fine	-	1	-	1	-8

* Slam -3, Bite -1, Claw -2, Gore as is. Minimum is 0.

Hit Locations for Non-Humanoid Creatures

Winged humanoids hit in the torso or arms have a 50% chance of being hit in the wings instead. Wings have the same Hit Points as arms.

Winged quadrupeds hit in the torso have a 50% chance of being hit in the wings instead. Their wings have the same Hit Points as their legs.

Quadrupeds have forelegs & rear legs, these both have half the number of Hit Points of the torso.

Blob like masses have only their general Hit Points.

Creatures with multiple limbs have which limb is hit randomised after location is determined on the normal hit chart. Creatures with more than 4 limbs tend to use the Hit Points calculation for arms rather than legs to determine their leg Hit Points.

Creatures with less than 5 Hit Points are considered to only have general Hit Points.

Monsters

Quick & Dirty Monster Conversion

You can do a quick & dirty monster conversion from OGL sources by doing the following.

1. Get the statistic block of the creature.
2. Strip out the 'natural' armour bonus, or worn armour, to AC & make that the 'armour rating'. Leave the remaining AC as the new Defence Class.
3. Work out their Hit Points from their Con, Str, Size & Feats.
4. Leave everything else the same.

More Detailed Monster Conversion

For a more detailed monster conversion perform the following steps.

1. Note down the type of creature & its size.
2. Examine the Challenge Rating & note it down. The Challenge Rating you will use to calculate stats with will be higher or lower depending on how many size classes the creature is bigger or smaller than 'medium'. EG a Challenge Rating 4 creature of 'large' size receives starting stats based on Challenge Rating 3.
3. Note down Challenge Rating related Stats. Base Attack, Defence Class, Feats & Saves. Saves will be determined by creature type. No creature has a weak save unless you designate it to have one.
4. Modify Base Attack, Defence Class & so on according to size.
5. Cut & paste the Abilities block. This will not change.
6. Calculate skill points according to Intelligence & Creature type.
7. Drop in Feats, special abilities & special attacks, removing Feats that do not exist in the *Live System*.
8. Drop in skills but remove their values, spend skill points on the skills.
9. Modify saves, attacks etc by Ability bonus.
10. Calculate Hit Points. Remember to double Hit Points for each scale up & halve for each scale down. Bonuses to Hit Points apply before doubling. Some animals have different locations or different Hit Point calculates to human ones. Use your own discretion.
11. Calculate the damage done by natural weapons, you can have the weapons do damage as though they were one scale bigger or smaller if you wish.
12. Apply the effects of armour to your Dex based skills, Reflex save & your Defence Class. Yes, armour affects Defence Class twice through direct deduction & through deduction of the Reflex save.
13. Calculate final Initiative & add Reflex save to the Defence Class.
14. You are now good to go.

The Monsters

A Special Note about Challenge Rating

Using the standard *Live System* challenge rating can only ever really provide a rough guideline to the power of a creature. However as a basic guide a journeyman starting character is roughly equal to a challenge rating 5 monster. That means they are evenly matched & that in an even fight both character & monster should end up disabled or dead. It is recommended that you not include monsters or groups of monsters precisely equal to the approximate challenge rating of the party going up against them.

Aboleth

Type:	Huge Aberration (Aquatic)
Challenge Rating:	7
Initiative:	+4
Movement:	3 ft on land 20 ft swimming.
Hit Points:	136 general (27 Head, 82 Body, 27 Tentacles, 54 Tail)
Mana Points:	38
Abilities:	Str 26, Dex 12, Con 20, Int 15, Wis 17, Cha 17
Saves:	Will +10, Fortitude +8, Reflexes +4
Skills:	Concentration +10, Knowledge (any one) +6, Listen +11, Spot +11, Swim +8, Psicraft +7.
Feats/Powers:	Swimmer, Darkvision, Extra Action, Alertness, Combat Manifestation, Iron Will, Enslave, Smokescreen, Psionic, Improved Psionic, 3 Psi Power Feats, Amphibious.
Melee/Ranged Attack:	+9/+1
Attack Damage:	4 Tentacles 2d6+8 B + Disease
Defence Class/Armour	15/7 (soft) [Light scales/blubber]
Description:	The aboleth is a revolting fishlike amphibian found primarily in subterranean lakes & rivers. An aboleth has a pink belly. Four pulsating blueblack orifices line the bottom of its body & secrete gray slime that smells like rancid grease. It uses its tail for propulsion in the water & drags itself along with its tentacles on land.
Notes:	Disease: aboleths carry a terrible disease on their tentacles & in their mucous. A creature that is exposed must succeed on a TN 19 Fortitude save or begin to transform over the next 1d4+1 minutes, the skin gradually becoming a clear, slimy membrane. An afflicted creature must remain moistened with cool, fresh water or take 1d12 points of damage every 10 minutes. The slime reduces the creature's natural armour by 1 (but never to less than 0). Infected creatures gain the ability to breathe water but lose the ability to breathe air. Smokescreen: The aboleth can expel a gargantuan cloud of mucous to hide itself. This mucous also carries its disease. Aboleth Hit Location: 1-4 Head, 5-8 Tentacle 1 through 4, 9-16 Body, 17-20 Tail.

Achaierai

Type:	Large Outsider (Extraplanar)
Challenge Rating:	5
Initiative:	+3
Movement:	15 ft
Hit Points:	48 general (10 Head, 10 Wings, 29 Body, 19 Legs)
Mana Points:	31
Abilities:	Str 19, Dex 13, Con 14, Int 11, Wis 14, Cha 16
Saves:	Will +7, Reflexes +3, Fortitude +7
Skills:	Balance +6, Climb +12, Diplomacy +8, Hide -1, Jump +19, Listen +7, Move Silently +3, Sense Motive +7, Spot +10
Feats/Powers:	Dodge, Mobility, Spring Attack, Darkvision, Spell Resistance
Melee/Ranged Attack:	+4/-1
Attack Damage:	Claws 1d6+4 S, Bite 2d8+4 P.
Defence Class/Armour	14/10 (hard) [Heavy subcutinous plates & unnatural plumage] -3 Penalty
Description:	Achaierais are massive, 15-foot-tall flightless birds that inhabit lawful planes of battle & are only occasionally encountered elsewhere. Achaierais speak Infernal.
Notes:	Smokescreen: The Achaieri can release a huge cloud of black smoke from itself. Poison: TN 15 or take 2d6 general Hit Points & be afflicted with insanity. Spell Resistance: TN 19.

Allip

Type:	Medium Undead (Incorporeal)
Challenge Rating:	3
Initiative:	+10
Movement:	10 ft (fly)
Hit Points:	28 general only
Mana Points:	28
Abilities:	Str 12, Dex 12, Con 11 (immune), Int 11, Wis 11, Cha 18
Saves:	Will +5, Reflexes +6, Fortitude +3 (immune)
Skills:	Hide +6, Intimidate +10, Listen +6, Search +5, Spot +6
Feats/Powers:	Improved Initiative, Lightning Reflexes, Babble, Madness, Wisdom Drain, Darkvision, Incorporeal
Melee/Ranged Attack:	+3/+3
Attack Damage:	Wisdom drain (permanent) 1d4, the Allip gains 5 HP from each drain.
Defence Class/Armour	18/-
Description:	An allip is the spectral remains of someone driven to suicide by a madness that afflicted it in life. It craves only revenge & unrelentingly pursues those who tormented it in life & pushed it over the brink.
Notes:	-

Air Elemental

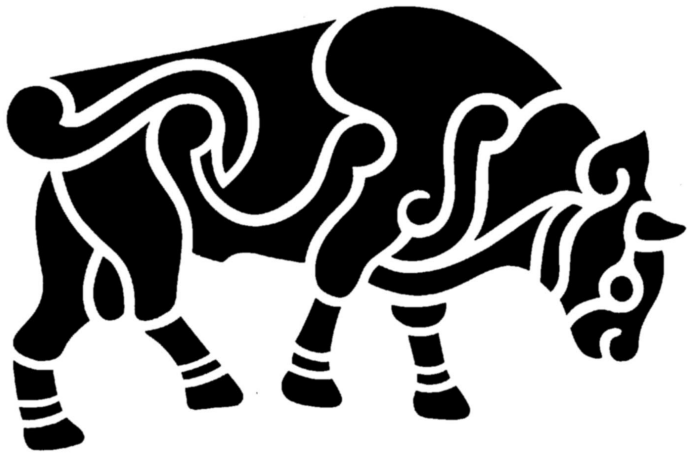
Type:	Medium Elemental (Air, Extraplanar)
Challenge Rating:	3
Initiative:	+14
Movement:	30 ft (fly)
Hit Points:	21 general only
Mana Points:	21
Abilities:	Str 12, Dex 21, Con 14, Int 4, Wis 11, Cha 11
Saves:	Reflex +10, Fortitude +5, Will +3
Skills:	Listen +3, Spot +4
Feats/Powers:	Air Mastery, Darkvision, Whirlwind, Dodge, Flyby Attack, Improved Initiative, Weapon Finesse
Melee/Ranged Attack:	+7/+7
Attack Damage:	Slam 1d4+1 B
Defence Class/Armour	23/3 (soft) [Non-solid body]
Description:	An amorphous whirling ball of air that howls with screaming winds & extends buffeting parts of itself to attack.
Notes:	3 actions, 3 Reflexive Actions

Angel

Type:	Medium Outsider (Extraplanar, Good)
Challenge Rating:	14
Initiative:	+16
Movement:	15 ft walk, 30 ft fly.
Hit Points:	30 general (6 Head, 6 Arms, 6 Wings, 18 Body, 12 Legs)
Mana Points:	42
Abilities:	Str 22, Dex 18, Con 18, Int 18, Wis 18, Cha 20
Saves:	Reflexes +12, Fortitude +17, Will +15
Skills:	Concentration +24, Craft or Knowledge (any three) +20, Diplomacy +25, Escape Artist +16, Hide +16, Intimidate +25, Listen +26, Move Silently +16, Sense Motive +24, Spot +26, Use Rope +16
Feats/Powers:	Alertness, Cleave, Great Fortitude, Improved Initiative, Power Attack, Damage Reduction 10, Darkvision, Low-light, Immunity to Acid, Cold & Petrification, Electricity Resistance 10, Fire Resistance 10, Spell Resistance 30, Tongues, Uncanny Dodge, Stun, Spellcaster, Improved Spellcaster, 3 Magickal Feats.
Melee/Ranged Attack:	+15/+10
Attack Damage:	Flaming Greatsword 2d8+6 S +1d6 E.
Defence Class/Armour	29/11+10 damage resistance (hard) full magickal plate +3 (Not head or wings) -3 Dex
Description:	A classical angel in gleaming armour & wielding a flaming sword.
Notes:	-

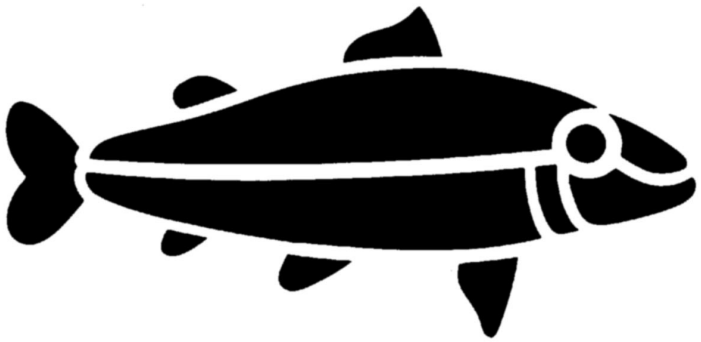
Ankheg

Type:	Large Magickal Beast
Challenge Rating:	3
Initiative:	+1
Movement:	10 feet Walk, 6 feet (burrow)
Hit Points:	62 general (12 Head, 37 Body, 12 Forelegs, 12 Rear Legs)
Mana Points:	20
Abilities:	Str 21, Dex 10, Con 17, Int 1, Wis 13, Cha 6
Saves:	Fortitude +6, Reflexes +1, Will +2
Skills:	Climb +9, Listen +4, Spot +4
Feats/Powers:	Alertness, Toughness, Improved grab, Spit Acid, Darkvision, Low-Light, Tremorsense
Melee/Ranged Attack:	+5/-2
Attack Damage:	Bite 1d8+5 P, Acid Spit 1d4 E
Defence Class/Armour	10/8 (hard) [Body plates] -2 Dex
Description:	The ankheg is a burrowing monster with a taste for fresh meat. An ankheg has six legs, & some specimens are yellow rather than brown. It is about 10 feet long & weighs about 800 pounds. An ankheg burrows with legs & mandibles. A burrowing ankheg usually does not make a usable tunnel, but can construct a tunnel; it burrows at half speed when it does so. It often digs a winding tunnel up to 40 feet below the surface in the rich soil of forests or farmlands. The tunnel is 5 feet tall & wide, & from 60 to 150 feet long ([1d10 + 5] x?10).
Notes:	-



Aranea

Type:	Large Magickal Beast
Challenge Rating:	4
Initiative:	+11
Movement:	15 ft
Hit Points:	40 general (8 Head, 24 Body, 8 Forelegs, 8 Rear Legs)
Mana Points:	33
Abilities:	Str 11, Dex 15, Con 14, Int 14, Wis 13, Cha 14
Saves:	Fortitude +7, Reflex +7, Will +6
Skills:	Climb +13, Concentration +8, Escape Artist +7, Jump +6, Listen +6, Spot +6
Feats/Powers:	Poison, Web, Change Shape, Darkvision, Low-Light, Web, Spellcaster, 1 Spell Feats, Improved Initiative, Iron Will, Weapon Finesse, Climber
Melee/Ranged Attack:	+3/+3
Attack Damage:	Bite 1d8 P + Poison.
Defence Class/ Armour	18/2 (Hard) [Chitin]
Description:	An aranea is an intelligent, shape changing spider with sorcerous powers. In its natural form, an aranea resembles a big spider, with a humpbacked body a little bigger than a human torso. It has fanged mandibles like a normal spider. Two small arms, each about 2 feet long, lie below the mandibles. Each arm has a hand with four many-jointed fingers & a double-jointed thumb. An aranea weighs about 150 pounds. The hump on its back houses its brain.
Notes:	Poison: Injury, Fortitude DC 13, initial damage 1d6 Str, secondary damage 2d6 Str.



Assassin Vine

Type:	Large Plant
Challenge Rating:	3
Initiative:	+2
Movement:	1 ft.
Hit Points:	54 general Each arm has 11 Hit Points
Mana Points:	19
Abilities:	Str 20, Dex 10, Con 16, Int 0 (Mindless), Wis 13, Cha 9
Saves:	Fortitude +3, Reflex +2, Will +2
Skills:	Listen +4, Spot +4
Feats/Powers:	Constrict, Entangle, Improved Grab, Blindsight, Camouflage (Woodland/Caves), Immunity to Electricity, Low-Light, Cold Resistance 10 & Fire Resistance 10.
Melee/Ranged Attack:	+5/-2
Attack Damage:	Constrict 1d6+5 B.
Defence Class/Armour	14/6 (Hard) [Heavy wood] -2 Dex
Description:	The assassin vine is a semi-mobile plant that collects its own grisly fertilizer by grabbing & crushing animals & depositing the carcasses near its roots. A mature plant consists of a main vine, about 20 feet long. Smaller vines up to 5 feet long branch off from the main vine about every 6 inches. These small vines bear clusters of leaves & in late summer they produce bunches of small fruits that resemble wild grapes. The fruit is tough & has a hearty but bitter flavour. Assassin vine berries make a heady wine. A subterranean version of the assassin vine grows near hot springs, volcanic vents, & other sources of thermal energy. These plants have thin, wiry stems & grey leaves shot through with silver, brown, & white veins so that they resemble mineral deposits. An assassin vine growing underground usually generates enough offal to support a thriving colony of mushrooms & other fungi, which spring up around the plant & help conceal it. Assume 10 vine 'arms' and randomise hits between them with a d10.
Notes:	-

Athach

Type:	Huge Aberration
Challenge Rating:	8
Initiative:	+2
Movement:	12 ft.
Hit Points:	176 general (35 Head, 106 Torso, 35 Arm, 70 Leg)
Mana Points:	25
Abilities:	Str 26, Dex 13, Con 21, Int 7, Wis 12, Cha 6
Saves:	Will +7, Reflex +2 Fortitude +9
Skills:	Climb +11, Jump +11, Listen +5, Spot +5
Feats/Powers:	Poison, Darkvision, Weapon Proficiency: Simple, Alertness, Cleave, Power Attack, Weapon Focus (bite), Toughness x3.
Melee/Ranged Attack:	+10/+0
Attack Damage:	Morningstar 3d6+8 B/P, Bite 2d8+8 P + Poison
Defence Class/ Armour	13/8 (soft) Thick, leathery hide & 3 Hide armour. -3 Dex.
Description:	A three armed, greenish-skinned giant with a penchant for clubbing weapons & an evil temperament.
Notes:	When an arm hit is scored roll 1d6 1-2 Arm 1, 3-4 Arm 2, 5-6 Arm 3. Poison: Fortitude DC 22, initial damage 1d6 Str, secondary damage 2d6 Str.

Basilisk

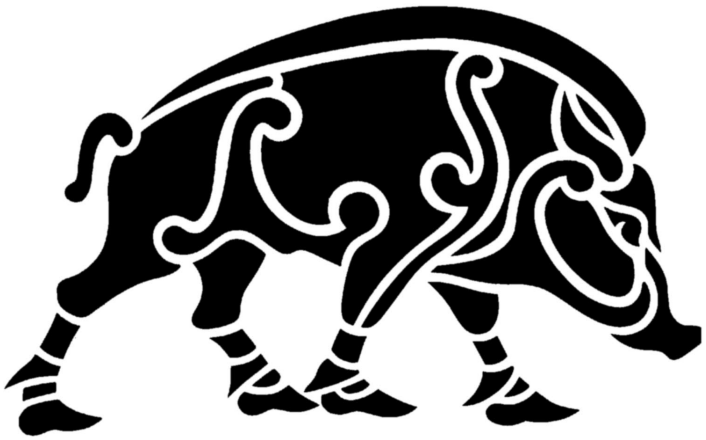
Type:	Medium Magickal Beast
Challenge Rating:	5
Initiative:	+2
Movement:	6 ft.
Hit Points:	23 general (5 Head, 14 Body, 7 Forelegs, 7 Rear Legs)
Mana Points:	20
Abilities:	Str 15, Dex 8, Con 15, Int 2, Wis 12, Cha 11
Saves:	Fortitude +9, Reflex +2, Will +4
Skills:	Hide +2, Listen +6, Spot +6
Feats/Powers:	Petrifying Gaze, Alertness, Blind-Fight, Great Fortitude, Darkvision, Low-Light Vision, Camouflage (Desert)
Melee/Ranged Attack:	+3/+0
Attack Damage:	Bite 1d6+2 P.
Defence Class/ Armour	13/6 (Hard) [Body Plates] -2 Dex.
Description:	A basilisk is a reptilian monster that petrifies living creatures with a mere gaze. A basilisk usually has a dull brown body with a yellowish underbelly. Some specimens sport a short, curved horn atop the nose. An adult basilisk's body grows to about 6 feet long, not including its tail, which can reach an additional length of 5 to 7 feet. The creature weighs about 300 pounds.
Notes:	-

Bear

Type:	Large Animal
Challenge Rating:	4
Initiative:	+5
Movement:	12 ft.
Hit Points:	66 general (13 Head, 20 Arms, 40 Body, 20 Legs)
Mana Points:	20
Abilities:	Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6
Saves:	Reflex +5, Fortitude +9, Will+4
Skills:	Listen +4, Spot +3, Swim +10
Feats/Powers:	Improved Grab, Low-Light, Scent, Endurance, +4 to Swim checks
Melee/Ranged Attack:	+2/+1
Attack Damage:	Claw 1d6+8 S.
Defence Class/Armour	16/5 (soft) Tough Hide, -1 Dex.
Description:	A large brown bear of angry disposition.
Notes:	-

Big Cat

Type:	Large Animal
Challenge Rating:	3
Initiative:	+6
Movement:	12 ft.
Hit Points:	52 general (10 Head, 31 Body, 16 Forelegs, 16 Rear Legs)
Mana Points:	20
Abilities:	Str 21, Dex 17, Con 15, Int 2, Wis 12, Cha 6
Saves:	Fortitude +5, Reflex +6, Will +2
Skills:	Balance +8, Hide +4, Listen +5, Move Silently +8, Spot +4
Feats/Powers:	Pounce, Improved Grab, Rake, Low-Light, Scent, Alertness, +4 racial bonus on Balance, Hide, & Move Silently checks, Hide only in the cat's native environment.
Melee/Ranged Attack:	+5/+3
Attack Damage:	Claws 1d4+5 S.
Defence Class/ Armour	16/3 (soft) Tough Hide
Description:	A large cat such as a lion.
Notes:	-



Bugbear

Type:	Medium Humanoid (Goblinoid)
Challenge Rating:	2
Initiative:	+3
Movement:	10 ft.
Hit Points:	21 general (4 Head, 4 Arms, 13 Body, 8 Legs)
Mana Points:	26
Abilities:	Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9
Saves:	Reflexes +3, Will +1, Fortitude +2
Skills:	Climb +4, Hide +3, Listen +5, Move Silently +7, Spot +5
Feats/Powers:	Darkvision, Scent, Alertness, Weapon Focus (morningstar), Weapon Proficiency: Simple Weapons, +4 special bonus to Move Silently.
Melee/Ranged Attack:	+3/+1
Attack Damage:	Morningstar 1d8+2 B/P.
Defence Class/Armour	13/2 (soft) leather armour +3 natural armour. Bugbears carry light wooden shields. -1 Dex.
Description:	Large, shaggy haired humanoids given to brutality & crudeness.
Notes:	-

Centaur

Type:	Large Monstrous Humanoid
Challenge Rating:	3
Initiative:	+5
Movement:	15 ft.
Hit Points:	50 general (5 Head, 5 Arms, 15 Human Torso, 30 Horse Torso, 15 Horse Legs)
Mana Points:	27
Abilities:	Str 18, Dex 14, Con 15, Int 8, Wis 13, Cha 11
Saves:	Reflex +5, Will +4, Fortitude +3
Skills:	Listen +2, Move Silently +3, Spot +3, Survival +1
Feats/Powers:	Dodge, Weapon Focus (hoof), Darkvision
Melee/Ranged Attack:	+4/+2
Attack Damage:	Hoof 1d6+4 B, Longsword 2d6+4 S, Longbow 2d6+4 P.
Defence Class/Armour	16/3 (soft) Tough skin.
Description:	A centaur is as big as a heavy horse, but much taller & slightly heavier. A centaur is about 7 feet tall & weighs about 2,100 pounds.
Notes:	Hit locations for centaurs: 1: Head, 2: Left arm, 3: Right arm, 4-6: Torso, 7-12: Horse torso, 13-14: Left Foreleg, 15-16: Right Foreleg, 17-18: Left Rear Leg, 19-20: Right Rear Leg.

Chimera

Type:	Large Magickal Beast
Challenge Rating:	7
Initiative:	+5
Movement:	10 ft run 15 ft fly.
Hit Points:	54 general (11 Head, 32 Body, 16 Forelegs, 16 Rear Legs)
Mana Points:	23
Abilities:	Str 19, Dex 13, Con 17, Int 4, Wis 13, Cha 10
Saves:	Fortitude +6, Reflex +8, Will +7
Skills:	Hide -1, Listen +7, Spot +7
Feats/Powers:	Alertness, Iron Will, Breath Weapon, Scent, Darkvision, Low-Light.
Melee/Ranged Attack:	+7/+2
Attack Damage:	Bite 1d8+4 P, Claw 1d4+4 S, Gore 2d6+4 P, Breath 2d8 E (Fire).
Defence Class/Armour	17/6 (soft) Heavy Scales -2 Dex.
Description:	A three headed beast with the heads of a dragon, a goat & a lion.
Notes:	When the head is hit randomly determine which one: 1-2: Dragon 3-4: Lion 5-6: Goat.

Cockatrice

Type:	Small Magickal Beast
Challenge Rating:	3
Initiative:	+8
Movement:	6 ft.
Hit Points:	8 General (2 Head, 2 Wings, 5 Body, 2 Legs)
Mana Points:	21
Abilities:	Str 6, Dex 17, Con 11, Int 2, Wis 13, Cha 9
Saves:	Fortitude +5, Reflex +8, Will +4
Skills:	Spot +5, Listen +5 Hide +10
Feats/Powers:	Alertness, Dodge, Weapon Finesse, Petrification, Darkvision, Low-Light.
Melee/Ranged Attack:	+6/+6
Attack Damage:	Bite 1d4-2 P + Petrification
Defence Class/Armour	22/-
Description:	A male cockatrice has wattles & a comb, just like a rooster. Females, much rarer than males, differ only in that they have no wattles or comb. A cockatrice weighs about 25 pounds. Feathers are sparse & the flesh is clammy & toad-like.
Notes:	Petrification: The TN of the fortitude save to resist Petrification is 15

Crocodile

Type:	Medium Animal (Reptilian)
Challenge Rating:	2
Initiative:	+2
Movement:	6 ft, swim 10 ft.
Hit Points:	27 (5 Head, 16 Body, 8 Forelegs, 8 Rear Legs)
Mana Points:	19
Abilities:	Str 19, Dex 12, Con 17, Int 1, Wis 12, Cha 2
Saves:	Fortitude +6, Reflex +2, Will+2
Skills:	Hide +6, Spot +4, Listen +4, Swim +12
Feats/Powers:	Improved Grab, Hold Breath, Low-Light, Alertness, Skill Focus: Hide, Swimmer.
Melee/Ranged Attack:	+5/+0
Attack Damage:	Bite 1d8+4 P.
Defence Class/Armour	11/4 (soft) Heavy Scales, -2 Dex.
Description:	A crocodile.
Notes:	-

Demon

Type:	Large Outsider (Extraplanar)
Challenge Rating:	20
Initiative:	+18
Movement:	13 ft walk 30 ft fly.
Hit Points:	98 general (20 Head, 20 Arms, 20 Wings, 59 Body 40 Legs)
Mana Points:	54
Abilities:	Str 35 Dex 25 Con 31 Int 24 Wis 24 Cha 26
Saves:	Fortitude +23, Will +20, Reflex +14
Skills:	Bluff +28, Concentration +30, Diplomacy +28, Disguise +28, Hide +17, Intimidate +38, Knowledge (any two) +32, Listen +27, Move Silently +21, Search +27, Sense Motive +27, Spellcraft +27, Spot +27, Survival +27, Use Magick Device +32
Feats/Powers:	Cleave, Improved Initiative, Improved Two-Weapon Fighting, Power Attack, Two-Weapon Fighting, Weapon Focus (Longsword), Death throes, Damage reduction 15/cold iron, Darkvision, Heat, Immunity to Electricity, Fire, & Poison, Resistance to Acid 10 & Cold 10, Spell resistance 28, Telepathy, True seeing, Spellcaster, Improved Spellcaster, Minor Summon, Summon.
Melee/Ranged Attack:	+22/+11
Attack Damage:	+1 Magickal Vorpal Longsword (Automatic kill on a critical hit) 2d6+12 S, +1 Magickal Flaming Whip (+1d6 E fire damage) 1d4+12 Sb.
Defence Class/ Armour	26/15 - +5 Magickal Black Iron Platemail -6 Dex
Description:	A classical horned, red skinned demon with black bat wings & a terrible sword & whip.
Notes:	-

Doppleganger

Type:	Medium Monstrous Humanoid (Shapechanger)
Challenge Rating:	3
Initiative:	+5
Movement:	10 ft.
Hit Points:	19 general (4 Head, 4 Arms, 11 Body, 8 Legs)
Mana Points:	33
Abilities:	Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 13
Saves:	Reflex +5, Will +7, Fortitude +6
Skills:	Bluff +12, Diplomacy +4, Disguise +22, Intimidate +4, Listen +5, Sense Motive +5, Spot +5
Feats/Powers:	Detect Thoughts, Change Shape, Immunity to Sleep & Charm, Dodge, Great Fortitude, Weapon Proficiency: Simple, Racial bonus +4 to Bluff & Hide
Melee/Ranged Attack:	+3/+2
Attack Damage:	Slam 1d4+1 B.
Defence Class/Armour	17/4 (soft) Heavy scales/Dense Flesh -1Dex.
Description:	Eerie, featureless grey beings that can amorphously change shape.
Notes:	-

Dragon (Common)

Type:	Huge Dragon
Challenge Rating:	15
Initiative:	+8
Movement:	13 ft move, 30 ft fly.
Hit Points:	152 general (30 Head, 30 Wings, 46 Forelimbs, 91 Body, 46 Rear Limbs)
Mana Points:	41
Abilities:	Str 33, Dex 10, Con 21, Int 16, Wis 19, Cha 16
Saves:	Reflex +8, Fortitude +15, Will +14
Skills:	153
Feats/Powers:	Immunity to Fire, Breath Weapon, Damage Reduction 5/Magick, Spellcaster, Improved Spellcaster, Greater Spellcaster, 10 Magick Feats
Melee/Ranged Attack:	+19/+6
Attack Damage:	Bite 2d8+11 P, Claws (2) 1d6+11 S, Slam 2d6+11 B, Breath Weapon 4d8+22 E (Fire).
Defence Class/Armour	22/9 (soft) Heavy scales -2 Dex.
Description:	A classical dragon, huge, scaly, bad tempered & wickedly intelligent.
Notes:	-

Dryad

Type:	Medium Fey
Challenge Rating:	3
Initiative:	+6
Movement:	10 ft.
Hit Points:	17 general (3 Head, 3 Arms, 10 Body, 7 Legs)
Mana Points:	35
Abilities:	Str 10, Dex 19, Con 11, Int 14, Wis 15, Cha 18
Saves:	Will +7, Fortitude +5, Reflex +6
Skills:	56
Feats/Powers:	Damage Reduction 5/cold iron, Wild Empathy, Great Fortitude, Weapon Finesse, Weapon Proficiency: Simple, Spellcaster, 1 Magick Feat.
Melee/Ranged Attack:	+5/+5
Attack Damage:	Dagger 1d4 P.
Defence Class/Armour	17/3 (soft) woody flesh -1 Dex
Description:	A dryad's delicate features are much like a female elf 's, though her flesh is like bark or fine wood, & her hair is like a canopy of leaves that changes colour with the seasons.
Notes:	Dryads are linked with their tree & if the tree is harmed, so are they.

Eagle

Type:	Small Animal
Challenge Rating:	½
Initiative:	+4
Movement:	2 ft, 25 ft fly.
Hit Points:	9 general (2 Head, 2 Wings, 5 Body, 2 Legs)
Mana Points:	22
Abilities:	Str 10, Dex 15, Con 12, Int 2, Wis 14, Cha 6
Saves:	Fortitude +3, Reflex +4, Will +2
Skills:	Listen +3, Spot +14
Feats/Powers:	Low-Light, Weapon Finesse, +8 bonus to Spot checks.
Melee/Ranged Attack:	+4/+4
Attack Damage:	Claws 1d3 S, Bite 1d4 P.
Defence Class/Armour	17/1 (soft) Dense Flesh.
Description:	A large raptor.
Notes:	-

Earth Elemental

Type:	Medium Elemental (Earth, Extraplanar)
Challenge Rating:	3
Initiative:	-1
Movement:	6 ft.
Hit Points:	28 general only
Mana Points:	21
Abilities:	Str 21, Dex 8, Con 17, Int 4, Wis 11, Cha 11
Saves:	Fortitude +8, Reflex -1, Will +3
Skills:	Listen +4, Spot +3
Feats/Powers:	Earth mastery, Darkvision, Burrower, Cleave, Power Attack
Melee/Ranged Attack:	+7/-3
Attack Damage:	Slam 1d6+5 B.
Defence Class/Armour	7/8 (Hard) Rock -3 Dex
Description:	A swirling mass of earth & rock capable of passing through earth & rock at a slow rate without leaving a tunnel.
Notes:	-

Fire Elemental

Type:	Medium Elemental (Fire, Extraplanar)
Challenge Rating:	3
Initiative:	+12
Movement:	6 ft.
Hit Points:	21 general only
Mana Points:	21
Abilities:	Str 12, Dex 17, Con 14, Int 4, Wis 11, Cha 11
Saves:	Reflex +8, Fortitude +5, Will +3
Skills:	Listen +3, Spot +4
Feats/Powers:	4 Darkvision, Immunity to Fire, Vulnerability to Cold, Dodge, Improved Initiative, Mobility, Weapon Finesse, Heat
Melee/Ranged Attack:	+5/+5
Attack Damage:	Slam 1d6+1 B +1d6+1 E (Fire)
Defence Class/Armour	21/3 (soft) ephemeral body.
Description:	A flaming ball of incinerating gas giving off sparks.
Notes:	-

Gargoyle

Type:	Medium Monstrous Humanoid (Earth)
Challenge Rating:	4
Initiative:	+6
Movement:	12 ft, 20 ft fly.
Hit Points:	26 General (5 Head, 5 Arms, 5 Wings, 16 Body, 10 Legs)
Mana Points:	23
Abilities:	Str 15, Dex 14, Con 18, Int 6, Wis 11, Cha 7
Saves:	Reflex +6, Will +5, Fortitude +7
Skills:	Hide +6, Listen +2, Spot +2
Feats/Powers:	Damage reduction 10/Magick, Darkvision, Freeze, Toughness
Melee/Ranged Attack:	+4/+3
Attack Damage:	Claw 1d4+2 S.
Defence Class/Armour	17/4 (Hard) Heavy Chitin -1 Dex
Description:	A winged, ugly statue, come to life.
Notes:	-

Ghoul

Type:	Medium Undead
Challenge Rating:	1
Initiative:	+2
Movement:	10 ft.
Hit Points:	28 general (6 Head, 6 Arms, 17 Body, 11 Legs)
Mana Points:	33
Abilities:	Str 13, Dex 15, Con 11 (immune), Int 13, Wis 14, Cha 12
Saves:	Will +4, Fortitude +0, Reflex +2
Skills:	Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +7, Spot +6
Feats/Powers:	Disease: Ghoul Fever, Paralysis.
Melee/Ranged Attack:	+1/+2
Attack Damage:	Bite 1d6+1 P +Paralysis, Claw 1d3+1 S + Paralysis.
Defence Class/Armour	13/2 (soft) leathery skin
Description:	A grey skinned body caked with dried blood & surprisingly nimble.
Notes:	Ghoul Fever: Disease, bite, Fortitude TN 15, incubation period 1 day, damage 1d3 Con & 1d3 Dex. An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living & behaves like a normal ghoul in all respects. Paralysis: Those hit by a ghoul's bite or claw attack must succeed on a TN 15 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis.

Giant

Type:	Large Giant
Challenge Rating:	8
Initiative:	+4
Movement:	10 ft.
Hit Points:	66 general (13 Head, 13 Arms, 40 Body, 26 Legs)
Mana Points:	28
Abilities:	Str 27, Dex 15, Con 19, Int 10, Wis 12, Cha 11
Saves:	Fortitude +11, Will +8, Reflexes +4
Skills:	24
Feats/Powers:	10 Darkvision, Low-Light, Combat Reflexes, Iron Will, Point Blank Shot, Power Attack, Precise Shot.
Melee/Ranged Attack:	+13/+4
Attack Damage:	Greatclub 2d8+8 B.
Defence Class/Armour	15/2 natural (soft) +5 (soft) Hide armour -3 Dex.
Description:	A gigantic, slightly misshapen man.
Notes:	4 Reflexive actions

Giant Ant

Type:	Medium Vermin
Challenge Rating:	2
Initiative:	+0
Movement:	15 ft.
Hit Points:	21 general (4 Head, 13 Body, 4 Forelegs, 4 Rear Legs)
Mana Points:	19
Abilities:	Str 14, Dex 10, Con 13, Int 0 (mindless), Wis 13, Cha 11
Saves:	Fortitude +3, Will+1, Reflex +0
Skills:	Climb +14, Survival +5
Feats/Powers:	Climber, Spit Acid, Improved Grab.
Melee/Ranged Attack:	+3/+0
Attack Damage:	Bite 1d8+2 P.
Defence Class/Armour	10/4 (Hard) Heavy Chitin, -1 Dex.
Description:	A giant ant with piercing jaws & the ability to squirt strong formic acid.
Notes:	-

Giant Spider

Type:	Medium Vermin
Challenge Rating:	1
Initiative:	+3
Movement:	10 ft.
Hit Points:	18 general (4 Head, 11 Body, 4 Forelegs, 4 Rear Legs)
Mana Points:	16
Abilities:	Str 11, Dex 17, Con 12, Int 0 (Mindless), Wis 10, Cha 2
Saves:	Fortitude +3, Will +0, Reflex+3
Skills:	Climb +9, Hide +4, Spot +3, Listen +3, Move Silently +4
Feats/Powers:	Poison, Web, Tremorsense, Darkvision, Weapon Finesse, Climber, Alertness.
Melee/Ranged Attack:	+3/+3
Attack Damage:	Bite 1d6 P + Poison.
Defence Class/Armour	14/1 (hard) Light Chitin.
Description:	A giant spider the size of a man.
Notes:	Poison: 1d4 Str loss both primary & secondary damage. TN 12.

Gnoll

Type:	Medium Humanoid
Challenge Rating:	1
Initiative:	-3
Movement:	10 ft.
Hit Points:	21 general (Head 4, Arms 4, Torso 13, Legs 8)
Mana Points:	25
Abilities:	Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8
Saves:	Fortitude +3, Will +0, Reflex -3
Skills:	Listen +3, Spot +2
Feats/Powers:	Weapons Proficiency: Martial, Darkvision, Power Attack.
Melee/Ranged Attack:	+2/-3
Attack Damage:	Battleaxe 1d8+2 S.
Defence Class/Armour	5/1 (soft) natural +2 soft leather armour, heavy steel shield -3 Dex.
Description:	Hyena-like bipedal creatures.
Notes:	-

Goblin

Type:	Small Humanoid
Challenge Rating:	1/3
Initiative:	+2
Movement:	10 ft.
Hit Points:	9 general (Head 2, Arms 2, Body 5, Legs 4)
Mana Points:	25
Abilities:	Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6
Saves:	Reflex +2, Will -1, Fortitude +1
Skills:	Hide +8, Listen +2, Move Silently +3, Ride +3, Spot +2
Feats/Powers:	Darkvision, Alertness
Melee/Ranged Attack:	+1/+1
Attack Damage:	Morningstar 1d6 B/P.
Defence Class/Armour	12/2 (soft) leather armour, light wooden shield. -1 Dex.
Description:	Small, foul little creatures with big ears & unrealistic ambitions. Goblins like to attack en masse & to lay traps.
Notes:	-

Golem

Type:	Large, Stone Construct
Challenge Rating:	11
Initiative:	+3
Movement:	6 ft.
Hit Points:	184 general (37 Head, 37 Arms, 110 Body, 74 Legs)
Mana Points:	17
Abilities:	Str 29, Dex 9, Con 11 (immune), Int 0 (Mindless), Wis 11, Cha 1
Saves:	Fortitude +9, Reflex +3, Will +7.
Skills:	-
Feats/Powers:	Damage reduction 10/ Adamantine, Darkvision, Immunity to Magick, Low-Light, Toughness x12.
Melee/Ranged Attack:	+16/+3
Attack Damage:	Slam 1d6+9 B.
Defence Class/Armour	15/10 (hard) Stone. -3 Dex.
Description:	A large stone statue brought to life by strange magicks.
Notes:	-

Gorilla

Type:	Large Animal
Challenge Rating:	2
Initiative:	+4
Movement:	10 ft.
Hit Points:	56 general (11 Head, 11 Arms, 34 Body, 22 Legs)
Mana Points:	20
Abilities:	Str 21, Dex 15, Con 14, Int 2, Wis 12, Cha 7
Saves:	Reflex +4, Fortitude +4, Will+1
Skills:	Climb +14, Listen +5, Spot +5
Feats/Powers:	Climber, Low-Light, Scent, Alertness, Toughness
Melee/Ranged Attack:	+5/+2
Attack Damage:	Slam 1d6+5 B, Bite 1d6+1 P.
Defence Class/Armour	15/3 (soft) Tough Skin.
Description:	A big, angry looking Gorilla.
Notes:	-

Griffon

Type:	Large Magickal Beast
Challenge Rating:	4
Initiative:	+7
Movement:	10 ft, 25 ft fly.
Hit Points:	52 general (10 Head, 10 Wings, 31 Body, 16 Forelegs, 16 Rear Legs)
Mana Points:	24
Abilities:	Str 18, Dex 15, Con 16, Int 5, Wis 13, Cha 8
Saves:	Fortitude +8, Reflex +7, Will +6
Skills:	7
Feats/Powers:	Darkvision, Low-Light, Scent, Iron Will, Weapon Focus: Bite.
Melee/Ranged Attack:	+5/+3
Attack Damage:	Bite 2d8+4 P, Claws 1d6+4 S.
Defence Class/Armour	18/4 (soft) Leathery hide.
Description:	Griffons are powerful, majestic creatures with the characteristics of both lions & eagles. From nose to tail, an adult griffon can measure as much as 8 feet. Neither males nor females are endowed with a mane. A pair of broad, golden wings emerges from the creature's back & span 25 feet or more. A griffon weighs about 500 pounds.
Notes:	-

Harpy

Type:	Medium Monstrous Humanoid
Challenge Rating:	4
Initiative:	+7
Movement:	6 ft walk, 25 ft fly.
Hit Points:	16 general (3 Head, 3 Wings, 3 Arms, 10 Body, 3 Legs)
Mana Points:	25
Abilities:	Str 10, Dex 15, Con 10, Int 7, Wis 12, Cha 17
Saves:	Reflex +7, Will +6 Fortitude +3
Skills:	Bluff +7, Intimidate +6, Listen +2, Perform (Singing) +6, Spot +2
Feats/Powers:	5 Charm, Darkvision, Dodge, Flyby Attack, Persuasive
Melee/Ranged Attack:	+2/+4
Attack Damage:	Claws 1d3 S.
Defence Class/Armour	20/1 (soft) tough skin.
Description:	Half women, half birds of prey. Harpies are predatory & deceitful creatures.
Notes:	Charm: The Harpy's Charm attack is conducted through song & compels those who fail their save to approach & be captivated.

Hobgoblin

Type:	Medium Humanoid
Challenge Rating:	½
Initiative:	+0
Movement:	10 ft.
Hit Points:	21 general (4 Head, 4 Arms, 13 Body, 8 Legs)
Mana Points:	25
Abilities:	Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8
Saves:	Fort +4, Reflex +0, Will -1
Skills:	Hide +2, Listen +3, Move Silently +5, Spot +3
Feats/Powers:	Darkvision, Alertness, Weapon Proficiency: Simple, Armour Proficiency: Light, Shield Proficiency, Special racial bonus to Move Silently.
Melee/Ranged Attack:	+1/-1
Attack Damage:	1d8+1 S (Longsword).
Defence Class/Armour	8/3 S/H (Studded leather) Light wooden shield -2 Dex.
Description:	Hobgoblins are larger cousins of goblins. Hobgoblins' hair colour ranges from dark reddish-brown to dark gray. They have dark orange or red-orange skin. Large males have blue or red noses. Hobgoblins' eyes are yellowish or dark brown, while their teeth are yellow. Their garments tend to be brightly coloured, often blood red with black-tinted leather. Their weaponry is kept polished & in good repair.
Notes:	-

Horse

Type:	Large Animal
Challenge Rating:	1
Initiative:	+3
Movement:	15 ft.
Hit Points:	48 general (10 Head, 29 Body, 14 Forelegs, 14 Rear Legs)
Mana Points:	20
Abilities:	Str 16, Dex 13, Con 15, Int 2, Wis 12, Cha 6
Saves:	Fortitude +4, Reflex +3, Will +1
Skills:	Listen +4, Spot +3
Feats/Powers:	Low-Light, Scent, Endurance.
Melee/Ranged Attack:	+2/+0
Attack Damage:	Hooves 1d6+3 B.
Defence Class/Armour	12/3 (soft) Tough Skin.
Description:	A domesticated horse. This is the equivalent of a working horse or a light warhorse.
Notes:	-

Hydra

Type:	Huge Magickal Beast
Challenge Rating:	6
Initiative:	+5
Movement:	6 ft, swim 6 ft.
Hit Points:	132 general (26 Heads, 79 Body, 40 Forelegs, 40 Rear Legs)
Mana Points:	18
Abilities:	Str 19, Dex 12, Con 20, Int 2, Wis 10, Cha 9
Saves:	Fortitude +10, Reflex +5, Will +5
Skills:	Listen +4, Spot +4, Swim +17
Feats/Powers:	Darkvision, fast healing 17, Low-Light, Scent, Combat Reflexes, Iron Will, Toughness, Weapon Focus (bite), Extra Attack x4, Swimmer
Melee/Ranged Attack:	+4/+0
Attack Damage:	Bite 2d8+4 P.
Defence Class/Armour	14/8 (Soft) Medium scales -1 Dex.
Description:	Hydras are reptile-like monsters with multiple heads. A hydra is gray-brown to dark brown, with a light yellow or tan underbelly. The eyes are amber & the teeth are yellow-white. It is about 20 feet long & weighs about 4,000 pounds.
Notes:	7 attacks, 4 Reflexive attacks (7 heads). On a head hit, randomly determine which head was struck with a d8, allowing the player to choose which one on an 8. Each time a head is severed, two new heads spring from the stump in 1d4 rounds. A hydra can never have more than twice its original number of heads at any one time & any extra heads it gains beyond its original number wither & die within a day. To prevent a severed head from growing back into two heads, at least 5 points of fire or acid damage must be dealt to the stump before the new heads appear. A flaming weapon (or similar effect) deals its energy damage to the stump in the same blow in which a head is severed. Fire or acid damage from an area effect may burn multiple stumps in addition to dealing damage to the hydra's body. A hydra does not die from losing its heads until all its heads have been cut off & the stumps seared by fire or acid. A hydra's body can be slain just like any other creature's, but hydras possess fast healing & are difficult to defeat in this fashion. Targeted magickal effects cannot sever a hydra's heads unless they deal slashing damage.

Imp

Type:	Tiny Outsider (Extraplanar)
Challenge Rating:	2
Initiative:	+8
Movement:	Walk 7ft, Fly 15 ft.
Hit Points:	4 general.
Mana Points:	28
Abilities:	Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14
Saves:	Reflex +8, Fortitude +5, Will +6
Skills:	Diplomacy +7, Hide +19, Knowledge (any one) +10, Listen +6, Move Silently +13, Search +6, Spellcraft +5, Spot +8, Survival +8
Feats/Powers:	Poison, Alternate Form, Damage Reduction 5/silver, Darkvision, Fast Healing 2, Immunity to Poison, Resistance to Fire 5, Dodge, Weapon Finesse.
Melee/Ranged Attack:	+7/+7
Attack Damage:	Gore 1d3 P + Poison
Defence Class/Armour	23/-
Description:	A classical little red-skinned imp.
Notes:	Poison: Fortitude TN 14, initial damage 1d4 Dex, secondary damage 2d4 Dex.

Lizardman

Type:	Medium Humanoid (Reptilian)
Challenge Rating:	1
Initiative:	+1
Movement:	10 ft.
Hit Points:	20 general (4 Head, 4 Arms, 12 Body, 8 Legs)
Mana Points:	25
Abilities:	Str 13, Dex 10, Con 13, Int 9, Wis 10, Cha 10
Saves:	Reflex +1, Fortitude +1, Will +0
Skills:	Balance +5, Jump +7, Swim +7
Feats/Powers:	Hold Breath, Shield Proficiency, Weapon Proficiency: Simple, +4 Racial Skill Bonus to Balance, Jump & Swim.
Melee/Ranged Attack:	+1/-1
Attack Damage:	Claws 1d3+1 S, Club 1d6+1 B, Javelin 1d6+1 P.
Defence Class/Armour	11/4 (soft) heavy scales -1 Dex.
Description:	A lizardman is usually 6 to 7 feet tall with green, gray, or brown scales. Its tail is used for balance & is 3 to 4 feet long. A lizardfolk can weigh from 200 to 250 pounds.
Notes:	-

Kobold

Type:	Small Humanoid (Reptilian)
Challenge Rating:	¼
Initiative:	+1
Movement:	10 ft.
Hit Points:	8 general (Head 2, Arms 2, Body 5, Legs 3)
Mana Points:	25
Abilities:	Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 8
Saves:	Fortitude +2, Reflex +1, Will -1
Skills:	Craft (Trapmaking) +2, Hide +2, Listen +2, Move Silently +2, Profession (Miner) +2, Search +0, Spot +2
Feats/Powers:	Alertness, Darkvision, Light Sensitive, Weapon Proficiency: Simple, Armour Proficiency: Light.
Melee/Ranged Attack:	+0/+2
Attack Damage:	Spear 1d6-1 P, Sling 1d3 B.
Defence Class/Armour	12/2 leather, 1 natural (soft)
Description:	Kobolds are short, reptilian humanoids with cowardly & sadistic tendencies. A kobold's scaly skin ranges from dark rusty brown to a rusty black colour. It has glowing red eyes. Its tail is non-prehensile. Kobolds wear ragged clothing, favouring red & orange. A kobold is 2 to 2-1/2 feet tall & weighs 35 to 45 pounds.
Notes:	-

Manticore

Type:	Large Magickal Beast
Challenge Rating:	5
Initiative:	+6
Movement:	10 ft, 15 ft fly.
Hit Points:	60 general (12 Head, 12 Wings, 36 Body, 18 Forelegs, 18 Rear Legs)
Mana Points:	25
Abilities:	Str 20, Dex 15, Con 19, Int 7, Wis 12, Cha 9
Saves:	Fortitude +9, Reflex +6, Will +4
Skills:	Listen +4, Spot +8, Survival +6
Feats/Powers:	Flyby Attack, Weapon Focus (spikes), Darkvision, Low-Light, Scent, +4 racial bonus to spot checks.
Melee/Ranged Attack:	+7/+4
Attack Damage:	Claws/Spikes 1d4+5 S/P.
Defence Class/Armour	17/6 (soft) dense flesh & hide. -1 Dex.
Description:	A winged lion with a spiked tail. The manticore can flick its tail to send a hail of spikes against a target.
Notes:	-

Medusa

Type:	Medium Monstrous Humanoid
Challenge Rating:	7
Initiative:	+8
Movement:	10 ft.
Hit Points:	18 general (4 Head, 4 Arms, 11 Body, 7 Legs)
Mana Points:	31
Abilities:	Str 10, Dex 15, Con 12, Int 12, Wis 13, Cha 15
Saves:	Reflex +8, Will +8, Fortitude +6
Skills:	33
Feats/Powers:	Petrifying Gaze, Poison, Darkvision, Point Blank Shot, Precise Shot, Weapon Finesse, Weapon Proficiency: Simple.
Melee/Ranged Attack:	+6/+6
Attack Damage:	Shortbow 1d6 P, Dagger 1d4 P/S, Snakes 1d4 P + Poison
Defence Class/Armour	21/3 (soft) Medium scales -1 Dex.
Description:	A medusa is indistinguishable from a normal human at distances greater than 30 feet (or closer, if its face is concealed). The creature often wears garments that enhance its body while hiding its face behind a hood or veil. In place of hair there are writhing snakes.
Notes:	Poison: Injury, Fortitude DC 14, initial damage 1d6 Str, secondary damage 2d6 Str. Petrifying Gaze: 30 ft range, permanent Petrification.

Merfolk

Type:	Medium Humanoid (Aquatic)
Challenge Rating:	½
Initiative:	+2
Movement:	15 ft swim.
Hit Points:	21 general (4 Head, 4 Arms, 13 Body, 8 Tail)
Mana Points:	25
Abilities:	Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 10
Saves:	Fortitude +4, Reflex +2, Will -1
Skills:	Listen +4, Spot +4, Swim +13
Feats/Powers:	Swimmer, Alertness, Amphibious, Low-Light.
Melee/Ranged Attack:	+1/+1
Attack Damage:	Trident 1d8+1 P or Heavy Crossbow 1d10.
Defence Class/Armour	12/2 (soft) leather armour.
Description:	A merfolk is about 8 feet long from the top of the head to the end of the tail, & weighs about 400 pounds.
Notes:	-

Minotaur

Type:	Large Monstrous Humanoid
Challenge Rating:	4
Initiative:	+4
Movement:	10 ft.
Hit Points:	50 general (10 Head, 10 Arms, 30 Body, 20 Legs)
Mana Points:	23
Abilities:	Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8
Saves:	Reflex +4, Will +5, Fortitude 75
Skills:	Intimidate +1, Listen +2, Search +2, Spot +1
Feats/Powers:	Powerful Charge, Scent, Great Fortitude, Power Attack.
Melee/Ranged Attack:	+6/+1
Attack Damage:	Greataxe 3d6+6 S, Gore 2d6+6 P.
Defence Class/Armour	15/5 (soft) Very thick hide -1 Dex.
Description:	A seven foot tall bull-headed man.
Notes:	-

Mummy

Type:	Medium Undead
Challenge Rating:	5
Initiative:	+2
Movement:	6 ft.
Hit Points:	37 general (7 Head, 7 Arms, 22 Body, 15 Legs)
Mana Points:	26
Abilities:	Str 24, Dex 10, Con 11, Int 6, Wis 14, Cha 15
Saves:	Will +7, Fortitude +5 (immune), Reflexes +2
Skills:	10 Spot +2, Listen +2
Feats/Powers:	Fear Aura, Disease, Damage reduction 5, Darkvision, Vulnerability to Fire, Alertness, Great Fortitude, Toughness.
Melee/Ranged Attack:	+10/+2
Attack Damage:	Slam 1d6+7 B + Disease.
Defence Class/Armour	14/4 (soft) Dense, preserved body, +5 levels of damage reduction, -1 Dex.
Description:	Mummies are preserved corpses animated through the auspices of dark desert gods best forgotten.
Notes:	Disease: Supernatural disease. Fortitude TN 16, incubation period 1 minute, damage 1d6 Con & 1d6 Cha.

Ogre

Type:	Large Giant
Challenge Rating:	3
Initiative:	-2
Movement:	10 ft.
Hit Points:	58 general (12 Head, 12 Arms, 35 Body, 23 Legs)
Mana Points:	22
Abilities:	Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7
Saves:	Fortitude +5, Reflex -2, Will+1
Skills:	6
Feats/Powers:	Darkvision, Low-Light, Toughness, Weapon Focus (Greatclub), Weapons Proficiency: Simple, Armour Proficiency: Light, Medium
Melee/Ranged Attack:	+17-1
Attack Damage:	Greatclub 2d8+5 B.
Defence Class/Armour	7/3 (Hide armour- soft), 5 (dense flesh, soft) -2 Dex.
Description:	Adult ogres stand 9 to 10 feet tall & weigh 600 to 650 pounds. Their skin colour ranges from dull yellow to dull brown. Their clothing consists of poorly cured furs & hides, which add to their naturally repellent odour.
Notes:	-

Orc

Type:	Medium Humanoid (Goblinoid)
Challenge Rating:	½
Initiative:	-1
Movement:	10 ft.
Hit Points:	21 general (4 Head, 4 Arms, 13 Body, 8 Legs)
Mana Points:	21
Abilities:	Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6
Saves:	Fortitude +3, Will -2, Reflex -1
Skills:	Listen +2, Spot +2, Survival +2
Feats/Powers:	Darkvision, Light Sensitivity, Alertness, Weapons Proficiency: Martial
Melee/Ranged Attack:	+3/-1
Attack Damage:	Falchion 2d4+3 S.
Defence Class/Armour	8/3 (soft/hard) Studded leather, -1 Dex.
Description:	An orc's hair usually is black. It has lupine ears & reddish eyes. Orcs prefer wearing vivid colours that many humans would consider unpleasant, such as blood red, mustard yellow, yellow-green, & deep purple. Their equipment is dirty & unkempt. An adult male orc is a little over 6 feet tall & weighs about 210 pounds. Females are slightly smaller.
Notes:	-

Rat

Type:	Tiny Animal
Challenge Rating:	1/8
Initiative:	+3
Movement:	3 ft.
Hit Points:	3 general.
Mana Points:	20
Abilities:	Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2
Saves:	Fortitude +1, Reflex +3, Will +0
Skills:	Balance +9, Climb +5, Hide +5, Move Silently +5, Swim +9
Feats/Powers:	Low-Light, Scent, Weapon Finesse, rats have a +4 racial bonus on Hide & Move Silently checks, & a +8 racial bonus on Balance, Climb, & Swim checks.
Melee/Ranged Attack:	+4/+4
Attack Damage:	Bite 1 P.
Defence Class/Armour	15/-
Description:	A rat.
Notes:	-

Skeleton

Type:	Medium Undead
Challenge Rating:	1/3
Initiative:	+4
Movement:	10 ft.
Hit Points:	28 general (6 Head, 6 Arms, 17 Body, 11 Legs)
Mana Points:	16
Abilities:	Str 13, Dex 17, Con 11, Int 0 (mindless), Wis 10, Cha 1
Saves:	Will +2, Fortitude +0, Reflex +0
Skills:	-
Feats/Powers:	Damage reduction 5/Bludgeoning, Darkvision, Immunity to Cold, Improved Initiative
Melee/Ranged Attack:	+1/+0
Attack Damage:	Scimitar 1d6+1 S, or Claw 1d3+1 S.
Defence Class/Armour	10/2 (hard) bone, heavy steel shield -3 Dex, +5 damage reduction.
Description:	An animated skeleton armed with the remnants of its old equipment.
Notes:	-

Succubus

Type:	Medium Outsider (Extraplanar)
Challenge Rating:	7
Initiative:	+8
Movement:	10 ft walk, 15 ft fly.
Hit Points:	20 general (4 Head, 4 Wings, 4 Arms, 12 Body 8 Legs)
Mana Points:	36
Abilities:	Str 13, Dex 13, Con 13, Int 16, Wis 14, Cha 26
Saves:	Fortitude +8, Will +9, Reflex +8
Skills:	Bluff +20, Concentration +11, Diplomacy +18, Disguise +18, Escape Artist +11, Hide +6, Intimidate +25, Knowledge (any one) +13, Listen +12, Move Silently +6, Search +7, Spot +7, Survival +7, Use Rope +12
Feats/Powers:	Energy Drain, Damage reduction 10/cold iron, Darkvision, Immunity to Electricity & Poison, Resistance to Acid 10, Cold 10 & Fire 10, Spell Resistance 18, Telepathy, Tongues, Spellcaster, Minor Summon, Dodge, Mobility, Persuasive.
Melee/Ranged Attack:	+6/+6
Attack Damage:	Claws 1d4+1 S.
Defence Class/ Armour	23/7 (Soft) +5 magickal leather armour
Description:	An unutterably gorgeous woman with red skin & raven black hair along with a pair of sleek black wings. She can drain your life with a kiss.
Notes:	An Incubus is a male version of a succubus. Succubi freely change between forms.

Treant

Type:	Huge Plant
Challenge Rating:	8
Initiative:	+1
Movement:	10 ft.
Hit Points:	144 general (29 Head, 29 Arms, 86 Body, 58 Legs)
Mana Points:	34
Abilities:	Str 29, Dex 8, Con 21, Int 12, Wis 16, Cha 12
Saves:	Fortitude +11, Will +9, Reflex+1
Skills:	Diplomacy +3, Intimidate +6, Knowledge (Nature) +14, Listen +5, Sense Motive +5, Spot +5, Survival +9
Feats/Powers:	Animate Trees, Double Damage Against Objects, Trample, Damage Reduction 10/Slashing, Low-Light, Vulnerability to fire, Improved Sunder, Iron Will, Power Attack.
Melee/Ranged Attack:	+11/-1
Attack Damage:	Slam 2d6+9 B.
Defence Class/ Armour	10/10 (hard) wood -2 Dex, +10 Damage Reduction.
Description:	A treant's leaves are deep green in the spring & summer. In the fall & winter the leaves change to yellow, orange, or red, but they rarely fall out. A treant's legs fit together when closed to look like the trunk of a tree, & a motionless treant is nearly indistinguishable from a tree. A treant is about 30 feet tall, with a 'trunk' about 2 feet in diameter. It weighs about 4,500 pounds.
Notes:	Noticing a motionless treant is anything more than a tree has a TN of 25.

Troglodyte

Type:	Medium Humanoid (Reptilian)
Challenge Rating:	1
Initiative:	-3
Movement:	10 ft.
Hit Points:	20 general (Head 4, Arms 4, Body 12, Legs 8)
Mana Points:	24
Abilities:	Str 10, Dex 9, Con 14, Int 8, Wis 10, Cha 10
Saves:	Fortitude +4, Will +0, Reflex -3
Skills:	Hide +6, Listen +2
Feats/Powers:	Stench, Darkvision, Weapon Focus: Javelin, +4 racial bonus to hide checks.
Melee/Ranged Attack:	+0/-2
Attack Damage:	Club 1d6 B, Claw 1d3 S, or Javelin 1d6 P.
Defence Class/Armour	6/4 (Soft) Heavy Scales, -2 Dex.
Description:	A lizardlike amphibious creature with an appalling stench.
Notes:	-

Troll

Type:	Large Giant
Challenge Rating:	5
Initiative:	+4
Movement:	10 ft.
Hit Points:	70 general (14 Head, 14 Arms, 42 Body, 28 Legs)
Mana Points:	21
Abilities:	Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6
Saves:	Fortitude +11, Will +4, Reflex +4
Skills:	Listen +7, Spot +7
Feats/Powers:	Rend, Darkvision, Low-Light, Regeneration 5, Scent, Alertness, Iron Will
Melee/Ranged Attack:	+7/+3
Attack Damage:	Claw 1d6+6 S.
Defence Class/ Armour	14/5 (soft) Thick Rubbery Skin, -1 Dex.
Description:	Trolls walk upright but hunched forward with sagging shoulders. Their gait is uneven, & when they run, their arms dangle & drag along the ground. For all this seeming awkwardness, trolls are very agile. A typical adult troll stands 9 feet tall & weighs 500 pounds. Females are slightly larger than males. A troll's rubbery hide is moss green, mottled green & gray, or putrid gray. The hair is usually greenish black or iron gray.
Notes:	-

Triceratops

Type:	Huge Animal
Challenge Rating:	9
Initiative:	+4
Movement:	10 ft
Hit Points:	212 general (42 Head, 127 Body, 64 Forelegs, 64 Rear Legs)
Mana Points:	19
Abilities:	Str 30, Dex 9, Con 25, Int 1, Wis 12, Cha 7
Saves:	Reflex +4, Fortitude +16, Will +6
Skills:	Listen +9, Spot +8
Feats/Powers:	Trample, Low-Light, Scent, Alertness, Great Fortitude, Toughness x4
Melee/Ranged Attack:	+13/+1
Attack Damage:	Gore 3d6+10 P.
Defence Class/Armour	14/11 (Hard) Bony plates -2 Dex
Description:	A three-horned saurian with a heavy crest of bone & tough skin.
Notes:	-

Tyrannosaurus

Type:	Huge Animal
Challenge Rating:	8
Initiative:	+7
Movement:	13 ft walk.
Hit Points:	168 general (34 Head, 34 Arms, 101 Body, 67 Legs)
Mana Points:	23
Abilities:	Str 28, Dex 12, Con 21, Int 2, Wis 15, Cha 10
Saves:	Reflex +7, Fortitude +11, Will +6
Skills:	Hide -3, Listen +7, Spot +7
Feats/Powers:	Improved Grab, Swallow Whole, Low-Light, Scent, Alertness, Weapon Focus (bite), Toughness x3
Melee/Ranged Attack:	+11/+3
Attack Damage:	Bite 2d8+9 S.
Defence Class/Armour	18/5 (soft) skin.
Description:	An enormous predatory lizard with scythe-like teeth.
Notes:	-

Water Elemental

Type:	Medium Elemental (Water, Extraplanar)
Challenge Rating:	3
Initiative:	+0
Movement:	6 ft, swim 30 ft.
Hit Points:	26 general
Mana Points:	21
Abilities:	Str 16, Dex 12, Con 17, Int 4, Wis 11, Cha 11
Saves:	Fortitude +8, Will +3, Reflex +1
Skills:	Listen +3, Spot +4
Feats/Powers:	Water mastery, Whirlwind (Whirlpool), Cleave, Power Attack
Melee/Ranged Attack:	+5/+0
Attack Damage:	Slam 1d6+3 B.
Defence Class/Armour	9/8 (soft) Dense body -3 Dex.
Description:	A globe of swirling water foaming white & full of bubbles.
Notes:	-

Zombie

Type:	Medium Undead
Challenge Rating:	½
Initiative:	-1
Movement:	10 ft. (Cannot run)
Hit Points:	31 (6 Head, 6 Arms, 19 Body, 12 Legs)
Mana Points:	16
Abilities:	Str 12, Dex 8, Con 11 (immune), Int 0 (mindless), Wis 10, Cha 1
Saves:	Will +2, Fortitude +0, Reflex -1
Skills:	-
Feats/Powers:	Toughness, Damage Reduction 5/slashing, Darkvision
Melee/Ranged Attack:	+1/-1
Attack Damage:	Slam 1d6+1 B, Bite 1d6+1 P.
Defence Class/Armour	8/2 (soft) preserved flesh.
Description:	The rotting, yet ambulatory, bodies of the deceased.
Notes:	Some zombies may pass on their condition to those killed by them. Zombies can make only a single action & reflexive action.

Character Name:
Concept:
Race:
Category:

	Stat	+/-
Strength:	[ ]	[ ]
Dexterity:	[ ]	[ ]
Constitution:	[ ]	[ ]
Intelligence:	[ ]	[ ]
Wisdom:	[ ]	[ ]
Charisma:	[ ]	[ ]

Package Skills:
1.
2.
3.
4.
5.
6.
7.
8.
9.
10.
11.
12.
13.
14.
15.

Other Skills:

Bonuses:

Detriments:

Hero Points: [ ]

Feats:

Hit Points: (Con + Str Bonus + 6) [ ]
1-2. Head: (HP/5) [ ]
3-5. Left Arm: (HP/5) [ ]
6-8. Right Arm: (HP/5) [ ]
9-14. Torso: (Head x 3) [ ]
15-17. Left Leg: (Head x 2) [ ]
18-20. Right Leg: (Head x 2) [ ]

Mana Points: (Int + Wis + 6) [ ]

Fortitude: (Base Attack + Con Bonus)
Reflexes: (Base Attack + Dex Bonus)
Will: (Base Attack + Wis Bonus)

Base Attack: [ ]
Melee Attack: (Base Attack + Str Bonus) [ ]
Ranged Attack: (Base Attack + Dex Bonus) [ ]
Defence Class: (Base Defence + Reflex) [ ]

Actions: [ ]
Reflexive Actions: [ ]

Initiative: (Reflex) [ ]

Light Load: [ ]
Medium Load: [ ]
Heavy Load: [ ]

Reputations: [ ]
[ ]
[ ]

Experience Points: [ ]

Humanoid Hit Tracker
Creature: [ ]
Hit Points: [ ]

Mana Points: [ ]

Hero Points: [ ]
Actions: [ ]
Reactions: [ ]

1-2	Head	[ ]
3-5	Left Arm	[ ]
6-8	Right Arm	[ ]
9-14	Torso	[ ]
15-17	Left Leg	[ ]
18-20	Right Leg	[ ]

Humanoid Hit Tracker
Creature: [ ]
Hit Points: [ ]

Mana Points: [ ]

Hero Points: [ ]
Actions: [ ]
Reactions: [ ]

1-2	Head	[ ]
3-5	Left Arm	[ ]
6-8	Right Arm	[ ]
9-14	Torso	[ ]
15-17	Left Leg	[ ]
18-20	Right Leg	[ ]

Humanoid Hit Tracker
Creature: [ ]
Hit Points: [ ]

Mana Points: [ ]

Hero Points: [ ]
Actions: [ ]
Reactions: [ ]

1-2	Head	[ ]
3-5	Left Arm	[ ]
6-8	Right Arm	[ ]
9-14	Torso	[ ]
15-17	Left Leg	[ ]
18-20	Right Leg	[ ]

Humanoid Hit Tracker
Creature: [ ]
Hit Points: [ ]

Mana Points: [ ]

Hero Points: [ ]
Actions: [ ]
Reactions: [ ]

1-2	Head	[ ]
3-5	Left Arm	[ ]
6-8	Right Arm	[ ]
9-14	Torso	[ ]
15-17	Left Leg	[ ]
18-20	Right Leg	[ ]

Winged Humanoid Hit Tracker

Creature: [ ]
Hit Points: [ ]

Mana Points: [ ]

Hero Points: [ ]
Actions: [ ]
Reactions: [ ]

1-2	Head	[ ]
3-5	Left Arm/Wing	[ ][ ]
6-8	Right Arm/Wing	[ ][ ]
9-14	Torso	[ ]
15-17	Left Leg	[ ]
18-20	Right Leg	[ ]

Winged Quadruped Hit Tracker

Creature: [ ]
Hit Points: [ ]

Mana Points: [ ]

Hero Points: [ ]
Actions: [ ]
Reactions: [ ]

1-2	Head	[ ]
3-5	Left Foreleg	[ ]
6-8	Right Foreleg	[ ]
9-14	Torso/Wings	[ ][ ]
15-17	Left Rear Leg	[ ]
18-20	Right Rear Leg	[ ]

Quadruped Hit Tracker

Creature: [ ]
Hit Points: [ ]

Mana Points: [ ]

Hero Points: [ ]
Actions: [ ]
Reactions: [ ]

1-2	Head	[ ]
3-5	Left Foreleg	[ ]
6-8	Right Foreleg	[ ]
9-14	Torso	[ ]
15-17	Left Rear Leg	[ ]
18-20	Right Rear Leg	[ ]

Blob/Ooze Hit Tracker

Creature: [ ]
Hit Points: [ ]

Mana Points: [ ]

Hero Points: [ ]
Actions: [ ]
Reactions: [ ]

Insectoid Hit Tracker

Creature: [ ]
Hit Points: [ ]

Mana Points: [ ]
Hero Points: [ ]
Actions: [ ]
Reactions: [ ]

1-2	Head	[ ]
3-14	Legs	
	1 Leg One	[ ]
	2 Leg Two	[ ]
	3 Leg Three	[ ]
	4 Leg Four	[ ]
	5 Leg Five	[ ]
	6 Leg Six	[ ]
15-20	Torso	[ ]

Arachnid/Octopus Hit Tracker

Creature: [ ]
Hit Points: [ ]

Mana Points: [ ]
Hero Points: [ ]
Actions: [ ]
Reactions: [ ]

1-2	Head	[ ]
3-14	Legs	
	1 Leg One	[ ]
	2 Leg Two	[ ]
	3 Leg Three	[ ]
	4 Leg Four	[ ]
	5 Leg Five	[ ]
	6 Leg Six	[ ]
	7 Leg Seven	[ ]
	8 Leg Eight	[ ]
15-20	Torso	[ ]

Aboleth Hit Tracker

Creature: [ ]
Hit Points: [ ]

Mana Points: [ ]

Hero Points: [ ]
Actions: [ ]
Reactions: [ ]

1-4	Head	[ ]
5-8	Tentacle	
	1 Tentacle One	[ ]
	2 Tentacle Two	[ ]
	3 Tentacle Three	[ ]
	4 Tentacle Four	[ ]
9-16	Torso	[ ]
17-20	Tail	[ ]

Assasain Vine Hit Tracker

Creature: [ ]
Hit Points: [ ]

Mana Points: [ ]
Hero Points: [ ]
Actions: [ ]
Reactions: [ ]

1	Vine One	[ ]
2	Vine Two	[ ]
3	Vine Three	[ ]
4	Vine Four	[ ]
5	Vine Five	[ ]
6	Vine Six	[ ]
7	Vine Seven	[ ]
8	Vine Eight	[ ]
9	Vine Nine	[ ]
10	Vine Ten	[ ]

Athach Hit Tracker
Creature: [ ]
Hit Points: [ ]

Mana Points: [ ]

Hero Points: [ ]
Actions: [ ]
Reactions: [ ]

1-2	Head	[ ]
3-8	Arm	
	1-2 Arm One	[ ]
	3-4 Arm Two	[ ]
	5-6 Arm Three	[ ]
9-14	Torso	[ ]
15-17	Left Leg	[ ]
18-20	Right Leg	[ ]

Centauroid Hit Tracker
Creature: [ ]
Hit Points: [ ]

Mana Points: [ ]
Hero Points: [ ]
Actions: [ ]
Reactions: [ ]

1	Head	[ ]
2	Left Arm	[ ]
3	Right Arm	[ ]
4-6	Upper Torso	[ ]
7-12	Main Torso	[ ]
13-14	Left Foreleg	[ ]
15-16	Right Foreleg	[ ]
17-18	Left Rear Leg	[ ]
19-20	Right Rear Leg	[ ]

Chimera Hit Tracker
Creature: [ ]
Hit Points: [ ]

Mana Points: [ ]
Hero Points: [ ]
Actions: [ ]
Reactions: [ ]

1-2	Head	
	1-2 Head One	[ ]
	2-3 Head Two	[ ]
	3-4 Head Three	[ ]
3-5	Left Arm	[ ]
6-8	Right Arm	[ ]
9-14	Torso	[ ]
15-17	Left Leg	[ ]
18-20	Right Leg	[ ]

Hydra Hit Tracker
Creature: [ ]
Hit Points: [ ]
Mana Points: [ ]
Hero Points: [ ]
Actions: [ ]
Reactions: [ ]

1-2	Head	
	1 Head One	[ ]
	2 Head Two	[ ]
	3 Head Three	[ ]
	4 Head Four	[ ]
	5 Head Five	[ ]
	6 Head Six	[ ]
	7 Head Seven	[ ]
	8 Re-roll/Extra Head	[ ]
3-5	Left Arm	[ ]
6-8	Right Arm	[ ]
9-14	Torso	[ ]
15-17	Left Leg	[ ]
18-20	Right Leg	[ ]

Merfolk/Naga Hit Tracker
Creature: [ ]
Hit Points: [ ]

Mana Points: [ ]

Hero Points: [ ]
Actions: [ ]
Reactions: [ ]

1-2	Head	[ ]
3-5	Left Arm	[ ]
6-8	Right Arm	[ ]
9-14	Torso	[ ]
15-20	Tail	[ ]

Snake Hit Tracker
Creature: [ ]
Hit Points: [ ]

Mana Points: [ ]

Hero Points: [ ]
Actions: [ ]
Reactions: [ ]

1-2	Head	[ ]
3-20	Body	[ ]

Vehicle Hit Tracker
Vehicle: [ ]
Hit Points: [ ]

Mana Points: [ ]

Hero Points: [ ]
Actions: [ ]
Reactions: [ ]

1-2	Motive Gear	[ ]
3-10	Body	[ ]
11-12	Cargo	[ ]
13-18	Passengers	[ ]
19-20	Drive	[ ]

Vehicle Hit Tracker
Vehicle: [ ]
Hit Points: [ ]

Mana Points: [ ]

Hero Points: [ ]
Actions: [ ]
Reactions: [ ]

1-2	Motive Gear	[ ]
3-10	Body	[ ]
11-12	Cargo	[ ]
13-18	Passengers	[ ]
19-20	Drive	[ ]

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POSTMORTEM STUDIOS

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Urban Faerie: Once upon time faeries lived in the countryside, prancing around mushrooms, making sure that the flowers grew, kissing the dew. These days they live in cities and have left their desperately twee existence far behind them. A 'Beer & Crisps' game of squalid, filthy faeries.

Cloak of Steel: Massive walking war machines dominate the battlefield of Tierplana, a flat earth where an alternate Europe is filled with feuding city states. Take hold of your destiny and that of your world in this anime, fantasy mecha RPG in the style of *Escaflowne*.

100 Fantasy Adventure Seeds: You can't think of any adventure ideas but you find modules are too restrictive. All you really need are a few good ideas. This book will contain 100 one-page ideas for fantasy adventures with a basic plot synopsis, three twists and an epilogue in effect giving you 500 adventures!

All These Worlds.....Not As We Know It: The first book of a generic Science Fiction game using the *Live System. Not As We Know It* will provide rules for character creation as well as rules useable for any 3rd or 3.5 edition compatable game for the creation of alien sentients, flora and fauna.

All These Worlds.....Indistinguishable From Magic: The second book in this series. *Indistinguishable From Magic* will provide a complete technology guide enabling you to create everything from hand lasers to starships including esoterica such as psionic technology, steam, clock and dieselpunk and organic devices.

All These Worlds.....Where To War: The third book in this series. *Where To War* provides complete Science Fiction combat rules including exotic environments, starship combat and a plethora of pregenerated weaponry, armour and vehicles.

All These Worlds.....Unfamiliar Territory: The fourth book in this series. *Unfamilar Territory* provides rules for world and society creation enabling you to create believable planets, solar systems, cities and societies.

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All These Worlds.....Collected Edition: The collected edition of *All These Worlds* with the information from each previously released book in one titanic volume.

'45: The good news? WWII finished early. The bad news? Because it was fought with atomic weapons. The world is a mess, many of the great cities destroyed and many of the once powerful governments toppled. Superscience fuelled the war and is now repairing the damage. Beautifully illustrated in the pin-up style '45 is a pulp-fuelled dieselpunk spectacular.

Fast, Modern Open Gaming

The Live System is designed to be a more free-flowing, fast playing & looser interpretation of the Open Gaming system. It contains systems & rules that present a more flowing, less structured & modern updating of the system, stripping out unnecessary complication & updating with standard innovations, such as the removal of levels.

The Live System is faster & deadlier but is more suited to both cinematic style games & to 'harder' settings such as hard science fiction or gritty modern-day adventures.

Our first release using the Live System will be the community created Cloak of Steel, a fantasy mecha/anime game, with our first professional releases being the modular 'All These Worlds' science fiction game.

The Live System may also be used to play standard 3rd & 3.5 edition games with a little conversion work & this SRD should contain enough information for you to be able to do so with little problem.

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Open Gaming Licence System Reference Document
Compatable with 3rd & 3.5 edition games

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