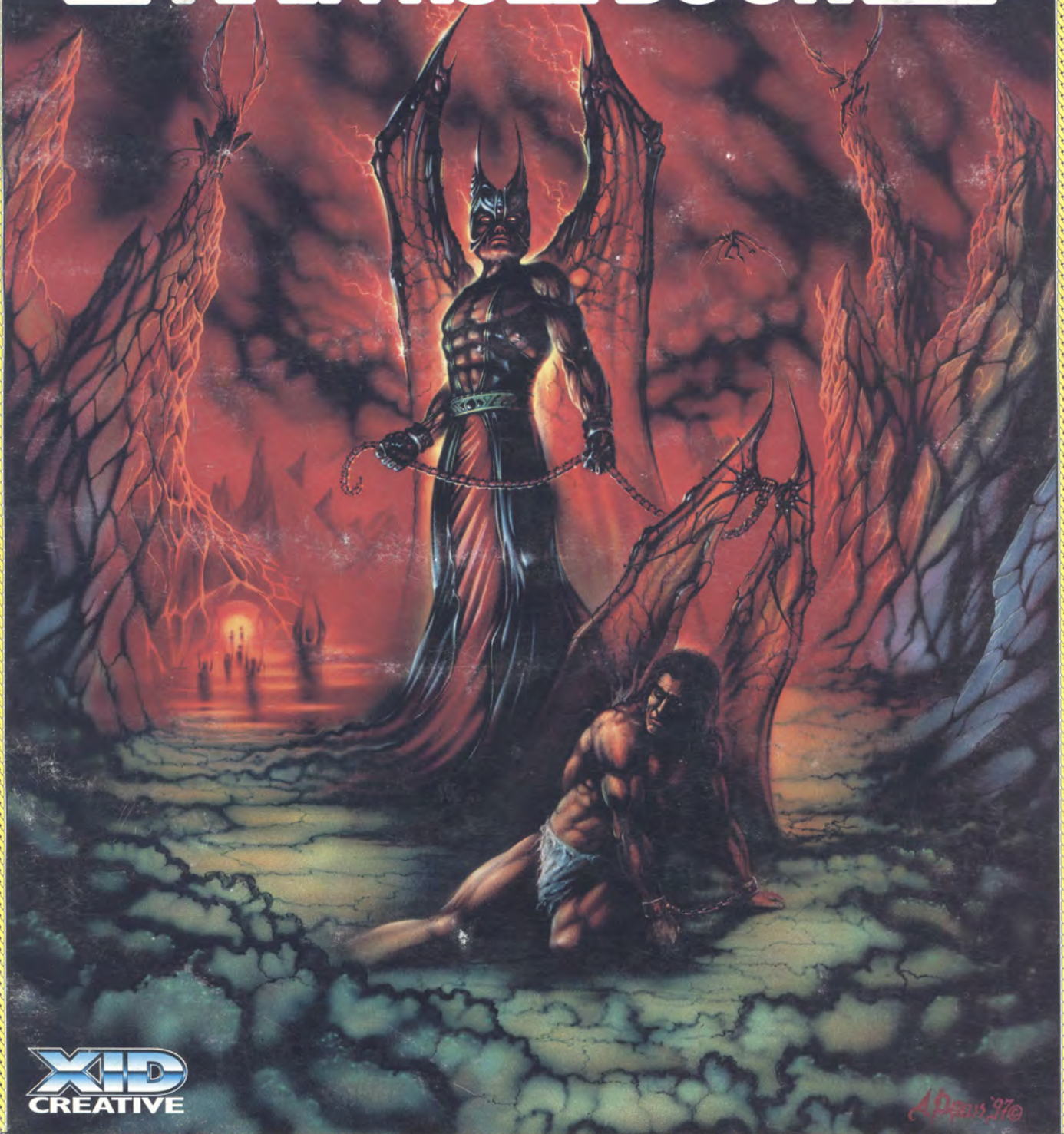


PROVIDENCE

MAIN RULE BOOK

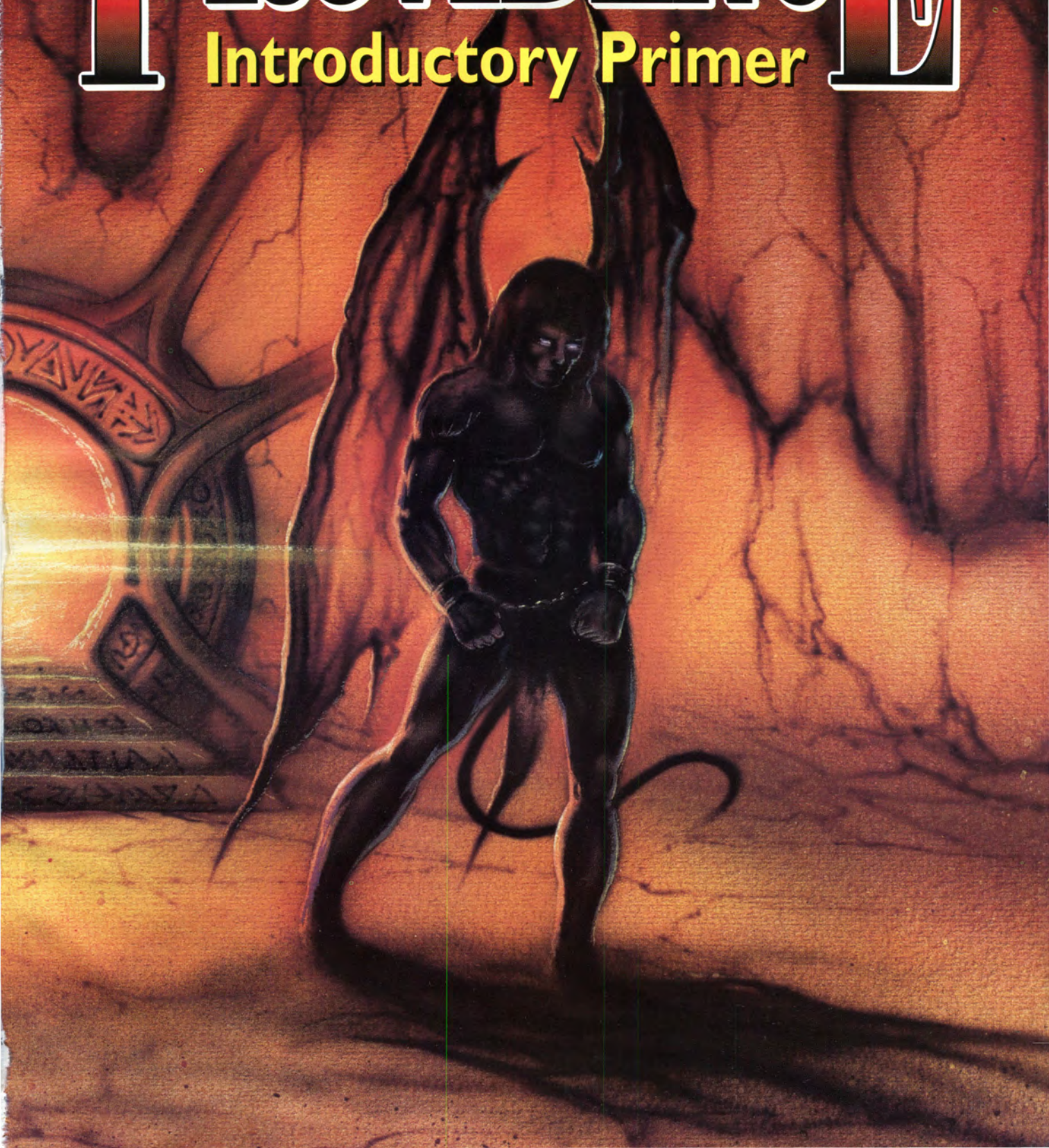


XID
CREATIVE

Adrian 370

PROVIDENCE

Introductory Primer





"Your world was not born, but forged. Your destiny earned, not an error of happenstance. Read these pages and know that you can never be the same again, for each word holds an idea, and each idea can turn you into a hero, a person who grows beyond the belief in his own limitations."



"This is a place of high fantasy where the Arthurian legacy of grand chivalry is mixed, liked a potent elixir, with the steel of super-heroes. It is the world of Providence, where the mettle of champions is tested against powerful adversaries, and perhaps even destiny herself.

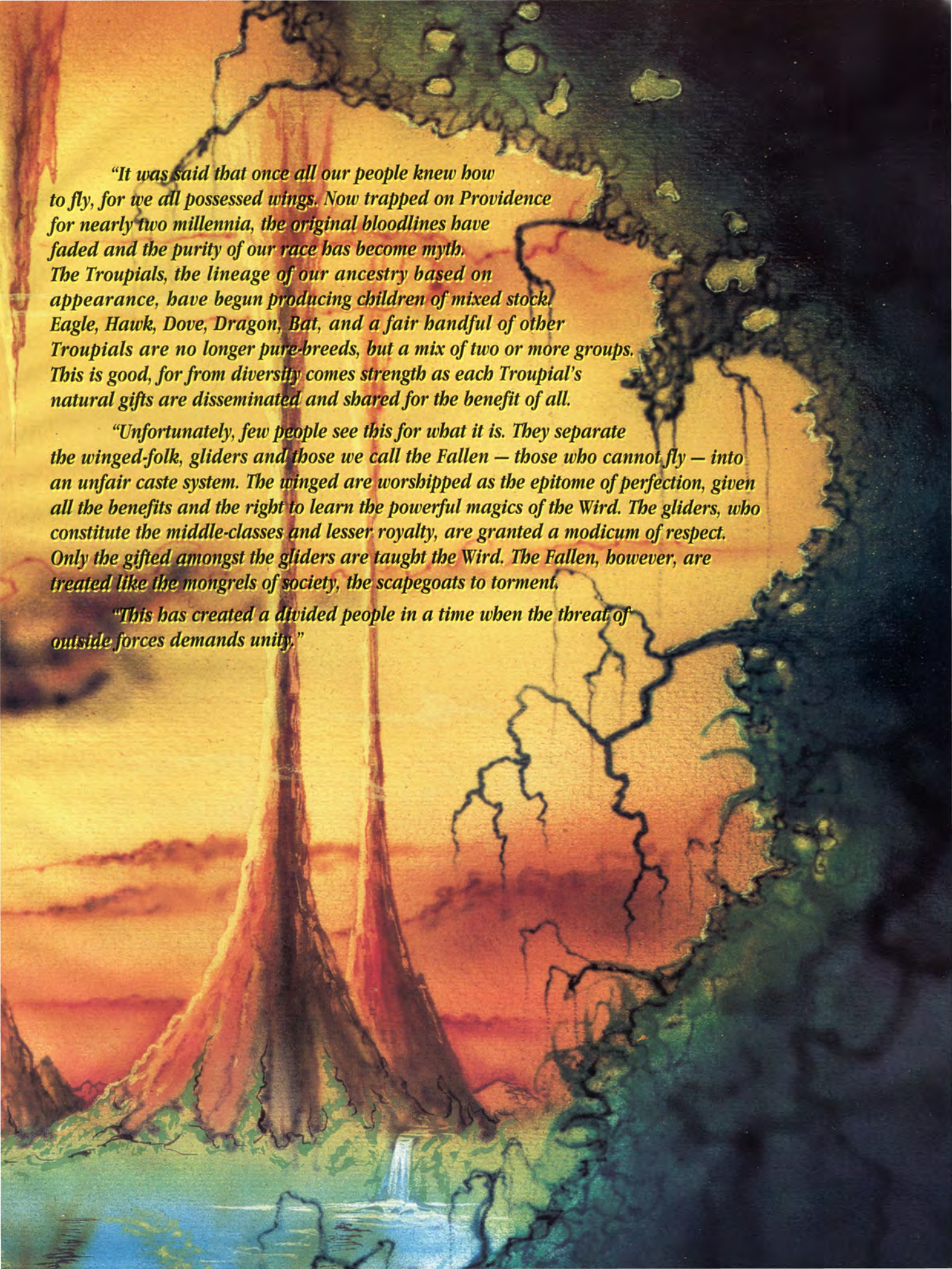
"This is not a place where futility rules, but one where you have the chance to fulfil the heroic ideal. In fact, it is up to you to become the heroic ideal."

"What if I told you that my clouds were made of stone? That the sky was nothing but a trapped bubble in a hollow world, and where the ground and ceiling was one and the same. What if I told you we had no horizons? It's true, for my land is known as Providence, a massive jungle world far from the birth place of my ancestors.

"Here, mighty spires of rock rise into the air, linking distant lands on the opposite sides of the hollow realm like the bridges of gods. A ball of fire, what we call our sun, slowly pulses in the center of the empty core, giving us day and nightfall when its pulsating glow ebbs and rises. With beauty, however, comes danger. A wound across the belly of the earth bleeds out an evergrowing ocean that threatens to drown the cities in a deluge of anger, while one of the massive spires which constitute the pillars of heaven, spits out lava with increasing intensity.

"My world is a dangerous place, for it initially served as the home to all the evil that we exiled from our original planet. Our ancestors in turn, exiled for a war they fought because they believed it was just, were cast into this endless jungle to die. Instead, Providence has made us stronger and all the more eager to claim justice in the name of our ancestors. It has also, however, become a harsh taskmaster, and the lessons we fail to learn are paid in death. It remains as mysterious as the Deep, the jungle canopy of trees and leaves that robs the ground of light, and keeps us ignorant of the world's true and complete face."





"It was said that once all our people knew how to fly, for we all possessed wings. Now trapped on Providence for nearly two millennia, the original bloodlines have faded and the purity of our race has become myth. The Troupials, the lineage of our ancestry based on appearance, have begun producing children of mixed stock. Eagle, Hawk, Dove, Dragon, Bat, and a fair handful of other Troupials are no longer pure-breeds, but a mix of two or more groups. This is good, for from diversity comes strength as each Troupial's natural gifts are disseminated and shared for the benefit of all.

"Unfortunately, few people see this for what it is. They separate the winged-folk, gliders and those we call the Fallen — those who cannot fly — into an unfair caste system. The winged are worshipped as the epitome of perfection, given all the benefits and the right to learn the powerful magics of the Wird. The gliders, who constitute the middle-classes and lesser royalty, are granted a modicum of respect. Only the gifted amongst the gliders are taught the Wird. The Fallen, however, are treated like the mongrels of society, the scapegoats to torment.

"This has created a divided people in a time when the threat of outside forces demands unity."



"Children of a failed rebellion, for twenty centuries we have been exiled to a world that was meant to serve as our death. Instead it made us stronger. Now, our children are born gifted with abilities and powers the like of which our parents never dreamed.

"The time of reckoning has arrived. The ancient gates which brought us here are on the verge of re-awakening and we must steel ourselves in order to reclaim a world that was lost to us nearly one hundred generations ago.

"In the war to come, some will remember us as angels, others will call us devils, but they will all be wrong. We were Gods."



A. PATELIS '97

*“In the war to come,
some will remember us as angels,
others will call us devils,
but they will all be wrong.
We were Gods.”*



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PROVIDENCE

A vaincre sans péril, on triomphe sans gloire.
When there is no peril in the fight, there is no glory in the triumph.
Pierre Corneille (1606 - 1684)

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DEDICATIONS

I'd like to dedicate this book, and all of my future successes to my parents, Dorothy and Ian. You both did everything right and for that I thank you.

Jeff Mackintosh

I'd like to thank my parents, for always believing in me, my brother and sister, for always giving me something to shoot for, and CHHMOD, especially Matt, for pushing me towards this.

Michael Scott

This book is dedicated to my role-playing buddies, Jeff, Phil, Georgia, Pam, Josh and Nancy. Thanks for the fun times.

Danny Budge

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A WORD FROM THE PRES.

Welcome to the world of Providence, a world of hope, dreams and heroes.

This book, and the ones following, are written with the hope that perhaps we can recapture a little of what some of us found when we first started gaming; that is to feel some of our character's positive experiences. Characters who with a little ingenuity, a little skill and some luck could become more than just numbers on a piece of paper. This system was designed with this idea in mind; it is simple and flexible and can be completely ignored when convenient. There is no wrong way to game, make it yours, modify it, adapt it, tell us your ideas but most of all enjoy it.

I am part of what people have classified as generation X, which means that I was taught that supposedly, the only sure thing was that there was no such thing as a sure thing. The only person that would ever give me a free (taxes included) lunch was myself, and that there is little stability in the future. Well I choose not to believe in that.

I believe that there are people we can count on, and to them I want to say thank you for permitting us to believe in dreams, thank you for your gift of unconditional love and thank you for the ability of accepting your gifts. They mean a lot to us.

Providence reflects the ideals of dreams and beliefs, our ability to follow them no matter where they lead us, no matter how difficult the road may sometimes be.

I hope that a little of Providence can follow us back to our world, back to us.

Nicolas Jequier



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BURDEN OF RESPONSIBILITY

PROLOGUE

All is memory: your thoughts, your actions, the words that spill from your mouth. No matter how hard you try to prevent the passage of time, it all floats past you with frustrating ease. It's so simple for everything to pass away into memory.

Regent Caiylus remembered these words well. They were spoken to her when she was a tiny lass and her Eagle wings were still soft with down. She stared into her father's golden eyes and listened as he taught her about her world, about the future and about memories.

She was no longer that little girl, but her love for her father was unchanged. She missed him dearly. She would have welcomed his advice in recent years when she desperately needed his counsel. It was her only regret.

Behind the closed doors of her chambers, Caiylus was simply that, Caiylus. Here she was not the leader of the Alliance of Kings. Here she could be whomever she wished, Caiylus the woman, Caiylus the philosopher, Caiylus the warrior, Caiylus the little girl who missed her more innocent beginnings. Her symbol of rule, the crown of regency, was not set upon her black hair, but rested lightly in her hands. The weight of Providence seemed trapped in that frail bauble; removing it did much to ease her heart and soul. As she held the thin crown, she twirled it lightly between her fingers, treating the symbol of her station with frivolous disrespect. It was a nervous habit, indicative of her current mood. If that habit had been known, however, it would have scandalized the royal courts.

Regent Caiylus was a woman of noble bearing. She looked like a strong mother, one who stood firm against the onslaught of years, but someone whose sad but kind eyes revealed the wisdom that came with age. Her black hair seemed all the darker for the faint wisps of white that ran their course down her braided tresses. Her white wings, decorated with coloured string and precious stones, added to her noble demeanour. Nobody could accuse her of weakness. Caiylus was of Troupial Eagle, a race of warriors. Those who were not strong in combat were still resolute in spirit or commanding with words. She was all three.

Despite the magnificent view that graced her eyes, Caiylus was lost in her memories, trying not to think of things that consistently troubled her. She stood upon a railed marble platform that extended over the spire city of Cliff-Spider. The balcony easily dwarfed most of the homes dotting the distant landscape below. Her chamber was at least half a mile above the surrounding countryside, offering her a perfect vantage point to view the rest of the world.

Providence is trapped inside a bubble world which is surrounded by rock. This does not stop the lush verdant jungles and crystal blue lakes from spreading across its interior. There are four towers of rock, one of which contains the city of Cliff-Spider. These immense arches extend for hundreds of miles and touch the stone and jungle sky like remote fingers. One spire, the Great Bridge, rises to the very centre of the sky, piercing the sun. Legends claim that the Great Bridge anchors the sun to the world. How the sun came to be here, in this hollow sphere, is the source of legends that do not seem to trouble the small orb of light and heat. It faithfully pulses through cycles of night and day, waning to dusk, waxing to dawn.

Caiylus continued to watch the jungle, wondering how many eyes stared back at her. When her race first came through the gates to this world nearly two thousand years ago, they did not know that other races made their homes here. Eventually, they discovered each of the four races they called the Lost Tribes. First were the Swarm Dancers, a tribe of insect-like humanoids. The Swarm Dancers possessed a hive-like mentality that often made them alien even to the other Lost Tribes. They were allied with the Alliance of Kings, but nobody knew how long that would last. Next were the Serpenkine, reptilian humanoids who had split on whether to help the Alliance of Kings or to destroy them. The third tribe was the Green People, a race in symbiotic harmony with the plant life of Providence. They were completely belligerent to Caiylus' people. The final tribe, perhaps the most frightening of the four, was the White Crow. This albino race of winged humanoids used Shadow magic to hide their city deep beneath the darkness of the jungle canopy. This faction had been the driving force behind the previous war against the Alliance: they will likely be responsible for the next one.

It was neither her thoughts nor the dusk sun that brought Caiylus out of her quiet memories. Instead, it was the high altitude winds that whipped briskly by her that reminded her that she was growing cold. It sent the balcony curtains into a brief frenzy and raised goose bumps on her arms. She turned around to return to her chamber, but King Raldowin IV stood at the balcony door. He was a warrior, uncomfortably dressed in the mantle of a king. Caiylus smiled, for Raldowin was one of the few who could understand the unspoken burden of her position.

A winged Hawk, Raldowin retained the sharp streamlined physique his people possessed as hunters. His skin was a blue-gray hue, except for the light tinge of blue that ran down the length of his face like a streak. The deep blue garments of his office complimented his skin colour. He ruled Cliff-Spider, the Alliance of King's war city, and was its strongest supporter. Raldowin was also Caiylus' friend.

"Scandal," Raldowin smiled wistfully. "Our regent plays with her crown."

"Scandal," Caiylus returned. "My good friend and host has forgotten to bow to the regent."

"Ahhh, well then, I will forget your temporary lack of decorum if you ignore mine."

"Agreed," Caiylus replied. Both remained quiet for a moment, allowing the other some uninterrupted thought. Raldowin finally broke the silence.

"What troubles the regent tonight?"

"Are you asking as a member of the Alliance of Kings, or as my friend?" Caiylus asked quietly.

"Friend. Always friend."

"I am considering what is to come."

"Have you changed your mind?" Raldowin asked, his concern betrayed by his voice.

"No, I have no other recourse. I just regret what is sure to come."

"You cannot regret destiny, but you can doubt it," Raldowin stated as he stepped forward. He touched Caiylus' shoulder, a move of support she was grateful for. "If you doubt what you plan to do, then others will doubt you as well. If you are afraid of making mistakes, however, then know that the Alliance of Kings makes them with you. Our support on this matter is not to place blame or praise upon your shoulders, but share it with you. We gave our blessing with the knowledge of the responsibility it bore. You are not alone. Never has there been a time on this world when any of us have been alone."

Caiylus turned to Raldowin and placed her hands on his shoulders. "As Regent," she said, her voice lowered by the strain of her emotions, "thank you. As friend, thank you again. Fate does not need me to begin her play, but I swear on my father's memory that I will take the part I choose in this act, not the one delegated to me."

Raldowin smiled and nodded, his sharp grey eyes glittering against the fading sun behind Caiylus. "I do not envy fate now, and I am glad that I stand with, not against you. Are you ready?"

Regent Caiylus took a deep breath and donned her crown. The weight that normally accompanied it was not there. Her shoulders straightened, her wings opened, adding to her stature, and her eyes became firm. She nodded as King Raldowin IV bowed in respect.

"I am ready. Now comes the task of preparing the rest of the world."

ACT I

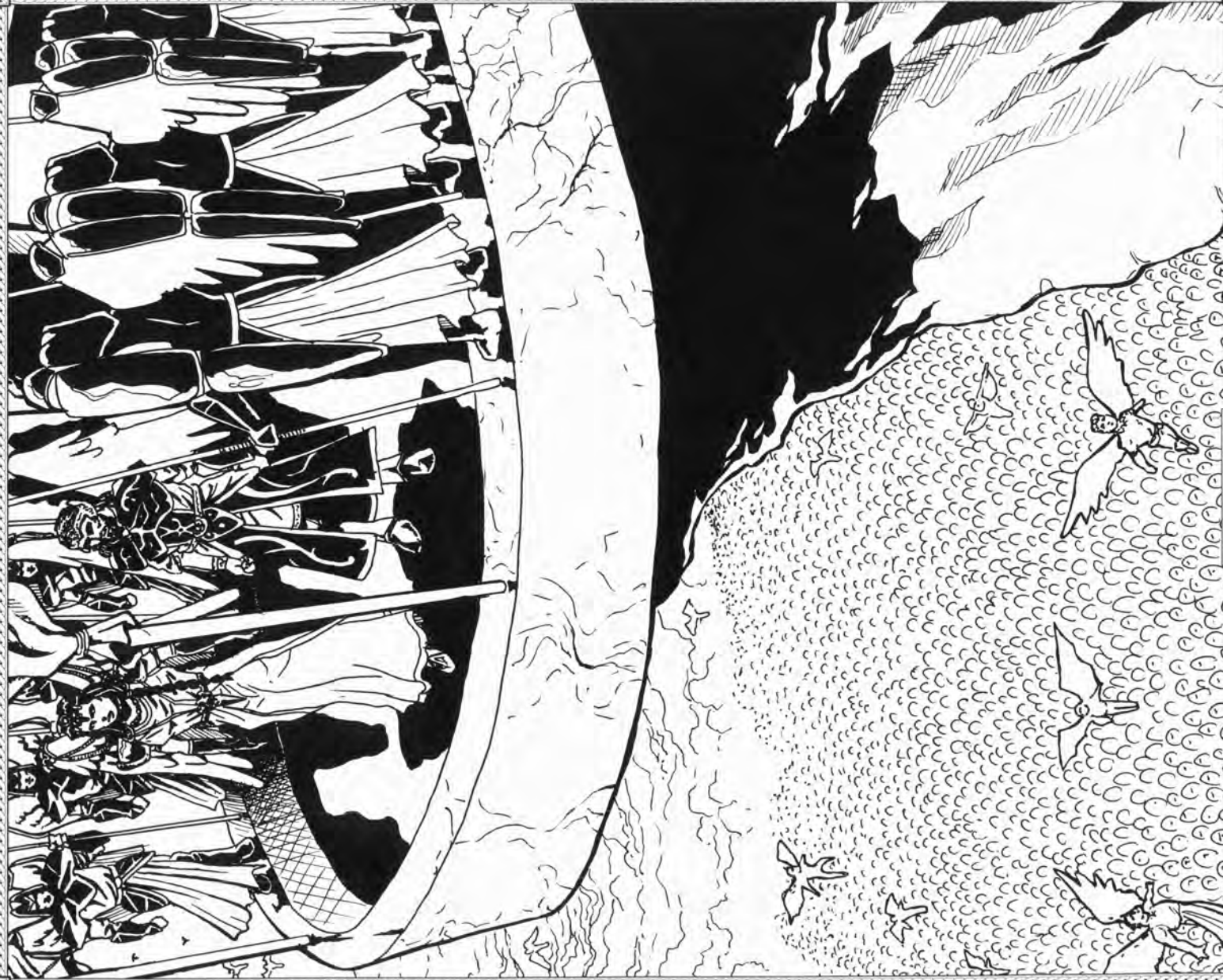
Called the Stage of Kings, the large marble balcony emerged from the side of the spire holding Cliff-Spider. Elevated a hundred feet, it was here that the king made proclamations to his subjects. Standards bearing the coat of arms for the Alliance of Kings, the city state of Cliff-Spider and her ruling household all waved gently in the breeze. Set into the balcony's white marble surface was a throne upon which King Raldowin IV sat when he came to hear public grievances. The platform could only be reached through flight or by gliding, meaning the upper castes alone could reach the ears of the king. The flightless Fallen, the lowest members of society, were denied the privilege. Such, however, were the inadequacies of the rigid caste system within the Alliance of Kings.

When the stage was empty, as it was now, the surrounding area was normally tranquil. That was not true this evening. Tens-of-thousands of spectators waiting for the appearance of Regent Caiylus, filled the ground and air. Upon a great field at the base of the spire, a sea of people stood in anticipation. In the air, all manner of citizens flew or glided on wings of feather or leathery membranes. The sharply dressed and diplomatic Dragons, heavy in flight, only launched themselves when necessary. A few people tried to upset their rigid sense of decorum by grabbing their spiked tails as they took to the air. A sharp snap with their tails, however, deterred more than one troublemaker.

The impressive Eagles, powerful in stature and every bit the solemn knights, remained standing on the lips of the surrounding platforms overlooking the Stage of Kings. They did not consider it dignified to flutter about aimlessly, and remained at attention until Regent Caiylus appeared. The jovial and stocky Doves, however, loved flying too much to miss any opportunity to do so. Those with wings screamed through the air, completing aerial stunts which the streamlined Hawks generally did slightly better. Members from both Troupials performed for the crowds, diving in, over and around one another with lightning reflexes. Some wore long strips of cloth trailing behind them to enhance the effect of their acrobatics. They provided the Gliders and the Fallen on the ground with entertainment.

The horned Gargoyles, replete in animal skins, hovered in the air for as long as they could before their enormous frames forced them back down. Most people made it a point to steer away from them both in flight and upon the ground. Their reputation as barbarians frightened most, and the large stone clubs many wielded did little to dispel this stereotype. Gargoyles preferred it this way. Today, many were preoccupied trying to goad the Eagles into a fight. The Eagles remained characteristically dignified.

PROVIDENCE



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8 Hero's Prologue

PROVIDENCE

In contrast to the unruly Gargoyles, an occasional Swan flew through the air with heartbreaking grace. Whether pale as fallen snow or as dark-skinned as obsidian, the Swans caught everyone's attention. A few sang or danced as they flew by, enrapturing many and causing several accidents in the wake of their passage. Capturing equal attention, but for differing reasons, were members of Troupial Raven who made their way through the crowds on foot. Although a fair number could fly, they chose not to. Most of their membership came from the independent regions ruled by the peaceful Merchant Bands. Their decision not to fly was a statement of their displeasure over the unfair caste system within the Alliance of Kings. They believed flyers, gliders and Fallen were people of equal merit.

What drew most people's attention to the quiet Ravens was their cowed forms, indigo skin and the runes they inscribed upon themselves. Society feared these seekers of enigmas because of their quiet and solitary nature while still respecting them as learned men and women. They knew more secrets about Providence than Providence herself.

Within the crowds, members of the other Troupials waited patiently. Those with blackened eyes were members of Troupial Jackal. They believed in usurping the unfair caste system, and were quite vocal about it. The entire Troupial had been branded as dangerous when a faction of the group took to terrorism. Another Troupial believed in its own inferiority, and supported the caste system. Known as Hyenas, they had no real affiliation with one another. A third group, the almost childlike Rats, earned some respect due to their "siblings." Any member of Dragon born without a means of flight was placed in this Troupial. Rather than casting their Fallen by the wayside as Eagle and Hawk had done, the diplomatic Dragons watched over their brethren and supported them openly.

The only group not present in any numbers were the reclusive Bats. Similar to Dragons but born with glider membranes, the Bats were sensitive to noise and generally distrustful of those who were not Rat, Dragon or of their own Troupial. Their absence from this gathering was hardly surprising.

Tonight, all the differences that separated Troupials and Castes seemed lessened by the importance of what was to come. Regent Caiylus had called a general assembly, to share with the citizens of the Alliance what she had called "an important matter." Despite the multitude of people tonight, many shared the same worries and fears. A time of great reckoning was coming, one sure to change the face of society. For some, this meant the herald of something good, for the status quo offered them little. For others, they suspected that after tonight their comfortable lives would never be the same. Many tried to drown their anticipation through chatter and gossip, lending the gathering a festive

atmosphere. It only served to fill the air with noise and more tension.

The cacophony faded to silence as a sharp chime rang from an unknown source. It reverberated through the ground, instantly quietening everyone. The rock wall behind the Stage of Kings melted, revealing a large open arch. A pair of Hawk knights stepped through in slow, but uniform cadence. Five pairs of knights followed them bearing long thin air lances. The articulated resin sections that sheathed their wings were much like the amber coloured armour covering their bodies. Resin was far lighter than metal, and the magic of Wird made it just as strong.

The knights walked to the edge of the platform and stood at attention. A thunderous ovation greeted King Raldowin IV and Regent Caiylus as they came through the archway. Eagles flared their wings, Dragons, Ravens and Doves bowed, Hawks and Swans kneeled, Gargoyles pushed a few people around, and the Jackals and Rats did their best to look uninterested. Despite their reaction, everyone stared at Regent Caiylus with respect. She demanded attention due to her position, her presence and her being a noted Wylder, a practitioner of a very impressive and potent form of magic. Few could challenge her in a duel and win.

Caiylus allowed the roar to subside as she came to the edge of the platform. Staring at the gathering, she realized that even using her peripheral vision, the crowd below her balcony was too large to see all at once. She had to sweep her gaze across the collage of colour to capture the enormity of this panoramic view. A mixture of admiration, apprehension and respect was relayed back in the few faces she could discern. The overwhelming sense of responsibility almost caused her to falter, but she gathered strength from what she saw and went on.

"Children of a failed rebellion," Caiylus began. Her voice echoed sharply across the field of people, capturing everyone's attention. "Destiny is at hand, and I come to you not as your ruler, but as a messenger." The voices died down. Everyone was listening. "Two thousand years ago, our fathers and mothers fought a war that they believed was right. Two thousand years ago, our fathers and mothers fought alongside their gods, only to watch them die in their arms. Two thousand years ago, our fathers and mothers lost a war of ideals and faith. Two thousand years ago, our fathers and mothers left Yas'Wail, their birth world, and came here as prisoners. This world tried to kill their spirit, destroy their resolve and forever banish their legacy, but it failed. Instead we have liberated ourselves from beneath the yoke of the Wardens, turned our prisons into thriving cities and created new empires born from our fathers and mothers' dreams and blood. We have become the children of our own destiny." The crowd roared with satisfaction at the last

comment. A chant began that rumbled Caiylus' name across the field and spun it about the air like claps of thunder. Caiylus watched, but did not smile. Her speech was far from over. She raised her arm and allowed a Wird spell to flow to her fingertips and flare into a flash of lightning. A bolt leapt into the sky, silencing the crowd immediately.

"It is good," she continued "that we are proud of what we have done. Did I not know differently, then I would celebrate with you. I come to you as a messenger, however, a herald of destiny's capricious whims. As easily as she blesses us, she also curses us in equal measure. We have to accept both offerings or we accept neither." Another spell flowed from Caiylus' fingers, enveloping her within tendrils of invisible air. She floated down from the platform, speaking while suspended mere feet above the crowd. Her voice remained strong, however, like a mother preparing her child for one final lesson before leaving home. Everyone listened silently.

"We have not reached our journey's end yet, but I can see it approaching like the fabled horizon. There are obstacles that remain, however. A rip in the very earth spews forth water, filling this world like a cup, driving us back at every turn and mocking our attempts to staunch its flow. Already the city of Sun Guard has fallen, leaving us threatened with the same fate. Another wound fills the air with volcanic fire and smoke, threatening to collapse one of the spires. Hostile tribes more native to this world than we threaten our lives, and war is certain to come of it. We have allies in the Serpenkine and Swarm Dancers, but even they do not know what is happening. Although we have survived most of the hardships that Providence has thrown at us, it seems determined to destroy us still. In the process, I fear, it will destroy itself as well." Caiylus paused to take a breath. She looked across the crowd: they knew something was coming next and remained silent out of anticipation.

"It is with a heavy heart," Caiylus finally continued, "and with much deliberation that I state this: the time to leave Providence has come." Caiylus waited for a moment, allowing the statement to sink in. She noticed the Eagles were no longer standing with their wings flared, the Gargoyles were no longer pushing others around, and the Ravens had removed their cowls, revealing their tattooed faces. Most blinked stupidly, a few others were crying silently or looking around in disbelief. For the first time in many years, Fallen and noble alike made eye contact and found their fears mirrored. Caiylus continued.

"I know what I ask of you," Caiylus said. She softened the tone of her voice greatly. She sounded even more like a concerned mother now, for she did care for her people. "I share your grief, but most of us knew this day would come. We did not know it would come in our generation, so perhaps it made the promise of the Reckoning all the easier

to make. Unfortunately, we are the full inheritors of this ancient responsibility. We promised our mothers and fathers, in the name of all our imprisoned, murdered and tortured ancestors, that we would reclaim Yas'Wail. This was the promise of the Reckoning, to never forget. We have spilt too much family blood on Yas'Wail to sever our ancestral ties with her so easily. Perhaps Providence is dying as a reminder of what we have taken for granted, or perhaps it is merely old and in its final hours. Regardless, we cannot remain here. The time to leave has come upon us, but Providence has prepared us well for what lies ahead. We know that we can survive whatever comes next."

"But how can we leave!" screamed an elderly Dove below Regent Caiylus. "We are trapped in this world." She could hear the fear in his voice, and it echoed in the murmurs of those around him.

"We leave here," she began, "the same way we arrived." With a slight nod, she levitated the old man into the air. Caiylus brought him close to her, and immediately noticed he had no wings; he was Fallen. The crowd went silent, waiting to see how the regent would treat the old Dove. Something within the eyes of the old man touched Caiylus deeply. It was a sense of vulnerability and fear she knew she, as a ruler, could dispel.

Caiylus cupped her hand below the Dove's chin and smiled sadly. "We leave here together, father. We leave here together." She returned him to the ground as gently as she had lifted him, then floated higher into the air.

"Allay your fears," Caiylus cried out to the crowd. "I will leave nobody behind. We will leave this place together. For that purpose, I have summoned the Guilds." As she spun in the air to face the spire, four immense platforms emerged from it. As the new balconies formed across the rock face, archways appeared in the walls. The announcement of the Guilds silenced everyone. It was born from a mixture of fear and respect.

While Fallen, Winged and Gliders represented the major strata of the caste system, there were smaller sub-tiers, like the Guilds. They consisted of Shards, people blessed with innate "One-Spell" abilities similar to the magic of Wird. The Alliance created a special tier for them, placing Shards under the immediate supervision of the royal castes. Initially known as Gifted, they eventually gathered around Guilds to improve their standing *within the royal courts* of Providence. Although they were a minor segment of the population, their political and financial powers were unprecedented. The ones who appeared upon the balconies were from the strongest of the Guilds.

The first to march out were twelve members of the Guild of Archers, their right shoulders covered with red cloth bearing their coat of arms. The Archers consisted of

Shards with distance-related attacks, but they were also bonded to serve the Alliance in times of war. At the head of the entourage was Guild Mistress Arturia Sanquade, a beautiful woman known for diplomacy and dedication. She was also one of the few members of Troupial Bat present at the gathering. While she maintained the hereditary characteristics of her lineage – an upturned nose, rich brown skin, enlarged ears and glider membranes – she was not sensitive to sound. This was fortunate, for her abilities allowed her to project sonic blasts which unfortunately ostracized her from her own people.

The Archers took positions along the lip of their balcony and stood at attention. Those who could, allowed their powers to flare around them like a halo. Each ability was different from the other, encasing one Shard within white flames, another within wisps of shadow, while a third breathed plumes of frosted air. Arturia remained in the centre, to face Regent Caiylus and speak for her Guild. Her voice resonated with her power.

"The Archers serve the Alliance. We are bonded to you. Ask what you will, you shall not be denied," Arturia announced as she bowed.

"The Alliance of Kings accepts your oath of fealty," responded Regent Caiylus. "In the days to come, they will be the words that test you."

A second Guild emerged from another archway. People murmured in dissatisfaction at the presence of the Cartographers, but held their tempers in check.

The Cartographers had once been the pioneer explorers of Providence before falling into corruption. It was a pit they never emerged from. The Guild's ranks were open to a myriad of Shards, essentially anyone whose powers facilitated exploration and survival. Their enlistment requirements were vague and unofficially hastened through bribes. Many believed the Cartographers were thinly-disguised bandits, mercenaries and common thugs. It was a fair assessment. Despite being the black sheep of the Guilds, however, they still managed to hold power through several allied noble households.

As Guild Master Sirius Khohall appeared, people felt a light breeze move through the crowds. It was common knowledge Sirius could control the winds. He could easily pluck any flyer from the air, smashing them into the ground at a whim.

Unlike the Archers, Sirius had strictly forbidden the display of power in this gathering unless it was inherent, like the Dove sheathed in stone by his side. It was not a matter of modesty, for Sirius was far from afflicted with humility. He did not believe in giving anything away free, especially information.

Sirius, his shredded glider membranes torn in strips from a lost duel, stepped forward. He promptly bowed to Regent Caiylus, but never took his eyes from her. He smiled, although the act lacked warmth, like a snake about to barter away its shed skin.

"My dear Regent Caiylus," he began, "as always, the Cartographers remain your faithful servants."

"I am pleased to hear that," Regent Caiylus responded coolly. "The Alliance can only hope the days of the Guild's unfortunate past are exactly that."

"A part of the past?" Sirius interrupted, "But, of course."

"Then you serve the interests of the Alliance over your own?"

"Naturally," Sirius responded, his smile never moving an inch. "We are here to answer your summons, and as the Archers so eloquently stated, 'you shall not be denied.'" Sirius stepped back, his peace said, his smile set in marble.

A solitary figure stepped through the third open archway. Although few people recognized the female Eagle who walked to the lip of the balcony, everyone recognized the Guild crest that she wore. She was Ajandi Melisrian, Guild Mistress to the Chirurgeons, the smallest of the Guilds but second-most influential. They were healers to the nobility alone.

"Why are you alone?" Regent Caiylus asked, her voice betraying a modicum of impatience. She had wanted all the Guilds to appear with a contingent of some members to show they were united in fulfilling Caiylus' plans.

Ajandi bowed before responding. "I represent the Guild's opinion for I am its opinion. My word is the Guild's bond. I saw no reason to bring anyone else when my word carries more weight than all of them united without me. My presence is all that is necessary."

Regent Caiylus nodded, but her eyes narrowed. She was not pleased with this display of arrogance. "Very well," Caiylus responded, "if all you think you can offer me is yourself, then perhaps you should keep your gift since you seem to possess so very little." Regent Caiylus turned to the fourth platform, preventing Ajandi from responding. Everyone watched the Guild Mistress for a moment, waiting for her to retaliate, but she bit her lip and stepped back. Nobody emerged from the fourth archway.

"Where is the Guild of Drummers?" Regent Caiylus demanded. Her answer arrived as a low rumble that echoed through the ground. Everyone looked around, startled by the vibration, but more curious than frightened. The rumble turned to distinctive beats that skipped through the earth like modulated tremors. The beats turned into a cadence, and immediately the crowd roared with delight. Regent Caiylus soared higher into the air to gain a better view, and saw the

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crowd in the rear begin to part. The Drummers had once again made an entrance.

The Drummers were the most powerful Alliance Guild in all factors. They were the richest and most influential, the populace loved them, and they were closer to a knightly order than many royal guards. Renowned for placing candidates through a gruelling enlistment process, they accepted only the strongest and most honourable Shards. Their ranks consisted of those blessed with super strength and endurance, courage and nobility.

The Drummers earned their name heralding the arrival of Alliance armies by beating the ground with their fists. They were heard from miles away. Another of their distinctive features was the massive war-hammer each carried. Popular folklore had it that the strongest Drummer could crack the very air with a swing of his weapon.

Regent Caiylus watched as twenty-one Drummers marched up the avenue created by the splitting crowd. At the head of the Drummers was Guild Mistress Jeba Sunfierce, a female Hawk glider with a solid frame. The Drummers marched to her tempo, stamping their feet into the ground in time with one another. Every few steps or so, they all dropped to one knee and swung their hammer out and to the side, striking the ground to emphasize a particular note. They left scores of impact craters in their wake, and more than one unbalanced onlooker on their rear end.

Regent Caiylus smiled at this display. Everyone knew fully well she would not have accepted this behaviour from any other Guild, but the Drummers had proven their value too often. In the war to come, the Alliance knew it could never truly lose, for among the bodies of the slain and the sea of rubble that were once cities, the Drummers would still be standing, fighting till old age claimed their spirits. Regent Caiylus knew this as she settled closer to the ground. The crowd parted around her, creating a circle of clear space for her and the Drummers.

Jeba Sunfierce stepped forward while the Drummers fanned out into a line behind her and dropped to one knee. Heads bowed, they began striking the ground lightly, maintaining their cadence. Jeba set her hammer upon the ground before Caiylus. She then dropped to one knee as well, and bowed.

"In the past," Regent Caiylus began, "the Drummers have stood by the Alliance in her dire hours. The future may prove to be our darkest times yet. Are you still willing to stand with us?"

"We will stand with the Alliance," responded Jeba, "even when nobody remembers her name."

"Are you willing to die for the Alliance?"

"No," Jeba answered. Caiylus' eyes widened, for she did not expect this response, but Jeba continued. "We will, however, sacrifice ourselves for the Alliance. Death is the choice of fate, sacrifice the providence of mortals. Death cannot claim what we have already willingly surrendered to you Regent Caiylus. You hold our fate." Regent Caiylus and Jeba regarded one another, two warriors of a different calibre respecting each other's burden.

"Then I accept your sacrifice Guild Master Sunfierce," Caiylus stated. "Let our enemies know that their lives are to be claimed by the fighting dead."

The Drummers raised their heads, shouting and repeating "Death be denied, death be denied..." Several individuals in the crowd carried the chant; it cascaded in volume as more people picked up the slogan and resounded off the walls of the spire in sharp echoes, amplifying the voices. The gathering of thousands suddenly became the voices of millions.

Regent Caiylus floated above the crowd, into the thunderous din of noise, and felt it crash against her. She allowed it to continue for several minutes before raising her arms. The chant spiralled away to the fringes of the gathering before stopping completely.

"I promised you," Caiylus began, "that we would leave this place, and we would leave it together. I have not forgotten my word, but I bind you to it as well. We leave together. No caste or faction shall be left behind, but I need the help of everyone." She turned to the Guilds. "Our ancestors came here two thousand years ago through gates that have since been lost or vanished. The three we do know of cannot be opened."

"To leave Providence, we must do so through the gates, for only they can bring us home. But portions of our world still remain an enigma to us, there are enemies who protect their regions fiercely and there are natural events tearing this place asunder. If we are to unlock the secrets of the gates, we must explore this world fully. The answers are hidden out there somewhere." Caiylus turned to the crowd. "I called upon the Guilds to help in this task just as I call upon all Alliance citizens to prepare for a war that has no interest in sparing them. If the war is lost, we will all die. If the gates are not found, again, we will all perish. I ask that the Guilds put aside their differences and unite to help save, if not us, then themselves. I already know the Drummers' response. What do the rest of you say?"

Arturia Sanquade of the Archers was the first to answer. "The Guild of Archers has always defended the cities, but we will gladly accompany scouting parties to better defend them as well. Again, we will answer whatever request you make of us."

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Sirus Khohall of the Cartographers waited with a dramatic pause before responding. "As the Guild responsible for exploring this world, we would gladly lend our wide expertise in discovering the location of these gates..." The manner in which Sirus trailed off was unmistakable. He did not need to add "...for a price," for people to realize his services were hardly free. Regent Caiylus ignored the inference and turned toward the Chirurgeon Ajandi. She waited for the woman to respond, but didn't expect anything to come of it.

Ajandi Melisrian stood there for a moment scowling. "It is a matter," she finally stated with slow, but deliberate measure, "best discussed with my Guild peers."

Regent Caiylus immediately knew the answer was "No." Ajandi was too self-centered and arrogant to have peers. Caiylus nodded to the Guilds. "Your support is welcomed. Contact the other Guilds and ask them to join you. You begin your tasks now." She then turned to the crowd. "As do you. Spread the word throughout the Alliance, to Cry-Star, to Water-Sister and to Cliff-Spider. Spread the word to the Merchant Bands, to Bastion and Haak San Bazaa. Tell them we are preparing to leave this world. Tell them the time is coming to meet destiny. We do so alone, or we do so together." The crowd roared in response as Regent Caiylus sailed back to the Stage of Kings and entered the archway. She could hear them roaring for several minutes after she had left. She had their support.



ACT II

Deep within the spire heart of Cliff-Spider was the Regent's Hall. Each city in the Alliance of Kings had one such chamber for entertaining the visiting regent. Because Caiylus had to represent everyone without any hint of favouritism, she essentially had no city to call her own. She was a citizen of all member-states and required to live in each Alliance domain for equal time.

Cliff-Spider's hall, second to Water-Sister in beauty, was a circular chamber two hundred feet in diameter. The domed ceiling glittered with mosaics of reflective glass. Light spells were always cast before meetings, creating a dazzling display of colours along the surface of the roof. It glittered like a million gems.

With walls of darkest obsidian, the chamber contained dark-green marble columns and statues of former Alliance regents in its alcoves. A sheet of green marble sealed away one alcove from public scrutiny. It belonged to the traitor Jenobay, the Eagle regent who ruled before Caiylus; few spoke of him in casual conversation. It was discovered that Jenobay had secretly been a Blight Crow, a corrupt Distinction of Wird

practitioner who uses necromancy. During his execution, when one wing had already been sheared away, he escaped with the help of the White Crow. He had not been found since, much to the embarrassment of the Alliance.

The floor of the Regent's Hall was a lighter sea-green marble engraved with the Alliance's coat of arms. Light spells gave the illusion that the engraving was liquid gold. When the Regent held private meetings with other Alliance rulers, the crest and the marble rose to form a large circular table and four chairs. The Regent's throne, elevated on a platform stage, was the only piece of the furniture within the room used during general assemblies. Such was the case tonight.

Having just concluded her petition to the populace, Caiylus retired to the Regent's Hall to receive the numerous guests not belonging to the Guilds. Standing upon the stage, to the left of Caiylus' throne, were King Raldowin IV and Watcher Preventine of Water-Sister. Both Preventine and Caiylus were strong willed individuals who had clashed on several occasions over the caste system. Watcher Preventine, a female Dove strongly versed in the arts of Wird as a Wird Weaver, believed the caste system was unjust. Regent Caiylus did not support all the animosity it engendered against the Fallen, but believed the system was necessary to maintain the purity of the winged nobility. While they disagreed with one another, and perhaps even resented each other, neither openly challenged the other person.

To the right of Regent Caiylus was King Gunther of Cry-Star, the prime city of the Alliance. Gunther, an Eagle and former friend to Caiylus, had little to say to her tonight. Some suspected Gunther was upset over Caiylus' treatment of Guild Mistress Melisrian of the Chirurgeons, his personal physician and reputed lover. His behaviour seemed proof of that.

With Regent Caiylus holding open forum, members of the royal courts filled the hall. Many made their introductions to the regent and rulers present, then swiftly made their way off the stage. Several lingered to offer their support. A few made enough of an impression to stop the conversation within the hall.

One couple captured everyone's attention from the moment they entered, right up to the point of their departure. Regent Caiylus had been expecting them, and warned the guards not to stop them or confiscate their weapons. The first was a D'Shau Monk named Brother Allovin, a glider of Raven stock without the dark robes or white tattoos that one would expect of his Troupial. Instead, his deep night-blue skin was untouched, his head bald except for two locks of braided hair behind the ears. His normally dark robes had been replaced by simple grey monastic vestments, and a belt of thick crystal beads was around his waist. Despite his simple, almost humble appearance, Regent

Caiylus was fully aware of the man's fighting prowess, especially with the crystal belt about his waist.

The second individual was Kyrstia, a female Dragon equipped with a short bow, an empty quiver, and the uniform of a Slaywind — a white tunic, breeches and brown boots. She met the gaze of each individual within the room without flinching. The prowess of the Slaywinds was legendary and they were rarely made fun of, despite the fact that they worshipped gods in a society that did not believe in gods. The Slaywinds were archer-paladins, delivering the judgement of their gods upon those struck by their arrows.

Religion was a tricky matter on Providence, for the war that exiled the prisoners of Yas'Wail to this world had been one of ideology. Both sides firmly believed they were representing the will of their deities only to discover that their gods were mortals of great power. When the pantheon of Yas'Wail died on the battlefield, so did faith. The Slaywinds and D'Shau Monks, however, were two religious orders who continued to believe in their gods. If the D'Shau Monks hadn't smuggled the secrets of constructing crystal weapons from Providence, or the Slaywinds hadn't helped those in need without asking for reward, their faith would have been ridiculed. With this thought in mind, Regent Caiylus welcomed her visitors as honoured guests. She did not have to believe in the gods of either order to petition for their help.

Brother Allovin stepped forward, bowing graciously. Kyrstia followed his actions like a mockingbird; it was obvious she lacked court etiquette.

"On behalf of the D'Shau Monks and Slaywinds," Allovin began, "we offer you any assistance we can."

"I thank you for the courtesy," responded Caiylus, "but how far are the orders willing to help us?"

"The D'Shau will increase their quota of crystal weapons," Allovin said, "and send our travelling monks to settlements who need help evacuating. We are also willing to teach the common populace how to defend themselves through our arts."

"And the Slaywinds?" asked Caiylus. Allovin was about to respond, when the regent held up her finger, asking the monk to pause. Caiylus looked straight at Kyrstia who blinked.

"The Slaywinds," began Kyrstia, her voice gruff, "promise to deliver swift judgement upon any of your enemies. We will guard and protect those settlements around us, but we offer a contingent of archers and quiver-maidens to fight alongside your forces. Is that sufficient?"

Caiylus nodded with some satisfaction. The Slaywinds were excellent teachers when it came to the bow and could help teach the Alliance's forces. "That is sufficient," she said, then quickly added, "There is one other thing the Alliance

would ask. The Slaywinds possess the town of Truedoor, near one of the gates. Once news of our departure travels, people will begin flocking to gates, waiting for them to open. Will your community help and protect those arriving at the Monarch's Peak gate?"

Kyrstia seemed puzzled by the request, but nodded. "Of course," Kyrstia responded. "We have always helped those in need."

Regent Caiylus responded with a genuine smile. "I asked because your charity has always been a gift to our people. I would not presume without asking, and I wanted to thank you for all those who may forget to do so."

Allovin and Kyrstia returned Caiylus' smile and bowed. "May the gods lead you with their shield arm..." began Allovin.

"...and greet your enemy with their sword arm," Kyrstia concluded. They bowed again and left the stage, allowing the next batch of visitors to come forward. The heralds continued to announce more visitors as they entered the rapidly filling hall. Caiylus knew it was going to be a long night.



EPILOGUE

It was late in the evening when the heralds announced that the regent would no longer be receiving anyone. The royal court bid Regent Caiylus a final farewell as she retired from the festivities, her smile growing harder to maintain. After parting company with Raldowin at her chamber door, and dismissing the guards, she was back upon her balcony, watching the landscape below burn with encampment fires.

Caiylus' feet ached, her body was stiff, her mind clouded by the events of the day, but still, she could not bring herself to sleep. Closing her eyes did not bring her the solitude she expected. The impression of thousands of people and colours remained with her, their chants trapped within the confines of her skull. So she remained awake, watching the landscape and hoping that the wind would blow away the ghosts of the day still nestled in her head. Something within the air, however, gave her pause.

Looking around the balcony, Regent Caiylus realized she was not alone. Hesitation between calling for her guards or unleashing a Light spell to illuminate the darkness was all the intruder needed to make his presence known.

A man faded into view, floating in the air above the balcony. He was a Dragon with metal sheathing his tail. His wings were stonelike and marked with eldritch sigils; his eyes glowed like two torches. Form-fitting crystal armour covered his body, and a thin knife-like smile stretched across his cold face. He appeared to be alone, but Regent Caiylus knew better; she could sense others around her as well.



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"Warden Elarian," Caiylus hissed, "call off the Ravagers. I can easily crush them into ash." Caiylus' eyes glowed fiercely. Elarian continued smiling, but dismissed the air with a casual wave of his hand. Caiylus felt the strange presence move away and vanish over the lip of the balcony. The two locked gazes, the spite they felt for one another very evident.

Warden Elarian ruled the penal-city of Bone-Wail, a prison for eight million Yas'Wailians. The Wardens were responsible for guarding the prisoners who came to Providence close to two thousand years ago. Bone-Wail was the last remaining penal colony. The Alliance of Kings had fought several wars to liberate the city, but the Wardens had managed to retain control for the last two thousand years.

For the last several centuries an uneasy truce has been in place between the Alliance and the Wardens because of the threat of the Lost Tribes. The Alliance still regarded the Wardens as cruel tyrants ruling over the helpless while the Wardens regarded their counterparts as escaped prisoners with weapons. Both sides despised one another, but neither had the power to move against the other.

"What do you want?" Caiylus finally demanded.

"Watch your tongue, Regent," Elarian snapped back. "You are strong enough to thwart my Ravagers, I'll concede that, but against me you're nothing. The only thing they'll find of you in the morning is that shadow you cast behind yourself."

"If they find my shadow, it will have my hands around your neck."

"Unlikely."

"Then begin this," Caiylus snarled, "or I'll end it." Her fist spurted flames, enveloping her body in Flame Armour.

"Stay your hand pup," laughed Elarian. "As much as I'd enjoy wiping away your face like a clean slate of flesh, I have matters to discuss with you."

"Then state them from where you stand."

"Where I stand is in Bone-Wail. Do you think I'd come to speak with you directly? I came to discuss leaving Providence."

"Are you going to stop us?" asked Caiylus.

"No, I'd like to see you return to Yas'Wail. I'd like to see you defeated again, and sent back to this miserable place, broken like your pitiful ancestry."

"We will see, Elarian. But, again, what is it you want?"

"You need help. My help."

"We have all the help we want," sneered Caiylus.

"Maybe, but not the help you need. I have Ward Dogs that can counter the effects of the White Crow's Wird and Ravagers to track the Green People."

"In exchange for?"

"Knowledge," Elarian smiled. "The key to open the gate that is in our possession."

"Not good enough," Caiylus interrupted.

"You are not in a position to demand anything Regent," Elarian said with a laugh.

"Of course, I am in the position to make demands," Caiylus shot back, "and I can walk away from you and let you suffer for the misery the Wardens have inflicted."

"Then walk away, but understand that you are not playing with my fate. You're playing with the fate of eight million prisoners in my care. Eight million of your kinsmen. I do not need to fight the White Crow and Green People, I can just let them walk in and slaughter the helpless prisoners while I escape," Elarian concluded. Caiylus stared at him incredulously.

"You wouldn't!" Caiylus snarled.

"Oh wouldn't I?" Elarian growled. "And once you find a way of activating the gates, I can slip through with the fleeing masses, disguised. I wish you luck trying to monitor several million refugees."

Regent Caiylus straightened her back and clenched her fists, driving her fingernails into her own palms. "Then...why...don't...you?" Caiylus asked with deliberate, slow measure.

"Because I'd prefer not to. I will not flee my post like so many other Wardens did when the prisoners rebelled, but I will not hesitate to use them to my advantage. Think about the consequences of refusing me, think about what you risk losing. We have a better chance of surviving together than alone. Is that not what you told your people?" Elarian waited for a response, but Caiylus remained silent.

"Do we work together?" Elarian pressed, "Or not?"

Caiylus remained silent for a moment longer, her vision on the verge of turning red. "Send your envoys," Caiylus finally hissed, "with your proposal. I will speak with the Alliance."

Elarian smiled and promptly vanished, leaving Caiylus alone on the cold balcony. Blood dripped through the fingers of her clenched fists, but she ignored it. She could feel the weight of the crown bearing down on her brow again. Caiylus removed it slowly, staining it with blood. The burden did not leave her brow.

"All is memory," she thought bitterly, "and I'll ensure that is exactly what you become, Elarian."

Regent Caiylus watched the night sleep peacefully, and relished the memory. Tonight was her last night of peace, for tomorrow, the world would change.

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MAIN RULE BOOK

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Paytor Crel stood on the high wall, looking down at Cry-Star. Normally he enjoyed the breeze fluttering through his glider membranes and the feel of the sun beating down on his long, dark hair, but today the little pleasures of life didn't seem to matter. From his vantage point the view was spectacular, but the Hawk ignored the many people flying about the business district and the residential area of the city; instead, he stared intently at the manoeuvres being performed by the city guard. He was so absorbed by his thoughts that he almost failed to notice Costan Swendath walking up behind him. Crel turned around, straightening up to his full height of 6'1", a wry smile crossing his face.

"I guess I'm going to have to stay awake," he said. "And you're going to have to do something about the rings in your wings if you want to catch anybody off-guard. Greetings my friend. May your path be clear and the tales bold."

"May your path be clear and the tales bold," replied Swendath, shaking hands with his taller and thinner subordinate. "Of course I'm noisy; I've got twice as many Year Rings as you do. Also, if I wanted to sneak up on you, you'd never hear me," the Dove added with a loud sniff. He glanced over the wall to where the small guard troop was working on its manoeuvres. "I think that group needs a lot more work," he said, a smirk coming to his broad face. He brushed the long blue hair off his face. "I almost want to take pity on them and train them myself. I know they think prancing around like that looks pretty, but it won't make up for the fact that those boys have never seen a real fight." His right hand idly fingered the hilt of his resin broad sword.

"I hope you're wrong," Crel said grimly. "They're going to have to be ready a lot sooner than most of us realized, I think." His claws began popping in and out, a sign of the tension he felt.

"Is there something I should know?" the Dove asked. "You seem worried and that's unlike you."

"If I'm worried, it's for a good reason," Crel replied soberly. "We're going to war Costan. It's going to happen now, not later. My guess is we'll be fighting within the next two days." He sighed. "I don't know if we've got enough time to get ready."

"You'll have to tell me what's going on, Paytor," his friend replied soberly. He hopped up on the wall, using his feathery wings to balance himself against the wind.

Paytor Crel pulled himself up beside his friend. "This will take a while." He paused, then looked at Costan Swendath. "My name is Paytor Crel and I have been a Horizon Strider for three years," he said formally. "My words are true. The tale I would tell began two days ago as I searched for a friend. Let me tell you a story..."



WELCOME TO PROVIDENCE

This is XID Creative's first role-playing game line and we think we have an interesting and exciting product. For those of you new to role-playing games, we'd like to be the first to welcome you. No doubt you have more than a few questions about the new hobby that you're about to experience. We'll do our best to answer as many of them as possible. For those of you who are veteran role players, there may be a few specific questions about our game that you wish to have answered before you get into the meat of our game. We'll do our best to answer those as well.

WHAT IS A ROLE-PLAYING GAME?

Some of you may be unsure what a role-playing game is, and how it all works. We'll take a few words to explain that to you.

Everyone has spent an evening in a cinema, or read a book so captivating, that for a few hours, a few instants, the world in which we lived was not ours but that of the characters in the story.

Everyone has, at least once, after setting down a book, said: "I would not have done what the hero did. I would have done this instead." The reality is that no matter how much you believe in the story, you can never change it. You are there only for the ride.

Unlike a movie, a role-playing game (RPG) is an interactive situation where the players control the actions of an imaginary character in an imaginary setting. Here you get to play the role of the hero in the book or the movie. Gone are the limitations of passively following the script of the movie director, or the limited responses possible within a computer game. If you would rather have your characters try to calmly discuss their way out of a situation, instead of drawing their gun and shooting at everything in sight, they can. The story in a RPG remains flexible and constantly changes according to the decisions taken by the players.

There are two different types of players in a role-playing game, the Game Master and the Player Character. Both are necessary and can be fun. They have fundamentally different jobs in the game.

The Game Master, or GM, does not play a character. Instead, they play the world surrounding the players. GMs

will have to have a story planned out for the players; anything ranging from rescuing a kidnapped princess to slaying a monster that is harassing a village; from dealing with a plot to overthrow the regent to overthrowing the regent themselves. The story is entirely up to the GM but anything that is dynamic and exciting is good. Anything that you would want to see as a movie or read as a book will usually work. In many respects, the GM's job is similar to that of a movie director. The GM decides the scenery, the situations that the players get into, and the actions of other people in the game, from the barman in the tavern to the deadly nemesis the players must overcome in order to triumph. Essentially, everything in the game is under the GM's control except for the players' characters. The role of the GM is probably the hardest to play, but is possibly the most rewarding, because the quality of the story and the environment is the GM's responsibility.

For inexperienced GMs, take as many lessons as you can from good movies and books as to what sort of story to tell, and how to set up and develop the story itself once it begins. Remember, the most important thing is that you and your players have fun.

Players are expected to show up and be ready to have fun and play in the game. Having a pencil and some dice is usually a good idea as they are often in short order. As a player, you control a Player Character, or PC. The PCs are the heroes in the game. The players' responsibility is to describe what their PC says and does within the story that the GM is presenting. You make the decisions for your PC according to the knowledge and abilities it has. The decisions you take for your PC will permit the character to interact with other characters or influence and change the game environment.

Unlike most other games, there are no real winners or losers in RPGs. It is important to understand that the GM is not the player's enemy, any more than the author of a book is the enemy of its hero. The GM and the players are actually working together to make sure that everybody has a good time. When that happens, everybody wins.

THE CREATIVE SYSTEM

Now that we all understand what a role-playing game is, let's talk about the game of *Providence* and the system that it uses - the Creative System. Why did we call it the Creative System? Well, Creative says a lot about the system and it ties into our company name pretty well. We want our system to be something that can be used to tell virtually any story you wish to tell, be it a high-tech space opera, a dark FBI occult detective story, a super-hero game or anything the players

wish to play in. We aren't presenting it as a generic game system because covering all possibilities would result in the biggest book you've ever seen (and price tag as well) or the most watered down system possible. Instead, we feel that with minor adjustments, it can be used for any type of story you wish to tell. We have written it to be used in our world of Providence; a world of high fantasy and super powers.

The Creative System makes use of d10s. For those of you who don't know what these are, they are ten-sided dice that are available at virtually any role-playing retailer. Why did we use d10s? Well, it allowed for the range of possibility we wanted in the game while still using a die that is common. We wanted the Creative System to be simple yet accurate. These were the driving criteria that we forced ourselves to adhere to when we designed the system. If it wasn't simple, it wasn't used. If it wasn't complete and accurate, it wasn't used. We feel that we have found the balance we were striving for.

The basic system is very quick and easy to learn and, more importantly, quick and easy to use. With the basic system, you will be able to play games that will not get lost in system or structure. Also, it is simple enough that should you ever forget a rule, the GM can easily make up a rule for the moment, allowing the game to continue without interruption.

Sample Sidebar

Alongside the basic system is a more advanced set of rules, which is presented in optional rule sidebars. All the optional rules may be used or discarded as the GM wishes. They present a slightly more complex version of the basic system that can be used to attain a greater degree of realism. Unavoidably, this extra level of realism is attained with more numbers, rolls or calculations. Their presence in a game will slow things down while their absence will not weaken the game one bit. Depending on your personal preference, be it a fast-paced game or a more detailed one, these optional rules may be used or ignored.

We'd love to know what you think. If you ever have a comment, question or suggestion for us, please do not hesitate to contact us (see credit page for contact information).

Enjoy the Creative system. Enjoy Providence. Most of all, enjoy role-playing.





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"I had uncovered some disquieting news on my way back to the city from Cliff-Spider. I needed to inform the council, but how to get the information to them, that was the question."

Paytor Crel walked through the open door. "Shreet, we need to talk," he said, straightening to his full height. Inside the front room there was a large, scruffy-looking fellow lying in bed having his leg bandaged by a short, thin nervous-looking man.

Shreet Cardine sighed as he closed off the bandage with quick, sure movements. "In a moment Paytor," the Rat replied in a surprisingly deep and rich voice. He turned to the man on the bed. "That's the best I can do for you Ander," he said. "It should heal OK as long as you take care of it."

The man in the bed sat up, testing the leg gingerly. "Thanks." He beamed at Cardine, his gratitude obvious. "I'll make sure they stab the other leg next time."

Cardine waited until the man left before he addressed his visitor. "OK Paytor, what can I do for you? You don't look hurt."

"Grab your coat," Crel said. "We'll talk outside. You need to do something for me."

"Oh, I need to do something for you, do I," Cardine muttered, his eyebrows rising as he picked up a tattered brown cloak from the floor. He let Crel out the door before him, then locked it. "You know an awful lot about what I need."

"We all need it," Crel said. He paused for a moment as the two of them joined the crowd of people walking through the city square. It was a beautiful day, which meant that the crowds were large. "Shreet, I need to talk to someone on the council. There are Green People moving too close to the city. They're going to attack."

Cardine threw up his arms. "Oh, Gods of my ancestors! You want to talk to a councillor about yet another rumour of another Lost Tribe coming to attack us? Paytor, we've been hearing that for two years now! Most people don't even know if the Lost Tribes exist or if they're just something the Pure have invented to scare us."

"They exist Shreet. I ran into some of them on the way here." The sounds of the busy market almost forced them to shout to be heard. "If they're being that obvious, it means they don't care if they're spotted. That's bad news."

Cardine looked up to the sun, lost in thought for a moment. "OK, let's assume you're right. Nobody wants news like this. Who's going to listen to you?"

"Nobody, and that's why I need you," Crel said. "Council, the courts... I don't know how it works. I figured you might know somebody who does."

"I know one person, but he's usually not too happy to see me," Cardine said after a long pause. "We'll have to hurry if we want to catch him. He's out by the early afternoon. Follow me." Cardine started walking towards the royal section of the city. Crel didn't have to see his friend's face to realize how unhappy he was.

HOW TO PLAY

Right now, we're going to talk about how you actually do things in this game. Suppose your character sees a bandit harassing someone on the street and wants to stop him. How do you do it? What's the mechanism for deciding which actions succeed and which ones don't?

That's where the Creative System comes in. These are the rules for the game world you will be playing in, the World of Providence. The system is simple and easy to learn, so it shouldn't take long before you know enough to get started on what you really want to do – play.

THE BASICS

There are four aspects of the Creative System that go into the make-up of your player character: Characteristics, Skills, Traits and Magic (Powers and Spells).

There are 10 Primary Characteristics, representing the physical, mental, social and magical attributes of a character. These range from -3 to +3, with the average human having a value of 0. These are the limits for characters, although certain Powers or Spells can enable them to go beyond this range.

Skills represent the different things characters have learned how to do in their lives. There are over 100 Skills in the world of Providence, ranging in competence level from zero to six. The higher the Skill level, the better characters are at the Skill. It is not possible to have a Skill higher than level 6.

In the World of Providence, the heroes possess great magical (or Wird) abilities. These may be learned, as in the case of a spell caster, or natural, as in the case of a Shard.

A Shard is a person who has natural, Wird-enhanced abilities. They have never had to study to gain the abilities they have. A Shard tends to possess greater ability in their



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own natural gifts than a Spell Caster can attain in that particular field; however, their range of powers is much more limited. Shards are unable to learn magical spells. There are over 70 different Powers in the World of Providence.

A Spell Caster is more versatile, but less powerful in one particular aspect than a Shard. Spell Casters can be very flexible as there are over 250 different spells available to the different distinctions of Spell Casters. However, Spell Casters can't have any natural magical abilities.

Traits are what usually permit players to put the finishing touches on their character and include those aspects of the character not covered by Characteristics, Skills or Magic. Traits reflect what kind of life the character has, and who they are. Are they rich or poor? Noble or peon? Easy-going or driven? Are they ambidextrous, or do they have poor vision? All these details are covered by Traits.

Character aspects are further discussed later in the book.

BASIC SKILL RESOLUTION

The Creative System uses 10-sided dice, also called d10s. The basic idea behind the system is that you roll two d10s and add the numbers together. You want the result to be equal to or higher than the number, called the Target Number, set by the GM. If you equal or better the Target Number, you have succeeded. If you roll lower than the Target Number, you have failed.

The number of d10s characters have depends on the level of Skill they have and their relevant Characteristic. These two numbers are added together. For example, a Characteristic rating of +2 gives you two dice while a Characteristic rating of -2 means you subtract 2 dice from your total. To the Characteristic number, add a die for each level in the Skill that is being used. For example, if your Skill level is three, add three dice.

This total may be more or less than two dice. It's important to understand that two dice are rolled; having more or less dice will affect the modifier to your roll. To determine the modifier to your roll, simply look at your total number of dice. If you have more than two dice, you simply add 2 to your roll for each additional d10 you have. If you have fewer than two dice, you subtract 2 from your roll for each d10 less than two.

e.g. Pierry Stah has the Characteristic Perception 1 and the Skill Awareness at level 2. This gives him three dice in total. He would roll two dice and modify his roll by +2.

e.g. Alesia Bevane has the Characteristic Strength 1. If she has to make a Strength roll, she has only one die. She would roll two dice and modify her roll by -2.

- You must roll two dice.
- For every die you have above the minimum of two, modify the roll by +2.
- For every die you have below the minimum of two, modify the roll by -2.

Extra Dice

In this system, the lower you roll, the worse off you are. If you have more than two dice available for a roll, you might want to roll more than the normal two, if only to make sure you get an average roll. If you want to do this, you take only the total of the two highest dice, not the total of all the dice.

e.g. Shandi Andrades has Appearance 2 and the Skill Charm 3. This means that when she is asked to make a Charm roll, she has five dice. Her player has been rolling very badly and decides to roll three dice instead of two. This leaves her with a modifier of +4 for the two dice that were not rolled. Andrades gets a 4, a 7 and an 8 from her roll. She adds the two highest dice, giving her 15. She modifies her roll by +4, meaning that her total is 19. That's a very good roll.

TARGET NUMBERS

As we said before, Target Numbers are the numbers that PCs must try to equal or exceed when they are attempting to do something. The basic Target Number for any roll is seven. This number will increase or decrease depending on the difficulty of what's being done.

For example, the Target Number to hit someone in a fight is seven. This number would increase if your opponent was very good or very fast, but would decrease if your opponent wasn't very good. There are other factors that might modify the Target Number which we will discuss later in the book.

There are examples of modifiers to Target Numbers in the Conflict Section on page 229.

BASIC CONFLICT RESOLUTION

PCs may also find themselves acting directly against other characters in the game. In this case, characters will subtract their opponent's dice total from their own to find their new total of available dice.

e.g. Alesia Bevane is fighting against a Green Person, one of the Lost Tribes on Providence. She has Coordination 1 and Sword 3, giving her a total of four dice. The Green Person has Coordination 1 and Spear 2, a total of three dice. Bevane would subtract the Green Person's dice from hers, leaving her with $4 - 3 = 1$, or one d10. She would roll two d10s with a -2 modifier to her roll against a Target Number of seven. She needs to roll nine with her two dice.

The Green Person is in worse shape. He subtracts Bevane's dice from his own, ($3 - 4 = -1$) leaving him with -1 dice. He rolls two dice with a -6 modifier to his roll against a Target Number of seven. He needs to roll 13 with his two dice.

Modified Target Number

There is another way of doing this which some people find easier. If two characters are opposing each other, the number of dice their opponent has is doubled and added to the character's Target Number. The characters then make their roll as normal.

e.g. If Alesia Bevane and the Green Person are using this method, then Bevane starts off with a Target Number of seven. The Green Person has three dice available. When doubled, this becomes six and is then added to Bevane's Target Number. Her new Target Number is $7 + 2(3) = 7 + 6 = 13$. This Target Number is the same for anybody trying to hit the Green Person at this point. She has four dice, so would roll two dice and modify the roll by +4. She needs to total nine with her two dice.

The Green Person's Target Number is higher. Bevane has four dice available, which becomes eight after doubling. This is added to his Target Number. His new Target Number is $7 + 2(4) = 7 + 8 = 15$. This is the Target Number for anybody trying to hit Bevane. He has three dice, so he would roll two dice and modify the roll by +2. He needs to total 13 with his two dice.

The end results are exactly the same using either method. In both examples, Alesia Bevane needs to roll a total of nine with her two dice to succeed. The Green Person needs to total 13 with his two dice.



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So now you understand how to make your roll so you can try to stop that bandit from getting away. How do you know what the numbers mean? Well, generally speaking, if you rolled your Target Number or higher, you have succeeded in what you tried to do. If you rolled lower than the Target Number, you failed.

MARGIN OF SUCCESS

There are degrees of success or failure however. The better you roll, the better the result. Likewise, the worse you roll, the more horrific the result may be for your PC.

Creative System Summary

NUMBER OF DICE = Characteristic + Skill

MODIFIER = (Number of Dice - 2) x 2

MARGIN OF SUCCESS = Roll - Target Number + Modifier



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Margin of Success Table

Here is the Results Table comparing the character's roll to the Target Number.

Roll Degree of Success

- 21 or less *A horrible failure. The worst possible time for something disastrous to happen, and it did. If it's possible for the character to hurt themselves, it's happened.*
- 15 to -20 *Dismal incompetence and bad judgement join forces to completely ruin any chance of success. Embarrassing failure causes PC to perform next action at -2 dice.*
- 10 to -14 *Foul and obvious botch that highlights the character's lack of talent. -1 die penalty.*
- 6 to -9 *A terrible mistake that will baunt the character immediately. They are at a disadvantage for the next action.*
- 3 to -5 *Not close to achieving the result desired. The PC should consider another line of work.*
- 1 to -2 *Something the character didn't pay attention to causes a slight error. The PC missed it by a hair.*
- 0 *Moderate success where the PC achieves minimum success possible.*
- 1 to 2 *Successful result. The PC has achieved the desired result.*
- 3 to 5 *Correct execution leads to an unqualified success.*
- 6 to 9 *Superlative result. The PC gains the respect of anybody who sees the result.*
- 10 to 14 *Masterful stroke that leads to the PC gaining an advantage for the next action. The critics are all impressed.*
- 15 to 20 *A stroke of genius which will give the PC bragging rights for some time to come, as well as +1 die on the next action.*
- 21 or more *Miraculous and mythical result that brings +2 dice on the PC's next action. Songs will be sung about this day, should anybody see it. Get ready to join the pantheon of heroes.*

PROVIDENCE



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30 Character Creation

PROVIDENCE

"Convincing Shreet's Dragon friend that we weren't crazy took less time than I thought. He knew someone who could get things moving and took us to meet him. That didn't surprise me; Dragons always seem to know someone who can help. What happened as a result of the meeting was a surprise though."

Breetan Alagrim entered the hallway ahead of Paytor Crel and Shreet Cardine. The Dragon noticed how the Horizon Strider and the Rat stared as they walked, eyeing the polished wooden walls and furniture, the colourful rugs and paintings, and the two metal statues at the end of the hall. "You're new to extreme affluence," Alagrim said, amused.

"Your place isn't this nice, and you're the richest person I know," Cardine said to him.

"Skor is a little more concerned about... appearances than I am," Alagrim replied.

"Let me do the talking," Alagrim said as he opened the door at the end of the hall. Two people were inside the large room. Standing by the window was a Gargoyle almost twice Cardine's height. He wore only a leather loin cloth and a sash proclaiming his membership in the Guild of Drummers.

The muscles of his folded arms were the size of a normal man's head and the fangs protruding from his mouth were barely visible against his silver-white skin. Harad Braktooth glanced down at them, then went back to whatever held his attention outside the window.

The Eagle seated at the desk glanced up from the parchment before him. His eyebrows and hair were burning, which didn't seem to bother him; Skor Taran had been on fire for years. He nodded at Alagrim.

"I'm grateful that you made time in your schedule," the Dragon said, nodding back.

"You didn't leave me much choice," Taran answered. "Your news?"

"This man says that he encountered Green People outside the city," Alagrim said, gesturing towards the Hawk. "He believes that they're preparing to attack."

Taran casually stood up. "Another rumour? Harad, how many Green People reports this week?"

"Five this week, 12 Lost Tribe reports in all," the Gargoyle replied, his voice rumbling from deep in his chest.

Taran gestured at the Dragon. "You see?"

"I understand," Alagrim said smoothly. "The man is a Horizon Strider however. Knowing things like this is what he does. Also, he is spoken for," he continued, gesturing at Cardine.

Taran sniffed. "Why should I listen to the word of a Fallen?" he asked, disdain dripping from his every word.

Alagrim stared at the Eagle. After a moment he said, in a voice cold enough to put out flame, "Well my dear Taran, I have learned to place some value on his word. After all, he is family."

There was silence in the room, broken finally by the snickering from the Gargoyle in the corner. Taran bowed his head in apology. "All right," he said. He turned to Crel. "Where did you see them?"

"About 20 miles beyond the city gates," Crel replied.

"Well, let's go see this army of Green People," Taran said, putting the parchment into his desk.

"You mean all of us?" Cardine asked, nervously.

"Of course," Taran said. "It's your word I'm trusting; and if I don't know how bad the situation is, I can't tell Council what must be done." His eyebrows flared a bit more. "If you're telling me the truth, it shouldn't be a problem to find them. I've always wanted to see a Green Person."

"Here we go again," Braktooth muttered.



CHARACTER CREATION

Before you can start to enjoy any role-playing game, you need to design the most important thing you will use as a player: a character. The PC is like a character in a movie or in a novel. Unlike reading a book though, you get to decide what the character does.

Before playing, you have to decide who you want to play in the game.

What kind of character do you find interesting? Do you want to be a rich playboy turned hero, or a wizard searching for knowledge, or do you just want to be really strong? When deciding what a character should be like, each player will focus on a different aspect of a PC. Some players will focus on the character's background, others on their profession and others on the special abilities a character might have.

In the Creative System, there are four aspects that players have to consider for their characters: Characteristics, Skills, Magic and Traits.

WHAT ARE CHARACTERISTICS

Characteristics are the physical, mental, social and magical attributes of the character. If your PC is particularly strong or intelligent, it will be reflected in its Characteristics. Likewise, if your PC has no willpower, or is really clumsy, this will also be revealed in its Characteristics.

WHAT ARE SKILLS

Skills provide characters with the ability to interact with the world in a variety of different ways. Characters with many Skills have experienced more than others. They have learned a wide variety of things in their time. Characters with a lot of Skills at high levels are simply better at getting things done. You can play a hero without a lot of Skills, but you will find it very difficult to achieve any goals you might have for your PC. The character also won't seem very real, as every real person has skills.

WHAT IS MAGIC

In the Creative System, Magic is divided into two sections, Powers and Spells. Powers and Spells are often what set a character apart from others in the world. Powers are magical abilities that a character can use naturally, while Spells are magic that must be learned. A character with Magic can do things that are impossible for most people. If you want the ability to control the elements at a whim, or to bounce bullets off your chest, you should choose a PC with Powers or magic. Magic is often what allows your PC to have the impact on the world you want them to have.

WHAT ARE TRAITS

Traits help to define a character's personality and background. They put the finishing touches on characters, including some physical aspects, their social standing and their beliefs. If you want to decide what type of person your PC is, you can do that by going through the Traits section.

Essentially, the Characteristics and the Traits decide who the character is, while Skills and Magic decide what they are able to do. Combining these aspects allows you to create your PC.

That's the basic description of the different parts that make up a character. We're going to go into these sections in more detail, starting with the sections that describe who the character is, the Characteristics and the Traits. Skills, Powers and Spells are explained in greater detail later on in the book. To make the process of character design more understandable, we'll build two sample characters as we go along, a low-level character who has Powers and a medium-level one who uses Spells. The characters will be presented in their entirety on page 252.

Before we get to Characteristics, there's one more thing we have to explain, namely how you get the abilities that make up your character.



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POINTS

The Creative System is a point-based system. This means that you will be given a certain number of points by your GM when you are designing your PC. You will decide where the points go, and try to make your PC what you have pictured in your mind.

The points given for each category may be different, depending on the power level of the game the GM wishes to run. Here are some point levels, and the type of campaign they are suited for.

Character Creation Points

Level	Characteristics	Skills	Magic
Normal	10	20	0
Low	20	50	70
Medium	25	70	100
High	30	100	150

NORMAL

The average citizen of society.

LOW LEVEL

The PCs are a step above the average Joe on the street. They are competent, and can expect to survive in the world at large, but they probably aren't ready to tackle anybody who has a reputation. This is a good level for city-level campaigns.

MEDIUM LEVEL

The PCs are very competent and are at a stage where they have achieved some importance in the world. They won't be rulers of large organizations, but may be lieutenants. At this level, PCs are starting to gain a reputation. This is a good level for campaigns that are centred on larger territories, or small countries.

HIGH LEVEL

The PCs are extremely competent, and are among the most important and powerful characters in the area, if not the world. They will have achieved a reputation for their specialty, and are forces to be reckoned with. If the GM wishes to run a campaign on a world-shattering scale, this is a good level to start the PCs. Be warned, characters at this level are very powerful. One character at this level is more than a match for even a small army of normal people.

THE COST OF CHARACTERISTICS

Every character starts off with its Characteristics at a base of zero. To increase the Characteristics, you will spend points; if you choose to decrease them, you will gain points.

To purchase a positive level in a Characteristic costs the level times a multiplier. You have to pay for each level you're buying. To buy a Characteristic at level 2, you would have to pay the points for level 1 and level 2.

e.g. Strength has a multiplier of 3. To buy two levels of Strength, you would have to spend the points for both levels. Level 1 would cost $1 \times 3 = 3$ points. Level 2 would cost $2 \times 3 = 6$ points. This would cost 9 points altogether.

You gain points for your PC if you decide they should have a negative value for a Characteristic. When decreasing a Characteristic below 0, the player only receives a number of points equal to the level the Characteristic is reduced times the Characteristic multiplier -1, or points = Level x (Characteristic multiplier -1)

e.g. Let's say you want to start off your PC with a Charisma of -2. The level is 2. The Characteristic multiplier for Charisma is 2. Therefore, the points you would gain for this is $2 \times (2-1) = 2 \times 1 = 2$, or 2 points.

Aura is a different case. While having a low Characteristic will hurt anybody, having a low Aura will mostly affect those who have Powers or are Spell Casters. Therefore, you are only allowed to gain points by lowering your Aura if you have Powers or are a spell caster.

COST MULTIPLIER

The Characteristics have different cost multipliers.

The cost multiple for Strength, Constitution, Coordination, Willpower, Psyche or Intelligence is x 3.

The cost multiple for Appearance, Charisma or Perception is x 2.

The cost multiple for Aura is x 4.

Once the game begins, increasing a Characteristic from one level to the next requires twice as many points as the level being attained times the Characteristic multiplier (or the Characteristic multiplier, whichever is higher). For example, a player wishes to increase their character's Strength from 1 to 2. This will cost the player 12 experience points; the level (2) x 2 x Characteristic multiplier (for Strength, 3), or $2 \times 2 \times 3 = 12$. It is not possible to increase a Characteristic more than one level immediately.

THE COST OF SKILLS

Skills range in value from one to six, with six representing the highest rating that is possible to achieve. Skills are bought by spending a number of points equal to the cumulative level of the Skill. Therefore, the costs for purchasing a Skill level during character creation looks like this:

Level 1	1
Level 2	3 (1+2)
Level 3	6 (1+2+3)
Level 4	10 (1+2+3+4)
Level 5	15 (1+2+3+4+5)
Level 6	21 (1+2+3+4+5+6)

The Additive Table

This particular table, known as the Additive Table, shows up in several places in this book and is a fundamental part of the Creative System. The more familiar with it you become, the easier and faster learning some aspects of the system will become.

Remember, it's just the cumulative values for the level. As long as you add the number of the current level to the last total, it will be right. A somewhat complex, though easy to remember calculation will enable you to determine the additive value for any number, regardless of how high it is. The calculation is $(N \times (N+1)) / 2$. For example, the additive value of 136 is $(136 \times (136+1)) / 2$, or 9316. This will save you a great deal of time if you ever need to find the additive value for large numbers, though memorizing the table up to a value of ten is simple and will happen in little time. When in doubt, use the additive calculation to determine the value.

THE COST OF POWERS

Powers have a different point structure from the other categories. Each Power has ten different levels, known as Tiers. The first five Tiers cost 10 points per Tier while the last five cost 20 points per Tier.

e.g. To buy a Power to Tier 4 costs 40 points. In the world of Providence, this would be a medium-level Power.

See the Powers Chapter for more detailed information on the various Powers that are available.



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THE COST OF SPELLS

Like Skills, there are six levels of Spells. A Spell costs the level of the Spell multiplied by three. Unlike Skills, this is not cumulative per Spell level.

e.g. Breetan Alagrim is a Wylder from Troupial Eagle. He has the Bolt of Ice Spell at third level. This cost him $3 \times 3 = 9$ points.

See the Spells Chapter for more detailed information on Spells and how casting Spells works.

Points Transfer

The points for Magic (used for Powers and Spells) and Skills can be transferred from one category to the other. If you wish to transfer points from one category and use them in the other, it is done at a 3 for 1 ratio. Every point you want to transfer will cost you three points.

e.g. Henry wants an extra 10 Magic points for his PC. He can do this, but he will have to transfer 30 points from Skills to get the extra 10 Magic points. This means he has less points for use in purchasing Skills.

Points can also be transferred to and from Characteristics as well, but the transfer rate is much more expensive, being five for one.

GM's should be careful about how much transferring is done by players. A large transfer of points will be disbalancing, leaving your player with a PC that is more powerful than you wanted in one category, and crippled in another category. The final word on character creation does rest with the GM.

THE COST OF TRAITS

The cost for Traits depends on the Traits that are being purchased. When buying Traits, you have to equal a total set by the GM, usually 10 points. The costs of specific Traits are discussed later in the chapter.

EXPERIENCE POINTS

Experience points can be spent to increase the character's abilities. Points are spent exactly the same as they are during character creation, with the exception being Characteristics. Characteristics cost twice as much as they did during creation.

e.g. To go from Perception 0 to Perception 1 costs two points during character creation. You would have to spend four experience points to make this increase once the campaign has started.

A GM should award experience points to players on a regular basis. The amount of experience depends on how quickly the GM wishes the players to advance. A good level is about 5 experience points per adventure.

CHARACTERISTICS

There are 10 Primary Characteristics: Coordination, Strength, Constitution, Intelligence, Willpower, Psyche, Appearance, Charisma, Perception and Aura. There are three Secondary Characteristics as well, which are calculated from the Primary Characteristics: Endurance, Body and Wird. While the Primary Characteristics give an indication of the make-up of the character, the Secondary Characteristics show the condition of the character, physically and magically.

Let's look at the 10 basic Characteristics first. Each Characteristic has a rating that ranges from -3, which is the lowest end for an adult human being, to +3, which represents the maximum. Everyone starts with a base value of zero in all of their Characteristics, which represents the human norm.

PHYSICAL CHARACTERISTICS

The three physical Primary Characteristics are as follows:

COORDINATION

This rating determines the manual dexterity, reflexes and overall hand-eye coordination of the character. Balance and total body coordination would also fall within this Characteristic's dominion. No professional dancer or athlete could hope to succeed with a negative value. It's a good idea for characters who will be fighting a lot to have an above average rating in this Characteristic.

STRENGTH

This value determines how big and strong a character is, how much a person can lift and what their damage bonuses in hand to hand combat will be. It also affects how much Body a character will have.

CONSTITUTION

This defines how healthy a character is. This value will also determine how long they will be able to maintain a physical activity and how resistant to pain and punishment they are. Characters who are 'born' marathon runners would have a Constitution value of 2 or 3. Sickly or out of shape people usually have a negative value. This Characteristic also helps to increase a character's body.

MENTAL CHARACTERISTICS

Following are the three mental Primary Characteristics:

INTELLIGENCE

This is an indication of how smart a character is. This Characteristic is composed of mental agility and quickness as well as insight, wit and speed of thought. Intelligence greatly influences how we process information about the world around us. A character who is a good problem solver will have a high Intelligence.

WILLPOWER

This is the value that will decide how focused a character can remain. This is a measure of a character's mental "Strength," or how much mental force a person can use to complete a task at hand. If PCs are very determined and don't let things get in their way, they should have a high Willpower.

PSYCHE

Mental health and resistance are the key components of this Characteristic. Characters who are very stable and don't become depressed however bad their circumstances, have a very high Psyche. This Characteristic helps characters' morale. This Characteristic also helps to increase a character's body.

PROVIDENCE

Strength Table

Unencumbered refers to the amount of weight a character can carry without suffering an encumbrance penalty. Carried is the maximum weight a character can walk around with. Bench Press is the maximum weight that characters can press using the strength of their arms. This weight cannot be carried more than one or two steps. Dead Lift is the maximum weight a character can get off the ground.

Damage is how much damage will be added to a hand-to-hand attack.

The other weight columns are multipliers of the Unencumbered column. Carried weight is Unencumbered multiplied by 5, Bench Press weight is Unencumbered multiplied by 10 and Dead lift weight is Unencumbered multiplied by 20.

Weight values are all in pounds

Value	Unencumbered	Carried	Bench Press	Dead Lift	Damage	Value	Unencumbered	Carried	Bench Press	Dead Lift	Damage
-10	0	0	0	1/8	-20	46	1326	6630	13260	26520	+92
-9	0	0	1/8	1/4	-18	47	1378	6890	13780	27560	+94
-8	0	1/8	1/4	1/2	-16	48	1431	7155	14310	28620	+96
-7	1/20	1/4	1/2	1	-14	49	1485	7425	14850	29700	+98
-6	1/10	1/2	1	2	-12	50	1540	7700	15400	30800	+100
-5	1/5	1	2	4	-10	51	1596	7980	15960	31920	+102
-4	1	5	10	20	-8	52	1653	8265	16530	33060	+104
-3	3	15	30	60	-6	53	1711	8555	17110	34220	+106
-2	6	30	60	120	-4	54	1770	8850	17700	35400	+108
-1	10	50	100	200	-2	55	1830	9150	18300	36600	+110
0	15	75	150	300	0	56	1891	9455	18910	37820	+112
1	21	105	210	420	+2	57	1953	9765	19530	39060	+114
2	28	140	280	560	+4	58	2016	10080	20160	40320	+116
3	36	180	360	720	+6	59	2080	10400	20800	41600	+118
4	45	225	450	900	+8	60	2145	10725	21450	42900	+120
5	55	275	550	1100	+10	61	2211	11055	22110	44220	+122
6	66	330	660	1320	+12	62	2278	11390	22780	45560	+124
7	78	390	780	1560	+14	63	2346	11730	23460	46920	+126
8	91	455	910	1820	+16	64	2415	12075	24150	48300	+128
9	105	525	1050	2100	+18	65	2485	12425	24850	49700	+130
10	120	600	1200	2400	+20	66	2556	12780	25560	51120	+132
11	136	680	1360	2720	+22	67	2628	13140	26280	52560	+134
12	153	765	1530	3060	+24	68	2701	13505	27010	54020	+136
13	171	855	1710	3420	+26	69	2775	13875	27750	55500	+138
14	190	950	1900	3800	+28	70	2850	14250	28500	57000	+140
15	210	1050	2100	4200	+30	71	2926	14630	29260	58520	+142
16	231	1155	2310	4620	+32	72	3003	15015	30030	60060	+144
17	253	1265	2530	5060	+34	73	3081	15405	30810	61620	+146
18	276	1380	2760	5520	+36	74	3160	15800	31600	63200	+148
19	300	1500	3000	6000	+38	75	3240	16200	32400	64800	+150
20	325	1625	3250	6500	+40	76	3321	16605	33210	66420	+152
21	351	1755	3510	7020	+42	77	3403	17015	34030	68060	+154
22	378	1890	3780	7560	+44	78	3486	17430	34860	69720	+156
23	406	2030	4060	8120	+46	79	3570	17850	35700	71400	+158
24	435	2175	4350	8700	+48	80	3655	18275	36550	73100	+160
25	465	2325	4650	9300	+50	81	3741	18705	37410	74820	+162
26	496	2480	4960	9920	+52	82	3828	19140	38280	76560	+164
27	528	2640	5280	10560	+54	83	3916	19580	39160	78320	+166
28	561	2805	5610	11220	+56	84	4005	20025	40050	80100	+168
29	595	2975	5950	11900	+58	85	4095	20475	40950	81900	+170
30	630	3150	6300	12600	+60	86	4186	20930	41860	83720	+172
31	666	3330	6660	13320	+62	87	4278	21390	42780	85560	+174
32	703	3515	7030	14060	+64	88	4371	21855	43710	87420	+176
33	741	3705	7410	14820	+66	89	4465	22325	44650	89300	+178
34	780	3900	7800	15600	+68	90	4560	22800	45600	91200	+180
35	820	4100	8200	16400	+70	91	4656	23280	46560	93120	+182
36	861	4305	8610	17220	+72	92	4753	23765	47530	95060	+184
37	903	4515	9030	18060	+74	93	4851	24255	48510	97020	+186
38	946	4730	9460	18920	+76	94	4950	24750	49500	99000	+188
39	990	4950	9900	19800	+78	95	5050	25250	50500	101000	+190
40	1035	5175	10350	20700	+80	96	5151	25755	51510	103020	+192
41	1081	5405	10810	21620	+82	97	5253	26265	52530	105060	+194
42	1128	5640	11280	22560	+84	98	5356	26780	53560	107120	+196
43	1176	5880	11760	23520	+86	99	5460	27300	54600	109200	+198
44	1225	6125	12250	24500	+88	100	5565	27825	55650	111300	+200
45	1275	6375	12750	25500	+90						

OTHER CHARACTERISTICS

The four other Characteristics are as follows:

APPEARANCE

This value will determine the physical appeal of a character to other people. Although this is sometimes a very subjective Characteristic, we assume some basic common features are appealing (symmetrical features, blemish-free faces, clean teeth, fresh breath, etc...). This Characteristic also includes how pleasing a character's voice is. If you want your character to impress other people on sight, you should choose a high Appearance.

CHARISMA

Charisma is a measure of a character's emotional attractiveness, much as Appearance is the measure of a character's physical attractiveness. Charisma will determine whether characters are able to win people over with their ideas and whether people will naturally like them. Charisma is a good Characteristic to increase if you want your PC to be a leader.

PERCEPTION

This Characteristic reflects how well characters take notice of their environment. It is a combination of how well their senses work and how much attention they pay to what's going on around them. Characters who notice every little detail around them will have high Perception while those that seem to always walk into things tend to have a low Perception.

AURA

This Characteristic will determine how gifted and sensitive the individual is regarding magic. It also helps characters resist some magical effects. If you're interested in playing a PC who uses magic, especially a Spell Caster, increasing this Characteristic is a must.



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PROVIDENCE

Advanced Characteristics

Every Primary Characteristic except Aura can be further divided into Advanced Characteristics. These can be used to help further define the PC.

You buy Characteristics for your PC the same way you normally do. You have the option of increasing or decreasing the Advanced Characteristics by one, as long as the average of the Advanced Characteristics for each Primary Characteristic equals the Primary Characteristic. An Advanced Characteristic can go up to +4, or as low as -4.

e.g. Rebecca gives her PC a Strength of 2. She has in mind a specific look for her PC, and so she doesn't want the Advanced Characteristics to be the same. She decides her PC has a Build of 1, a Might of 2 and a Fitness of 3 which totals 6. This gives an average between the three Advanced Characteristics of 2, equal to the Primary Characteristic of Strength. Her character will be slightly larger than normal, but has a very high output of power and has incredibly good muscle tone. This PC will look quite different from someone who has a Build of 3, a Might of 1 and Fitness of 2, but they both have the same Primary Characteristic Strength of 2.

COORDINATION

Reflexes — This is the measure of a character's reaction time.

Agility — This is the measure of how well a character can move.

Dexterity — This is the measure of how precisely a character can move.

STRENGTH

Build — This is a measure of body size. Size will greatly influence how strong a character is.

Might — This is a measure of the power that a character can generate with their muscles.

Fitness — This is the measure of how well developed and the type of condition a character is in.

CONSTITUTION

Stamina — This is the measure of a character's endurance.

Health — This is the measure of a character's resistance to diseases, infections and overall baleness.

Resistance — This is the measure of a character's ability to withstand pain and injury.

WILLPOWER

Focus — This is a measure of how centred and concentrated a character can become and remain.

Drive — This is the measure of how long a character will maintain their concentration and Focus.

Determination — This is the measure of the raw mental strength a character can call upon.

PSYCHE

Stability — This is a measure of how long a character can withstand stress or other difficult mental situations.

Vitality — This is how well a character heals or rebounds from mental damage or trauma.

Tolerance — This is the measure of how resistant people are to emotional or mental trauma.

INTELLIGENCE

Wits — This is the measure of a character's ability to think quickly and be innovative 'on the fly'.

Logic — This is the character's analytical ability.

Memory — This is the measure of a character's ability to recall information - their ability to remember facts.

APPEARANCE

Beauty — This is the measure of a character's outward look based on symmetry and attractiveness.

Voice — This is the measure of the appeal of a voice, based on its timbre, resonance and pitch of voice

CHARISMA

Presence — This is the measure of a character's demeanour as well as their confidence.

Poise — This is the measure of people's carriage and bearing — their body language.

PERCEPTION

Senses — This is the measure of how well a character's sensory organs work.

Observation — This is the measure of how much attention a character pays to what their senses tell them.

SECONDARY CHARACTERISTICS

There are three Secondary Characteristics - Body, WIRD and Endurance. Each of them is derived from other Characteristics. All measure the degree of different energies in a person. You cannot increase your character's Secondary Characteristics without increasing the Primary Characteristics they're based on.

BODY

Body is the amount of life energy in a person. It is calculated by adding 6 to the highest Characteristic of Constitution, Psyche and Strength, and the average of the other two Characteristics rounded down. Body is the Characteristic that will most actively determine whether the character stays alive or not. The higher the character's Body, the tougher they are.

e.g. Skor Taran has a Constitution of 2, a Psyche of 1 and a Strength of 1. His Body would be his 6 + Constitution + the average of Strength and Psyche, or $(2 + (1+1)/2 + 6) = 9$.

TRUE BODY

True Body is the amount of Body that will resist WIRD-based attacks. This is calculated the same way as Body, except that magically-enhanced Strength will not increase this Characteristic.

e.g. Rone has Strength 2, Constitution 1 and Psyche 1. He also has Powers that increase his Strength to 10. His Body is $6 + \text{Modified Strength} + (\text{Constitution} + \text{Psyche})/2 = 6 + 10 + (1+1)/2 = 6 + 10 + 1 = 17$.

His True Body would be $6 + \text{Unmodified Strength} + (\text{Constitution} + \text{Psyche})/2 = 6 + 2 + (1 + 1)/2 = 6 + 2 + 1 = 9$.

ENDURANCE

Endurance represents the level of physical exertion the character can maintain. It is calculated by adding 4 to Constitution and multiplying the sum by 4.

e.g. Feranc Alodan has a Constitution of 1. This gives her an Endurance of 5×4 , or 20.

WIRD

Wird represents the level of magical energies the character can wield. It is calculated by adding 8 to Aura and Constitution, and multiplying the sum by 3.

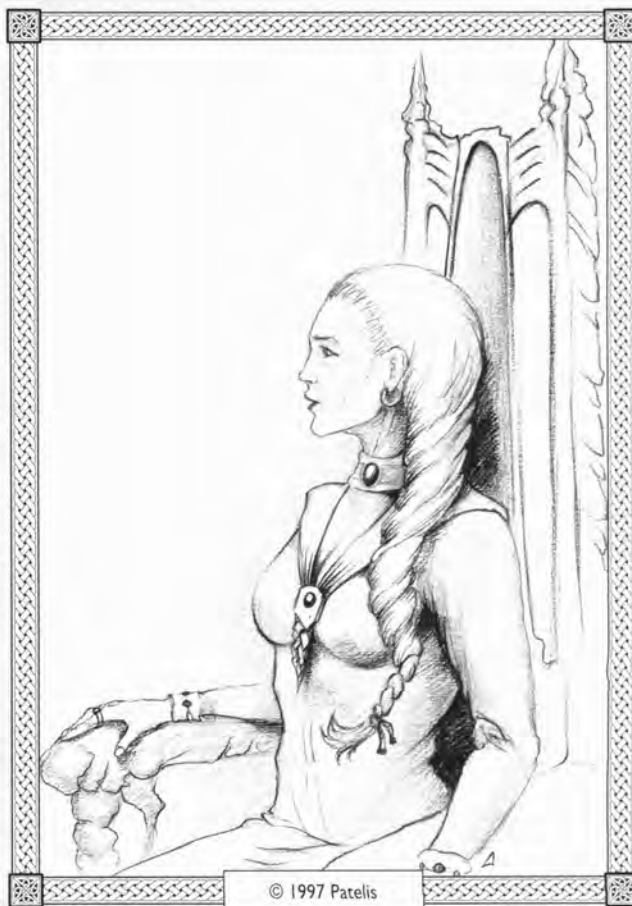
e.g. Skor Taran has an Aura of zero. This means his Wird is his Constitution 2 + his Aura 0 + 8, which gives total of 10, multiplied by 3 for a total Wird of 30.

Secondary Characteristics

Body = 6 + Highest (Strength, Constitution or Psyche) + ((total of other two)/2) rounded down

Endurance = (Constitution + 4) x 4

Wird = (Constitution + Aura + 8) x 3



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SAMPLE CHARACTER CREATION

We're going to start designing two characters. The first, Ryth Higgai, is going to be a female scout and adventurer with Powers. The second, Jone Philemon, is going to be a male historian who can cast spells.

RYTH HIGGAI

Ryth Higgai is a low-level character, so she starts off with 20 points in Characteristics. Since she is a scout, she should be in good shape and fairly quick. Higgai is also a very friendly and perceptive person. After deciding that, her Characteristics look like this.

1 Coordination (3)	0 Strength (0)	1 Constitution (3)
1 Intelligence (3)	0 Willpower (0)	1 Psyche (3)
0 Appearance (0)	1 Charisma (2)	1 Perception (2)
1 Aura (4)		
7 Body	20 Endurance	30 Wird

First, her physical Characteristics are Coordination 1, Strength 0 and Constitution 1. Coordination has a multiplier of three, so level 1 costs $(1 \times 3) = 3$ points. Her Constitution costs the same. Six points have been spent so far.

Her mental Characteristics are Intelligence 1, Will 0 and Psyche 1. Higgai is bright and is a stable person. Intelligence and Psyche both have multipliers of three, so each of them costs $1 \times 3 = 3$ points. This means that we have spent another six points; her total is now up to 12.

Higgai's other Characteristics are Appearance 0, Charisma 1, Perception 1 and Aura 1. Charisma has a multiplier of two, so her Charisma costs $1 \times 2 = 2$ points. Perception also has a multiplier of two, so it costs two points. Aura has a multiplier of 4, so it costs four points. This adds another eight points to her Characteristics total. All of Higgai's 20 points have been spent.

Her secondary Characteristics are easily figured out and are as follows.

Body = 6 + Highest (Strength, Constitution or Psyche) + ((total of other two/2) rounded down) = $6 + 1 + (1 + 0)/2 = 6 + 1 + 0 = 7$.

Endurance = (Constitution + 4) \times 4 = $(1 + 4) \times 4 = 5 \times 4 = 20$.

Wird = (Constitution + Aura + 8) \times 3 = $(1 + 1 + 8) \times 3 = 10 \times 3 = 30$.

JONE PHILEMON

Jone Philemon is a medium-level character, so he has 25 points to spend on his Characteristics. Philemon is mostly a scholarly type who does a lot of walking and jogging to stay in shape and spends most of the rest of his time studying and meeting people. His Characteristics look like this.

0 Coordination (0)	0 Strength (0)	1 Constitution (3)
1 Intelligence (3)	1 Willpower (3)	0 Psyche (0)
0 Appearance (0)	1 Charisma (2)	1 Perception (2)
2 Aura (12)		
7 Body	20 Endurance	33 Wird

His physical Characteristics aren't much to write home about. He has Coordination 0, Strength 0 and Constitution 1. This costs three points.

Philemon's mental Characteristics are a bit stronger. He has Intelligence 1, Will 1 and Psyche 0. Philemon is an intelligent and strong-willed person. Intelligence and Will have multipliers of three, so at level 1, they cost three points each. That's another six points spent, bringing the total up to nine.

His other Characteristics are fairly expensive. Philemon has Appearance 0, Charisma 1, Perception 1 and Aura 2. As mentioned before, Charisma and Perception both have a multiplier of two. Level 1 of each costs two points each, for another four points total. The total points spent now is 13.

His Aura is the most expensive. Aura has a multiplier of four. Buying level 2 means that a total of $(1 \times 4) + (2 \times 4) = 4 + 8 = 12$ points have been spent on his Aura. That brings his total up to 25 points.

Almost half of Philemon's points were spent on his Aura. That's a lot of points, but as a Spell Caster, he needs a high Aura.

Here are how his secondary Characteristics are calculated.

Body = 6 + Highest (Strength, Constitution or Psyche) + ((total of other two/2) rounded down) = $6 + 1 + (0 + 0)/2 = 6 + 1 + 0 = 7$

Endurance = (Constitution + 4) \times 4 = $(1 + 4) \times 4 = 5 \times 4 = 20$

Wird = (Constitution + Aura + 8) \times 3 = $(1 + 2 + 8) \times 3 = 11 \times 3 = 33$

MOVEMENT

RUNNING

Movement is pretty easy in the Creative System. There are four movement speeds that normal, unaltered characters will have. Characters walk at 1 yard per second, jog at 3 yards per second, run at 5 yards per second and sprint at 7 yards per second.

SWIMMING

Characters who can swim move at one yard per second. This costs them one Endurance per round.

JUMPING

Characters can jump 4 yards, or 12 feet, with a running start. For characters who jump from a standing position, the distances are halved. Characters can add 2 feet for each 5 extra points in Strength they have above zero. As such, a character with a Strength of 15 would be able to jump 18 feet across from a running start, 9 feet across from a standing position and 4.5 feet straight up.

The total height that can be reached is half your standing jump.

ENDURANCE AND WIRD RECOVERY

Characters don't get a chance to recover Endurance or Wird until they are resting. Resting is considered a state where the character is not spending any Endurance or Wird (as applicable). In other words, you have to stop spending energy before you can start recovering it. See page 228 for rules on Endurance and Wird Recovery.

In the next few chapters, we'll talk about Skills, Powers and Spells, but before you find out the different things your PC can do, you should decide who they are in the world you'll be playing. We've already gone over their Characteristics, which is one of the basic structures for building the character. Now let's talk about their Traits.



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TRAITS

When you design a character, you usually decide what the basic outline of your character is. You can choose how smart and strong they are, what they know and what special abilities they have. That's good, but it's not enough for characters to be strong or have flashy powers; before they can really become interesting, there's a lot more you have to know about them.

Is she rich? Is he afraid of spiders? What are they willing to do to protect innocent people? These aspects add realism, flavour and fun to a character. That's what this section focuses on, a character's Traits.

A Trait is a catch-all term for anything that further defines a character's life that is not represented through a Characteristic, Skill or magic. Each Trait has a point cost, either positive or negative which is used for its "purchase."

Traits can be a positive or negative value, so as the player "purchases" Traits, that value will rise and fall. In the end, that total must equal 10. GM's may wish to have characters that have a "better lot in life," who are wealthier, faster, or more stable. These players can purchase 15 Trait points. Likewise, a GM may wish to have characters that have lived the hard life and have few good things in their lives only be able to purchase 5 points worth of Traits. We recommend that characters be allowed to buy 10 points of Traits in order to keep a sense of balance. It is important to note that points may not be transferred from Traits to Characteristics, Skills or magic points, nor vice versa.

GMs should be flexible with Traits throughout the course of a campaign. It's likely that players may wish to change Traits for their characters, or that characters will have changed several aspects of their life as time goes on. GMs should be able to come to an agreement with players about what Traits have changed.

Players wishing to play a character from the different Troupials in the World of Providence will start off with certain Traits. These may be modified if so desired, especially the mental Traits. To see the Trait packages for each Troupial, see the World of Providence Chapter.

ABNORMAL APPEARANCE

COST: -1, -2 OR -5

Characters with Abnormal Appearance have something about them that makes them visually different from everyone else. At -1 points, characters have some feature about them that is easily remembered, such as a hooked nose, scars, or something similar. Anyone trying to remember what they look like is at +3 to their roll.

Furthermore, characters are at -3 to any Disguise rolls they make in an effort to disguise themselves.

As a -2 point Trait, characters still look fairly normal, but the features causing the Abnormal Appearance are extreme. Characters are described as the person with the orange teeth, the person with all the facial body piercing or the like. The character can easily be remembered by anyone (+8 to Memory rolls to remember the individual) and it is next to impossible to disguise the character (-8 to Disguise rolls).

As a -5 Trait, the character's features are so extreme that they are impossible to forget and it is impossible to disguise the character without the use of Powers or spells. Extreme burns over most of the body and face, an unusual skin colour (purple, for example) or hair that is permanently on fire are examples of a -5 Abnormal Appearance.

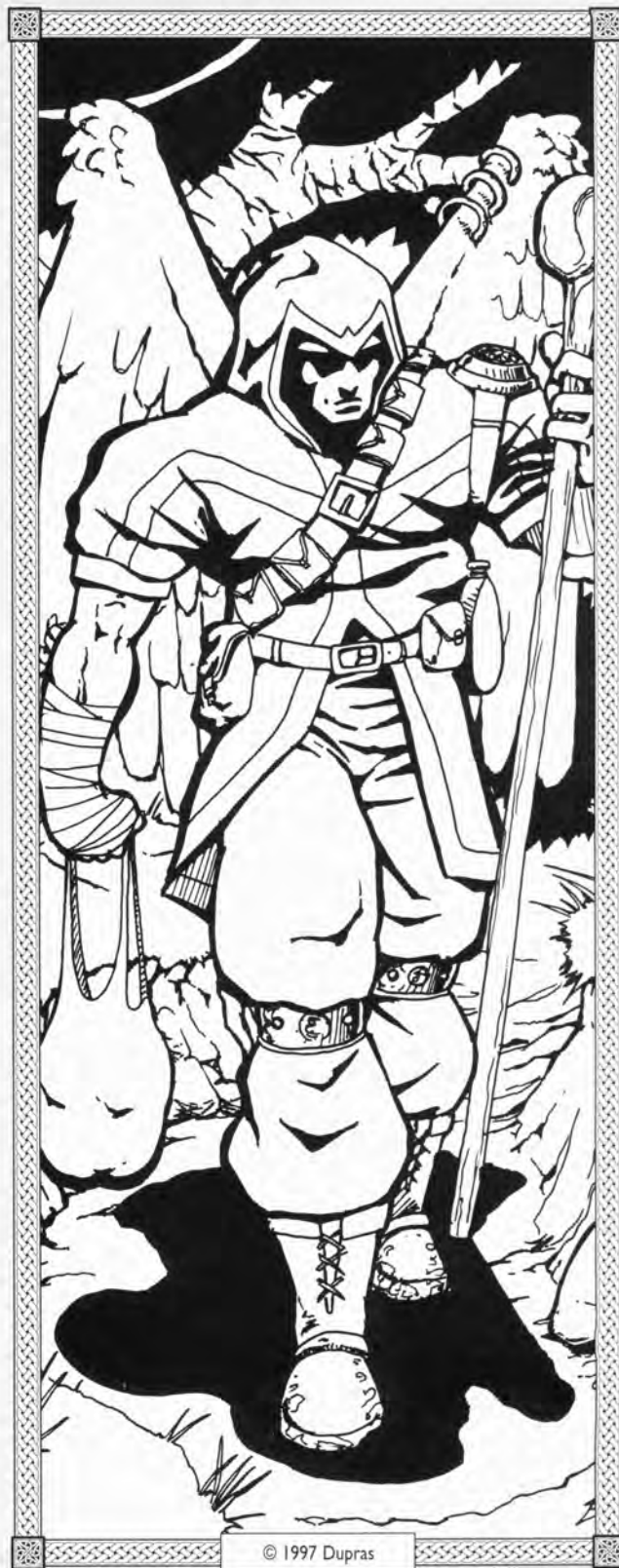
e.g. Dieve Runbirt, a Mockingbird who lives in Cliff-Spider, has the Abnormal Appearance 'bright clothing' for a point. Runbirt usually dresses in bright reds or purple, claiming that it helps his act.

ABSOLUTE SENSE OF DIRECTION

COST: +2

No matter how many times they are spun around, characters with Absolute Sense of Direction will always remember basically which way they came from. They can very often retrace their steps and even when blindfolded, they can often figure out what direction they came from. This ability to keep their sense of direction in virtually any situations gives the character a +2 die bonus on any roll where the character is attempting to navigate, such as a Survival roll.

e.g. The Horizon Strider Paytor Crel has purchased Absolute Sense of Direction. While running away from a group of Green People in the woods, he gets turned around. He rolls his Survival 2 to try and get his bearings, +2 dice for his Absolute Sense of Direction against a Target Number of 11. Crel rolls 13. He realizes that Cry-Star is straight ahead of him and he keeps running.



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AMBIDEXTERITY

COST: +5

Characters with this Trait are able to manipulate things with either hand, eliminating the off-hand penalty. This does not mean that characters can use a sword in each hand in combat and double their attacks; their number of attacks remains the same. Characters are able to attack after they parry, where most characters would not be able to do so.

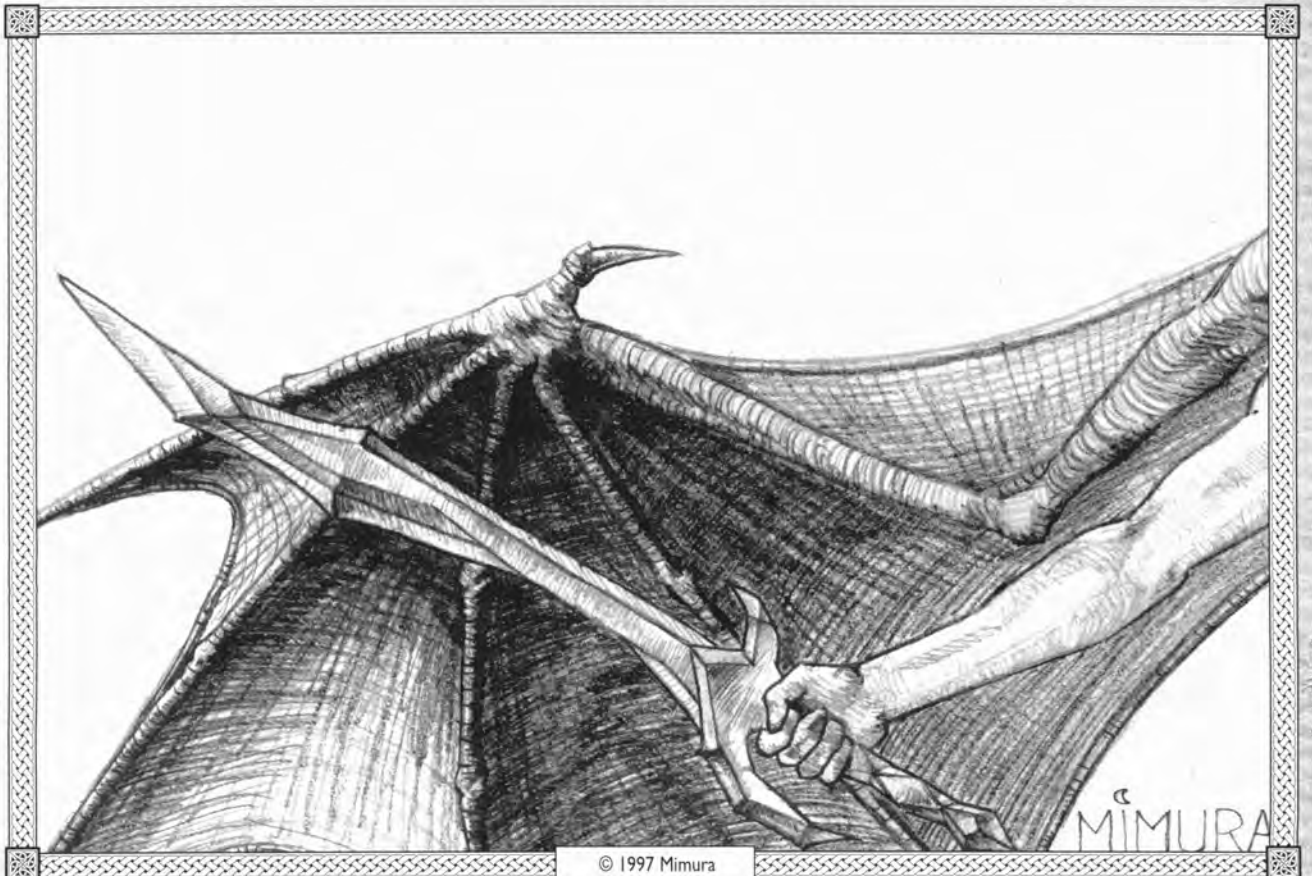
e.g. Petrin Cryckor is a D'Sbau Monk who has the Trait Ambidexterity. His right arm is grabbed by a drunken soldier who wants to fight. Cryckor picks up his club with his left hand. He has no penalty when attempting to beat some sense into the soldier with his weapon; if Cryckor wasn't ambidextrous, he would have a -2 dice penalty.

BAD FLYER

COST: -5

Someone with the Trait Bad Flyer is just that, someone who isn't comfortable in the air. Bad Flyers manoeuvre badly and look clumsy in the air. A character with this Trait will suffer a -2 dice penalty while making any roll involving the Flight Skill.

e.g. Dieve Runbirt has the Trait Bad Flyer. While he has wings, the Mockingbird never uses flight in his act because he doesn't like looking bad. Runbirt won't try any fancy aerial manoeuvres even though he has Coordination 2, because that would be offset by the -2 dice penalty for being a Bad Flyer.



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BEHAVIOUR

COST: -1 OR -4

When players choose to assign their characters behaviours, they are establishing a psychological framework for their characters. This means that characters with the Trait Confident must be played as though they were confident.

Behaviours have two levels, Behaviours and Extreme Behaviours. Behaviours cost -1 Trait points, Extreme Behaviours are -4 Trait points. The former is a guideline for the way a character will react to situations. The latter is more restrictive, in that the character will be strongly inclined to follow the Behaviour, whether it is detrimental to themselves or not.

For example, characters with the Behaviour of Confident feels that they can deal with most situations with little difficulty. They don't suffer from the delusion that they can deal with every situation. Characters with the Extreme Behaviour Overconfident never question whether they can succeed; they know that they will succeed, no matter what. As a result, they are likely to charge into very dangerous situations without hesitation.

The Behaviours list is given below. This is a simple guide; there are many, many more Behaviours that can be played. Players are able to take any Personality Description they desire, as long as it meets the GM's approval.

GMs are encouraged to make sure their players are playing their character's Behaviour by rewarding good role-playing at the end of a game with an extra experience point. Likewise, players that take a Behaviour without playing that aspect of their character should be punished by losing experience points.

e.g. Alesia Bevane is a hunter from Troupial Jackal who has bought the Behaviour cynical. She usually expects the worst of people and it takes a long time to earn her trust.

e.g. Shreet Cardine has taken the Extreme Behaviour love of information. This means that he is perfectly willing to walk into dangerous situations to get new information. He is also perfectly willing to trade money or services for interesting information, whether it is useful to him or not.



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PROVIDENCE

Behaviours

Aggressive: Characters who are quarrelsome or assertive. Aggressive characters will often provoke conflicts; they tend to be catalysts.

Apologetic: Characters who tend to view negative events as being their fault are often apologetic. They will often assume others find an aspect about them displeasing and will be very timid.

Arrogant: Characters who believe that they are very important are arrogant. They don't hesitate to let others know it.

Calm: Characters who tend to stay under control, whatever the situation, can be described as calm. They don't panic or get excited.

Charming: Characters who are charming will always try to put others at ease, and generally win people over to their side. Whether they succeed or not is open to question.

Confident: Characters who are sure of themselves are confident. They always feel they can get the job done.

Courageous: Characters who have the ability to function in the face of a negative situation, such as fear or pain, are courageous. They can continue against odds that would cause others to quit.

Cowardly: Characters who regularly let their fears prevent them from doing something they want to do or believe they should do, are cowardly.

Curious: Characters who are eager to learn are curious. Curious characters will make an effort to learn new information, and may be distracted by something new that looks interesting.

Cynical: Cynical characters are distrustful and believe in the worst of others. Cynical characters will always look to see what the catch in a situation is and may not believe there isn't one.

Deceptive: Characters who feel a need to fool other people are deceptive. Often they will try to deceive others whether there is a reason for it or not.

Dedicated: Characters who are dedicated tend to devote themselves to a cause, whether it's their job or a belief. Dedicated characters have something that is more important to them than virtually anything else.

Dignified: Dignified characters have a stately, formal bearing. They will try to avoid situations where they might look foolish or out of control.

Distrustful: Characters who don't believe anybody is on their side are distrustful. They tend to be suspicious of people and situations.

Expressive: Characters who are expressive have the ability to communicate their ideas and emotions in such a way that others capture what they mean or feel.

Hard-nosed: Characters who are hard-nosed are tough and practical at the same time. Getting results is often more important to them than some pie-in-the-sky ideal.

Heroic: Characters with extraordinary fortitude and nobility are heroic. These characters will find some way to fight through incredible odds, or will die trying. Heroic characters tend to stick to their ideals.

Humourless: This describes characters who lack a sense of humour. Characters with this behaviour will rarely laugh, often won't get any jokes being made or just won't laugh even if they get the joke. They are not fun people to be around.

Jovial: Characters who are usually in a good mood are jovial. They often see the funny side of the situation.

Jumpy: Characters who are continually nervous are jumpy. Sudden noises and tense situations will usually get a reaction from characters with this behaviour.

Lazy: Lazy characters will prefer to try the easiest method of getting anything done. They will often not even attempt to accomplish something if they think it will mean having to work.

Lecherous: Lecherous characters are constantly attempting to have sex, and they aren't that choosy. Anybody they find attractive is fine.

Malicious: Characters who wish to do others harm are malicious. Malicious characters are motivated by vicious or mischievous purposes.

Miserly: Characters who are very cheap with money and other things are miserly. Miserly characters are very possessive, and won't often give anything away.

Practical Joker: Practical jokers are characters who like pulling tricks that make others look foolish. Usually they don't intend any actual harm to come out of it.

Protective: Characters who are protective take responsibility for the safety and care of someone or something.

Sarcastic: Sarcastic characters are often mocking and contemptuous in the way they talk to others. They will often insult others in conversation.

Shy: Characters who are shy don't want much attention from others. They don't feel comfortable in the company of strangers.

Stubborn: Stubborn characters refuse to comply or to give in. They don't change their mind very easily.

Vain: Characters who are vain are incredibly proud of their appearance. Vain characters will often dress in flashy colours, or do something else to get people's attention.

Verbose: These characters love to hear their own voice, and will talk a lot. They will talk to anybody, often whether their company wishes to speak or not.

CASTE STATUS - PURE

COST: +10

This Trait is specific to the World of Providence. Buying this Trait means that the character is born to the caste level of the Pure. To have this Trait a character must have the Power Wings (not Glider Membranes) at Tier 3 or higher. Members of this caste are regarded as royalty and as such enjoy a +2 dice bonus on all social interactions with members of the lower castes.

e.g. Skor Taran, an Eagle of caste Pure is going to encourage some of his foot soldiers before a major battle. He uses his Skill in Oration and adds two dice to his role, since he is speaking to a group of lower-caste people. They are convinced they will win by the time he's finished.

For all of the social interaction modifiers for each caste, time will soften the initial prejudices that characters will feel as they get to know one another better. This will negate or increase the bonuses and penalties between two characters, based on their interactions. This is left up to the GM to regulate.

Any and all bonuses or penalties for Caste Status are purely dependent on the beliefs on the individual. These modifiers to social interaction rolls are the general norm for people that believe and work within the caste structure. Exceptions certainly do exist. Certain members of all the castes are opposed to the caste structure and these characters will ignore any of the social interaction modifiers. In fact, if a Fallen member is opposed to the caste system, then they might react negatively to a member of the Pure.

CASTE STATUS - BLESSED OR GIFTED

COST: +5

This Trait is specific to the World of Providence. This Trait allows a character to be of either the Blessed caste or be a member of a guild. To choose the Blessed caste, characters must purchase Wings at Tier 1 or Tier 2. This, as is the case with caste Pure, limits the Troupials which may belong to this caste. Members of the Blessed also enjoy a high level of respect but not at the same level as the Pure.



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PROVIDENCE

They have +1 die on social interaction rolls with members of the lower castes.

If characters choose the Gifted caste, they must be a member of one of Providence's guilds or have some obvious Power. Each of the Guilds has its own criteria which must be met. The members of the Gifted caste also enjoy a +1 die roll on social interaction rolls with all of the castes.

e.g. Harad Braktooth, a member of the Guild of Drummers, is walking around in Cry-Star and gets hungry. He decides to ask a local shopkeeper for the location of a good inn. Braktooth gets an extra die as the store owner is more than happy to help the noble Drummer.

CASTE STATUS - FORTUNED OR REDEEMED

COST: 0

This Trait is specific to the World of Providence. For characters to be from the Fortuned caste tier, they must have purchased Glider Membranes at any level. Members of caste Redeemed have not purchased Glider Membranes or Wings but do have membranes or wings. These are totally nonfunctional but are the difference between caste Redeemed and members of the Fallen. Members of this caste do not have any bonuses or penalties to their social interactions with members of the other castes.

CASTE STATUS - FALLEN

COST: -5

This Trait is specific to the World of Providence. It is reserved for characters that do not have wings or glider membranes. Members of this tier are looked down upon by most of the higher tiers and are faced with a -2 dice penalty on social interactions with members of castes Pure and Blessed. They also suffer a -1 die penalty when interacting with members of castes Gifted, Fortuned and Redeemed. Again, one's belief in the Caste structure will determine whether or not these modifiers are applied.

e.g. Shreet Cardine, a member of Troupial Rat, wants to find out the latest council decision regarding curfews, so he uses his Small Talk to ask the leader of the council. Shreet has to subtract two dice from his roll and rolls badly; as a result, the Dragon totally ignores him.

CASTE STATUS - EXILED

COST: -20

This Trait is specific to the World of Providence. It is reserved for any character that has been exiled from the Alliance of Kings. Characters of this caste are going to receive little to no help from anyone they encounter. They can expect to be hunted, harassed, attacked and otherwise annoyed constantly, especially from a member of one of the higher castes.

This is reflected by a -5 dice penalty on any social interaction rolls with anyone, along with hostility and even outright attacks constantly being directed towards the character.

e.g. Coore Helai, an exiled member of Troupial Jackal, wants to get something to eat. He walks into an inn and tries to use his Persuasion to convince the owner that he didn't deserve his punishment. After having to subtract 5 dice from his total, he is rolling with negatives. The inn owner chases Helai away, promising a beating if he comes back.

COMBAT REFLEXES

COST: +5

Combat Reflexes represents the fact that certain people are able to process data in combat quickly, enabling them to take action more promptly. Characters with this Trait gain a +5 to their Initiative roll. Furthermore, these characters are allowed Perception rolls in combat to notice things that most characters would miss in the heat of battle.

e.g. Brend Dialle of the Guild of Archers has combat reflexes. She is fighting a Wylder from Bone-Wail, who is attempting to blast her. They both roll initiative at the beginning of the combat round. Dialle adds five to her roll of seven, giving her a total of 12. This beats the eight rolled by the Wylder. Unfortunately for him, she gets the first shot.

CONTACT

COST: -5 TO +10

This Trait represents any contacts that the character may have. Contacts that cost a positive value, up to a maximum of +10, are contacts who are willing to try to do things for the character, are capable of getting them done and are less likely to require favours in return. Contacts with a

negative value, down to a minimum of -5, are people that can offer the character little in the way of help. For example the player may owe the contact favours, but is unable to call upon the contact for favours in return. Also, a contact that could get the character into a great deal of trouble were it found out that they were friends, such as an Exile, could count as a negative value contact.

An individual may be a positive value contact to one character and a negative value contact to another based on the relationship that they have with the contact. As such, it is up to the GM to assign the value to a character's contact.

e.g. Hane Lynnix loves fish. One of his contacts is a dock worker who knows when the boats carrying his favourite fish arrive. This contact costs Lynnix +1 points.

DEEP SECRET

COST: -1 TO -5

Purchasing this Trait means that the character has some secret in his past that would totally alter his relationship with the people he knows. A Deep Secret could range from having a long-term fatal medical condition, to being a spy for a rival territory.

e.g. Tatyuk Emberleen is a Wylder in the city of Haak San Bazaa. He has recently started to examine the methods used by Blight Crows to cast spells. This Deep Secret is worth -5 points, as he will, at best, be exiled if he is caught.

DOUBLE-JOINTED

COST: +3

A character with this Trait is double-jointed and has an easier time when trying to slip free of bonds and restraints. Anyone with this Trait gains a +1 die when attempting to slip out of, though not break free from, bonds or restraints.

e.g. The Wird Weaver Gylin Dangro bought the Trait Double-jointed. She is tied up by spies from Bone-Wail, who plan to kill her later. She tries to use Escape Artist to free herself. She adds an extra die due to being double-jointed and just narrowly gets out. The spies won't be happy.



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ENEMY

COST: -1 TO -10

An enemy is anyone that wants to defeat, embarrass or destroy the character. This can range from a rival (a low point Enemy) to someone that will kill the character and anyone associated with the character (high point Enemy).

A character with this Trait can be pursued by someone or by an entire organization. The cost of the Trait is determined by how dangerous the character or organization that is hunting the character is and how badly they want the character. A powerful enemy or organization will cost much more than a weaker enemy.

If the character is pursued almost constantly, the Trait will cost more than if the character is only periodically bothered. Lastly, the cost will also increase if the character is being chased to the death or simply for capture.

e.g. Angro Dreitma, a member of Troupial Hyena, is pursued by a guard from House Karistikant who believes that Dreitma cheated him while gambling. The guard believes he will find Dreitma eventually, and doesn't take any extra time to hunt him down. If the guard catches him, he will insist on being repaid. This is a -2 point Enemy.

e.g. The Exile Jenobay is pursued by the Alliance of Kings. If it catches him, it will kill him and the Alliance is using many resources to track him down. This would be worth -10 points.

ENHANCED SENSE - SIGHT, HEARING OR SMELL

COST: +2 OR +5

For +2 points, characters with this Trait have better than the average sense with either sight, hearing or smell. This is reflected by a +1 on any Perception rolls involving that particular sense.

At +5 points, characters have an extremely acute sense and enjoy a +2 dice bonus on perception rolls involving that sense. For someone to have a higher level in a sense than this requires them to have the Power Increased Senses.

e.g. Paytor Crel has purchased 5 points of Enhanced Sight, giving him an extra +2 dice with visual Perception. Crel is walking through the woods when he sees a Tiger-Wolf biding in the trees some yards ahead of him and decides to go another way.

GOOD FLYER

COST: +5

A Good Flyer will be more manoeuvrable in the air than most people. Any character who has taken this Trait will move smoothly while flying and look the very image of grace. Good Flyers receive a +2 bonus to any flight roll that they make.

e.g. Shyla Escevado of Troupial Swan has the Trait Good Flyer. When she goes to visit her boyfriend, she likes to fly past his window (and those of his neighbours) because she knows she looks good. Shyla is a showoff.

HEAVY-BONED

COST: +3

Characters with this Trait have bones that are denser than that of others. They are a little bit tougher and are able to take more damage than others can. This Trait allows characters to add +1 to their Body.

HIGH/LOW PAIN THRESHOLD

COST: -5 OR +5

The character with this Trait is either highly resistant or vulnerable to pain. At -5 points the character cannot bear any sort of pain. They are distracted more than the average person is when injured, resulting in an additional -1 die penalty due to wounds (-2 dice at slight, -3 for grave and -5 for devastating). Likewise, they are at -1 die for resisting any threats of violence, such as torture or intimidation where violence is implied.

At +5 points, the character is able to deal with a large amount of pain and is not distracted by injuries (though they are not more resistant to injuries). This results in a reduced injury penalty (no penalty for slight, -1 for grave and -3 for devastating). Likewise, they are +1 die for resisting threats of physical violence and the like. They are, however, still as afraid of death as the next person and have no bonus for resisting threats of death.

e.g. Shyla Escevado has Low Pain threshold. A robber threatens her with violence if she doesn't give him her purse. She tries to make a Psyche roll to resist, removing one die due to her Low Pain threshold. She fails, and meekly hands it over.

IMPAIRED SENSE

COST: -2, -5, OR -10

Characters with this Trait have one of their senses impaired, to one degree or another. For -2 points, the character's sense is less than perfect, but, by and large, they can function with little problem. They subtract one from any perception rolls involving that sense. This is not -1 die, but -1 to their roll. Colour blindness is considered a -2 point impaired sense. This is the maximum level available for the Impaired Sense - Taste.

At -5 points, the character has a severely impaired sense and subtracts 2 dice from any perception rolls involving that sense. This is the maximum level that can be purchased for the Impaired Sense - Smell.

At -10 points, the character is completely blind or deaf. They automatically fail perception rolls involving sight or sound and have their perception statistic permanently reduced by 1 to reflect their impairment.

The exception to this rule structure is Impaired Sense - Touch. This -5 point Trait means that the character's sense of touch is very poor and in most situations they cannot do something "by feel." This causes problems in a wide variety of situations for the character. Anyone with this Trait has to subtract one die from all Coordination-based rolls, reflecting their poor sense of touch. This penalty includes all Coordination rolls, including combat.

e.g. Brelin Rbitan, a member of Troupial Bat, has Impaired Sight worth -5 points. This means that Rbitan subtracts two dice from any sight-based Perception rolls. Rbitan doesn't see very well, which isn't a surprise.

LIGHT-BONED

COST: -3

Characters with this Trait are lighter than average. Characters with this Trait will usually weigh almost 10% - 20% lighter than the norm for their height and body size. Light-boned characters are more likely to have their bones break and therefore have their Body reduced by 1 to reflect this.



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LIGHT SLEEP

COST: +3

Characters with this Trait are easily awoken by the slightest provocation. In some situations, such as when the character wants a good night's sleep, this could be seen as a disadvantage as the character will wake up at any noise. However, in the World of Providence, this could well save a character's life and as such is a +3 Trait.

Characters with this Trait are allowed a (non-visual) Perception roll to notice anything when they are asleep. This roll is made at -2 dice, but if they succeed they wake up and may take action as normal, immediately. If they fail this roll, they sleep through the event and will suffer as normal. Characters without this Trait may also make this Perception roll to wake up when something is happening, but they make it at -4 dice.

e.g. Feranc Alodan, a Pure member of Troupial Eagle, has Light Sleep. Someone is trying to sneak into her room. Alodan has Perception 1. With two dice removed, she needs to roll a 7 with a modifier of -6 to hear the prowler. She makes her roll and grabs her short sword to ensure that the intruder is properly greeted.

LITERATE / ILLITERATE

COST: SPECIAL

This Trait is dependent on whether the norm of the society is literate or not. If the society is normally literate, it is assumed that a character is literate. They may take the illiterate Trait for -5 points which means that they cannot read. In an illiterate society a character may be literate by spending +5 points.

e.g. Braktooth buys literacy, an uncommon Trait for Providence. This costs him five points. He was apprenticed to the Guild of Drummers as a youth. They taught him to read as part of his training, since every Drummer has to be educated.



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MILITARY/POLICE RANK

COST: +1 TO +10

Characters with this Trait are members of the military or police force of the area. Generally speaking, a +1 point value represents a private in the army or a cadet with the police, someone that is part of the organization but has far more obligations than privileges and virtually no authority whatsoever. As the point total increases, the character's obligations will increase, but so too will their privileges and authority over others within their department.

At +10, the character is likely to have gone as far up the chain of command as they can expect and is privy to a great deal of information and control. They are also likely involved in the decision making of various aspects of the region as far as their department is concerned (defense of a region for the military for example).

Essentially, GMs should decide how much of an advantage the character's rank and position is and assign a value from one to 10 to represent this. Also, members of the military or police do have, regardless of their rank, a number of advantages above the norm of society.

e.g. Shyrin Myntan is a member of the Watchers, the police organization of Cry-Star. She has a rank of three, which means that she has been an officer for about a year.

MISSING LIMB

COST: -5 OR -10

A character that is missing a foot or hand has the -5 Missing Limb Trait. If the character is missing their entire arm or leg, it is the -10 point Trait.

Characters that are missing their limb have the obvious drawbacks associated with such a situation. If the character is right handed and they are missing their right hand, they are always considered to use their off-hand. Also, they are unable to do anything which requires two hands. A character missing a foot has their running speed reduced by one half.

A missing limb may be replaced by a prosthetic limb. The level and effectiveness of the prosthetic replacement depends entirely on the game world. For example, a medieval game world will have wooden peg legs and metal hooks as replacement limbs where a high-tech world could have cybernetic limbs that are better than the original. For a high-tech world, the cost of this Trait could be reduced or entirely ignored if the level of prosthetics is high enough.



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ONE EYE

COST: -5

The character has, through some mishap in life, lost vision in one of their eyes. A character with one eye has their perception statistic reduced by one and has no depth perception. This doubles range penalties. Furthermore, the character's field of vision is reduced, eliminating peripheral vision on the side with the missing eye. The cost of this Trait will be reduced in a high-tech world with cybernetic eye replacements, depending on how available these replacements are.

PHOBIA

COST: -2 OR -5

The phobia Trait can be purchased at two levels, Mild (-2 point cost) or a Severe (-5 point cost). A Mild Phobia will cause characters to be mildly distracted when forced to deal with a situation where the focus of the phobia is present, resulting in a -1 die on all actions.

Severe Phobias may result in characters being unable to act when presented with the focus of their phobia. They must make a Willpower roll (Target Number 7) in order to act. If they succeed, they act as if they are suffering from a Mild Phobia (-1 die on all actions). If they fail their roll, they are completely unable to act in any way as they are frozen with fear. They may attempt to make their Willpower roll again in the next round. If they succeed in a subsequent roll, they may then move, but with the -1 die penalty on all actions until the focus of their fear is gone.

e.g. Angro Dreitma has a mild Phobia, a fear of heights. He is talking to a friend in the city of Cliff-Spider when they walk out onto one of the many ledges. Looking down, Dreitma realizes that he is much too high up. He blows his Willpower roll and, nervously, backs up to safety. Dreitma also has a one die penalty on any action he attempts, until he feels safe. If Dreitma had the Severe Phobia fear of heights, he would have been unable to move for the round. Next round, he would have had to roll his Willpower again to see if he could back up.

PHOTOGRAPHIC MEMORY

COST: +5

The character has a photographic memory and is capable of remembering virtually anything they have either seen or heard, but not both. The character must choose either audio or visual photographic memory when they purchase this Trait, though they are allowed to purchase it twice to get both if they choose.

When a character with this Trait attempts to remember something, they roll their Intelligence against a Target Number of 7. If they succeed, they have remembered, in detail, the information that they are trying to recall. Each roll accounts for about a page worth of information or about one minute worth of conversation. Remembering an entire book in detail may take several rolls, but it is possible.

Characters without this Trait roll versus Target Number of 13. Even if they succeed, their memory won't be as detailed as it would have been if they had the Trait.

POVERTY

COST: -1 PER LEVEL

A character with this Trait is significantly poorer than the social norm. This Trait may be purchased at any level up to a recommended maximum of 10. Each level purchased divides the character's wealth by the level times two. This means a character with Poverty at level five (at a cost of -5 points) has one tenth (1/10) the wealth of an average person. GMs should be aware that this Trait can easily be abused. Once a character passes level five, the differences for the character become minor. We highly recommend that this Trait be carefully monitored.

e.g. Angro Dreitma has Poverty at level 3. This means that he has 1/6 the income of the average member of his society. Dreitma has a home that is really run down, and purchasing food is always a concern. He doesn't have enough money to buy very many things. In fact, he's more worried about keeping what he has than getting new things.

REPUTATION

COST: -10 TO +10

Reputation represents any sort of notoriety that characters have developed and the effect that it has on their life. Generally, a good (or helpful) reputation will aid one in certain social interactions while a bad reputation will hinder a character. This can range from a character with a reputation for being honest gaining a bonus in Barter rolls or a character having a reputation for never bluffing gaining the same bonus for Intimidation rolls. Likewise, a character with a reputation for being a liar and a cheat would have a penalty to their Barter rolls while a character that is known to always bluff would have a penalty to their Intimidation rolls.

The Traits cost determines what the bonus or penalty is in a given situation. A +5 Reputation gives a character +5 to their social interaction rolls while a -3 Reputation would give a character -3 to their rolls. The GM decides when to apply the modifiers for Reputation.

e.g. The Ice Warrior is a People's Knight with a +7 Reputation for honesty and heroism. He is chasing a thief who is trying to lose him through the fallen section of Cliff-Spider. He asks a couple of bystanders if they've seen a man running by, rolling his Charm Skill. The Ice Warrior gets to add seven to his roll and makes it easy. They recognize the Ice Warrior and point out the direction the thief is running in.

SECRET ID

COST: -3

This Trait means that the character has another persona and is trying to keep the two of them separate. Generally, if people knew about the other identity, it would cause problems for the character or his family and friends.

Characters who are playing People's Knights may want to consider this Trait.

e.g. Kith Foursay has purchased Secret ID, since he spends most of his evenings protecting his neighbourhood as the Ice Warrior. Kith's girlfriend would be really upset if she knew the truth.

SOCIAL RESPONSIBILITY

COST: -1 TO -10

A character with a social responsibility is one that can and will be called upon by society to perform certain actions. Police officers are obvious examples of this in that they regularly put their lives on the line for society.

The cost of this Trait is determined by the degree of responsibility, how likely it is that characters will be called upon and what sort of service they will provide. The higher the degree of responsibility, the lower the cost of the Trait. Characters that are called upon once a year to plan for a parade might not even warrant this Trait. The final decision is up to the GM.

e.g. As a member of the Watchers, Myntan is responsible for preventing crimes, keeping the peace, and helping to defend the city. Her social responsibility is worth 4 points.

SPEECH IMPEDIMENT

COST: -2, -5 OR -10

Characters with this Trait have some form of speech impediment which makes communication with others difficult. At -2 points the character has a stutter or a severe slurring problem, subtracting one from any social interaction rolls.

At -5, the character has a drastic speech problem making it extremely difficult for those not familiar with the person to understand them. The character is often forced to repeat themselves numerous times in order to be understood. This results in the character having a -4 penalty on social interaction rolls. A failed result likely means that they were not understood.

At -10, the character is completely mute and is incapable of speech of any kind. They must find some other way of communicating with others around them, which, in certain situations will make social interaction impossible.

e.g. Mieke Durkee has bought Speech Impediment for -5 points. He subtracts four from his roll every time he gets up to speak at council. The other council members never enjoy trying to figure out what he's saying.



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WEALTHY

COST: +1 PER LEVEL

This Trait gives a character some measure of wealth above the norm of society. This Trait may be purchased at any level up to a recommended maximum of 10. For each Tier purchased, the character has twice as much money as the average member of society. This means that a character purchasing wealth at level five (at a cost of +5 points) will have 10 times the wealth of an average citizen. The manner of this wealth is up to the character and may be money, treasures, property or anything else the GM agrees with.

e.g. Breetan Alagrim, a Dragon of caste Pure, has wealth at level four. He has a large home and enough money that he can make most purchases comfortably.

WIRD SENSITIVE

COST: +5

A character who is Wird Sensitive can detect if a higher or lower amount of Wird is in the area. They can also detect whether an object contains Wird, or has been altered by Wird. They will not be able to detect whether an item has a specific spell cast within it however. Only characters with an Aura higher than 0 may purchase this Trait.

Characters with this Trait roll Perception versus a Target Number of seven to attempt to detect Wird. This roll can be modified by spells or circumstances, as normal.

Characters with this Trait, because they are more sensitive to Wird, can also be more easily affected by Wird-based attacks. When hit by such an attack, the effects are calculated as if they have one less True Body than usual.

e.g. Gylin Dangro has purchased the Trait Wird Sensitive. The GM asks her player to make a Perception roll while Dangro is walking through the Deep. She rolls her Perception versus a Target Number of 7 and rolls a nine. Dangro senses a large amount of Wird moving towards her. This gives her just enough warning to avoid a pack of Ward Dogs.

CHAPTER SUMMARY

A character is made up of four different aspects, Characteristics, Skills, Magic and Traits. These aspects are all bought with points that players are given by the GM.

CHARACTERISTIC = level x Characteristic multiplier.

SKILL = level additive or $(N \times (N+1)) / 2$, where N = level of Skill

POWER = 10 per level of 1st 5 levels, 20 per level for last 5.

TRAIT = cost from -10 to +10, depending on the Trait.

GMs give out experience points during the course of a campaign. These can be used to increase the different aspects of a character. The costs are the same as during character creation, with the exception of Characteristics, where the costs are effectively doubled.

Trait	Cost
Abnormal Appearance	-1, -2, -5
Absolute Sense of Direction	+2
Ambidexterity	+5
Bad Flyer	-5
Behaviour	-1, -4
Caste Status - Pure	+10
Caste Status - Blessed or Gifted	+5
Caste Status - Fortuned or Redeemed	0
Caste Status - Fallen	-5
Caste Status - Exiled	-20
Combat Reflexes	+5
Contact	-5 to +10
Deep Secret	-1 to -5
Double-Jointed	+3
Enemy	-1 to -10
Enhanced Sense - Sight, Hearing, Smell	+2 or +5
Good Flyer	+5
Heavy-Boned	+3
High/Low Pain Threshold	-5 or +5
Impaired Sense	-2, -5, or -10
Light-Boned	-3
Light Sleep	+3
Literate / Illiterate	Special
Military/Police Rank	+1 to +10
Missing Limb	-5 or -10
One Eye	-5
Phobia	-2 or -5
Photographic Memory	+5
Poverty	-1 per level
Reputation	-10 to +10
Secret ID	-3
Social Responsibility	-1 to -10
Speech Impediment	-2, -5 or -10
Wealthy	+1 per level
Wird Sensitive	+5



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SAMPLE CHARACTER CREATION

Let's continue with creating our two characters. We have 10 points to play with in Traits for Ryth Higgai. Let's go down the list and see what's appropriate.

RYTH HIGGAI

It would be nice if she could use either hand comfortably, so we choose Ambidexterity. Her total now is +5 points.

Since she is a scout, it would be good if she didn't become lost very often. As a result, we give her Absolute Sense of Direction, for +2 points. Her total now is +7 points.

We want her to be able to see things better, so we take Enhanced Sense - Sight, the +5 point version. This will give her +2 dice on visual perception rolls. Her total is now +12 points. We have to take some negative point Traits to get down to +10 points.

Higgai is generally a light-hearted person, so we take the Behaviour Practical Joker, for -1 points. Her total is now +11 points.

We also give her the Behaviour - Positive Thinker, for -4 points. This is an Extreme Behaviour, and means that she will always try to find something positive out of anything that happens to her. Her total is now +7 points. We have three points to play with.

Since she is likely to be travelling outdoors a lot, we give her the Trait Light Sleep. This costs +3 points and brings her total up to +10. That's a good place to stop. Her Traits list looks like this:

Ambidexterity
 Absolute Sense of Direction
 Enhanced Sense - Sight (+2 dice)
 Behaviour - Practical Joker
 Behaviour (Extreme) - Positive Thinker
 Light Sleep

JONE PHILEMON

The Traits for Jone Philemon are less likely to be as physical as Higgai's, because he is more of a scholar. The following Traits seem appropriate.

First, we give Philemon some Behaviours. He is a scholar, so he has the Behaviour Curious. Philemon is also a reserved man, so he has the Behaviour Dignified and the Behaviour Humourless. This costs a total of -3 points, which is his present total.

Philemon has one contact, the man who first saw signs of magical talent in him. He keeps in touch with this man, and often asks his old teacher questions about magical things that puzzle him. This is worth +4 points. His total is +1 points.

Although he isn't very active physically, Philemon is a naturally heavy-set person, so we give him the Trait Heavy Boned. This costs him +3 points, bringing his total to +4 points.

Philemon has poor vision, due in part to his spending many hours in poorly-lit libraries. He has the Trait Impaired Sense - Sight, at -2 points. This brings his total to +2 points.

The most obvious Trait to give our scholar is Literate, which costs +5 points. This brings his total up to +7 points. He has three points left.

We spend the rest of his points on Wealthy. Philemon has managed to make some money selling information and his services as a Spell Caster, and he is presently very comfortable. That brings his total up to +10 points. His Traits list looks like this:

Behaviour - Curious
 Behaviour - Dignified
 Behaviour - Humourless
 Contact - Teacher
 Heavy-Boned
 Impaired Sense - Sight (-1 on roll)
 Literate
 Wealthy (x 3)

PROVIDENCE



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60 Skills

We left the city and ventured into the woods. It wasn't the ideal group to be travelling with; you know city dwellers. They made too much noise, though not all of it was due to their ill-considered steps. The Eagle was quite annoying...

The group walked through the woods, everybody a few steps behind Paytor Crel. The Hawk's head kept scanning back and forth as he walked, taking in as much information as possible. They had left the city gates four hours ago. For the first half-an-hour Shreet Cardine had continuously asked if they were there yet, but he gave up that game after a few dirty looks from the Gargoyle. The Rat now contented himself with examining the scenery; the sun hadn't yet begun to fade. Several plants were in flower, including some that he thought could be poisonous. Still, he enjoyed seeing the occasional spots of yellow, red and gold against the deep greens of the trees and bushes.

Cardine had resigned himself to living in the city, so this opportunity to get back to nature was welcome. The air was fresher, cleaner. This was almost a vacation for him. Still, he kept a look out. Even with a Horizon Strider among them, it made sense to be careful, he thought to himself.

Skor Taran had been muttering to himself for the last five minutes. "Enough!" he stated finally, stopping in front of Breetan Alagrim, nearly causing the Dragon to fall as he tried to avoid him. "Strider, I want to talk to you."

Crel walked back. "Do you need a break?"

"What I need is for you to tell me why I'm still here," the Eagle said firmly. "We haven't seen a thing. There are no signs of an army out here, although I suppose I could warn the Council that there is a dangerous increase in the number of insects," he added sarcastically.

"First, lower your voice," Crel said quietly. "I will never tell you how to organize an army my lord; in return, don't try to tell me my job. We've actually been following the tracks of six Green People for the last hour. We're about 15 minutes behind them, which is risky, but you said you wanted to see one."

"We haven't been tracking anything," Taran snorted.

Crel turned, motioning to the Eagle to follow him. He bent over, pointing to a scuff mark in the ground. "The foot that made that wasn't wearing boots," he said. "Not too many people walk out here barefoot." He moved a little further along, pointing to a mark on a tree. "That's pollen from a Gemina flower; it doesn't grow anywhere near here. That means someone was carrying it." His companions examined the tree trunk. "Unfortunately, the pollen is poisonous to us," he continued, causing Cardine to jerk his hand back. "Green People carry it as a weapon." He began scanning back and forth slowly, looking around casually.

"What is it?" Braktooth asked quietly.

"Everybody follow me, quickly," Crel said. "We're being watched. There's a cave nearby. We can use it to cover our backs. If we fight here, we'll die."

The Hawk turned and ran to the north. The group followed, with a smiling Braktooth bringing up the rear.

SKILLS



Almost everything we do is accomplished through some skill. It's one thing for characters to have some awe-inspiring power, but without the ability to use it properly they will be almost useless. Skills are what allow characters to gain information, to assess situations and to use any abilities to the maximum.

Very often, characters' skills can make the difference between victory and defeat.

Skills in role-playing games also serve another function; they give us a road map of characters' pasts, indicating the experience they have gained. A colourful history will include cultural skills, areas of interest and perhaps pastimes or even professional skills. Every involving experience results in the acquisition of some skill, or in the improvement of one the character already has. Thus, the more points players start with to select skills, the more experienced their characters will be.

Remember, to buy a Skill costs the number of points equal to the cumulative cost of the level. A Skill at level 2 would cost three points, one point for level 1, and two points for level 2. See the table on page 34.

Each Skill Description will have a Benchmark included. This is an action that has a Target Number of 11. This is to give you an idea of how difficult Skills are to perform. If the character attempts an action which the GM considers more difficult than the Benchmark, the Target Number will increase. Likewise, if the character is attempting something easier than the Benchmark action, the Target Number will be reduced.

Before you start looking at the list of Skills your character can acquire, you should understand how the Skill system works. There are three different Skill categories and three types of Skills.



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SKILL CATEGORIES

Skills are divided into three different categories: Innate, Learned and Studied. We'll go over these briefly. It should be noted that the Skill categories are only important when you are designing your character, or when you are attempting a Skill that your character doesn't have.

INNATE SKILLS

An Innate Skill is any Skill that people can learn by themselves with time and effort. A character does not need to find a teacher to learn an Innate skill, though one could certainly help speed up the learning process. Characters may attempt any Innate skill that they do not have without incurring a penalty. They simply roll the relevant Characteristic.

LEARNED SKILLS

A Learned Skill is one that characters must be taught in order to learn. It may be practiced in order to improve, but a teacher must be present in order to ensure that students are doing things correctly. Characters without the Skill may attempt to roll a Learned skill at a -2 dice penalty. When doing so, they will roll dice equal to the relevant Characteristic - 2.

e.g. Brelin Rbitan is gliding home one evening when he notices a man lying on the ground. When he lands and looks him over, he sees that the man has been stabbed and is bleeding. Rbitan doesn't have First Aid, but wishes to try and help the man anyway. Rbitan has one die due to his Intelligence. He subtracts two dice because he is unfamiliar with the skill, leaving him a total of -1 die. This means he has to subtract six from his final roll against a Target Number of 7. If he doesn't roll a 13 or higher, he won't be able to help the stranger.

STUDIED SKILLS

The final type of skill is a Studied skill. It requires long hours of study to know anything about these subjects. Characters attempting to improve a Studied skill need to spend long hours in study with a teacher or an information source that is at least of the level they are attempting to achieve. They can also be taught by someone without the Teaching skill, but that person must have the skill being learned at least one level higher than the character is attempting to learn. For example, if a character is trying to learn History at level 3 from someone who doesn't have the Teaching skill, then the teacher must have History at least at level 4.

Studied skills cannot be attempted if they are not known.

Many Studied skills do not have benchmarks as they often represent knowledge of a topic rather than the ability to do something. One's level in a Studied skill represents one's knowledge on the topic and ability to call up information on that topic.

Generally, if characters are attempting to recall a piece of information about a Studied skill, they roll their Studied Skill + Intelligence against a Target Number assigned by the GM representing how obscure the piece of knowledge is. If characters succeed on this roll, they know the information in question. If they fail the roll, they have not uncovered that piece of knowledge in their studies yet or do not remember it.

Studied skills may be purchased with a specialization. Characters who are specialized have a +2 modifier on their roll for knowledge pertaining to their specialization and a -2 modifier to their roll for knowledge outside their field of specialization.

e.g. Bryndin Amint has a specialization in Law, Criminal Law. When he rolls his skill, if it concerns criminal laws, he adds a +2 to his total; if it involves some other aspect of law, his modifier is -2 instead.

Secondary Skills

Skills can have Secondary Skills, which will enhance the base skill. A simple example is Kierre Kinak with Charisma 1, the Small Talk Skill at level 3 and the Body Language Skill at level 2. Kinak, when attempting to start a conversation with a stranger, can use his ability in Body Language as a secondary to his Small Talk skill. Half of the Secondary Skill, rounded down, is added to the base skill. In the above example, the Kinak's Number of Dice would be his Charisma 1 + Small Talk 3 + half his Body Language 2 = 1 + 3 + 1 = 5 dice when he attempts to start talking to the other person. In a lot of cases, numerous Skills could be used to second a base Skill, depending on the interpretation and application of the Skills. Only one Skill at a time can be used as a Secondary Skill. GMs have the final say in whether or not a Skill may second another Skill.

SKILL TYPES

PASSIVE SKILLS

Passive Skills are Skills which characters never roll but may influence other actions. There are very few Passive skills.

e.g. Running is a Passive Skill that does not require a roll. A character can always successfully run. The Skill simply enables them to run longer distances.

ACTIVE SKILLS

When an Active Skill is being used, characters are attempting to overcome a situation. The situation may be influenced by another person's actions, but the characters involved are not in direct conflict.

Active Skills are Skills that are rolled against a Target Number set by the GM; the margin of success will determine how well the character performed the action.

Certain Skills can be used to counter an Active Skill used by another character. For example, Awareness is a Skill which may be used to counter the Stealth of another character. In these cases, the margin of success of the first Skill used (Stealth) is added to the Target Number of the second skill used (Awareness). Both Skills, in these situations, have a base Target Number of 7 (possibly modified by circumstances).

e.g. Shreet Cardine is attempting to sneak up on his friend, Paytor Crel. Cardine has Coordination 2 and Stealth 3, giving him five dice. His target number is 7. He rolls 8 on two dice and adds his modifier of +6 for his extra dice, giving him a total of 14. He made his roll by seven.

Crel has Perception 1 and Awareness 3. His target number is 7 plus the seven that Cardine made his roll by, a total of 14. He rolls 13 on two dice and adds his modifier of +4 due to his extra dice, giving him a total of 17. Crel made his roll by three. He hears his friend approaching and isn't surprised when Cardine leaps out from behind a corner.

OPPOSED SKILLS

The last type of Skill is an Opposed Skill. This is a Skill that is rolled directly against another character's Skill. It is possible for both sides to succeed. Combat is a prime example where it is possible for both parties to hit.

Opposed Skills are resolved through comparing two characters' Number of Dice (as explained in The System chapter. See page 28). This roll, as with Active Skill rolls may be subject to modifiers based on circumstances.

Support Skills

Knowledge isn't portioned out in neat little sections. To improve your ability in a certain Skill may depend on how much you know about another topic. For example, it is difficult to become better at farming without picking up some knowledge of animals and it is impossible to know very much about physics without learning some mathematics. Skills have prerequisites.

How much outside knowledge, or support Skills, you need to have to increase a Skill depends on the category and the level of the Skill. Here are the general guidelines:

1) INNATE SKILLS

Innate Skills need no support Skills

2) LEARNED SKILLS

To purchase any skill mastery of 6 would require 3 different support Skills at level 5+.

For any level 5, it would require 2 related Skills at levels 4+.

For any level 4, it would require 2 related Skills at levels 3+.

For any level 3, it would require 1 related Skill at level 2+.

For any level 1 or 2 Skill, there are no prerequisites.

3) STUDIED SKILLS

To purchase any skill mastery of 6 would require 3 different support Skills at level 5+.

For any level 5, it would require 3 related Skills at levels 4+.

For any level 4, it would require 3 related Skills at levels 3+.

For any level 3, it would require 2 related Skills at level 2+.

For any level 2, it would require 1 related Skill at level 1+.

For any level 1, there are no prerequisites.

Margin of Failure

When a character fails an Active Skill that may be countered by another Skill, their margin of failure may reduce the Target Number for the countering Skill, making it easier for the Skill to be countered.

e.g. Harad Braktooth is attempting to walk quietly through the woods. He does not have the Stealth Skill and his Coordination is 1, so he has to purchase an extra die, taking a -2 modifier on his roll. His target number is 11, because there are a lot of leaves on the ground. He rolls 10, giving him a total of 8 when the modifier is added. Braktooth failed his roll by 3; anybody attempting to hear him, can add 3 to their roll.



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SKILL LEVELS

The following gives approximations of the amount of knowledge that a character has in any Skill, whether Innate, Learned or Studied, based on their level.

- 1 Amateur Passing familiarity with the subject and some of its basic terms and concepts.
- 2 Journeyman Thorough familiarity with most of the basic concepts of the topic.
- 3 Professional Professional level understanding of the topic with basic understanding of its finer points.
- 4 Expert Greater understanding of the fine points of the topic and knowledge of a few obscure concepts of the topic; character is considered an expert.
- 5 Master Virtually complete knowledge of the topic and all aspects of it; only truly obscure points are unknown.
- 6 Grand Master The character has access to all the knowledge of a topic that the society has; only the unanswered mysteries remain to be uncovered.

Now let's look at the Skills available in the Creative System. The default Characteristic is written in brackets beside the name of the Skill.

Default Characteristic

Each Skill is listed with a default Characteristic associated with the Skill. This Characteristic is the one most commonly associated with the particular Skill, though many different Characteristics could apply, depending on how the Skill is executed.

e.g. The default Characteristic for Lock Picking is Coordination. There are several Characteristics that could be used. One could combine Lock Picking with Strength when a character attempts to force a lock. Perception could be used when a character attempts to listen for the tumblers of a combination lock to click. Intelligence would be the Characteristic if a character studies a lock for some time in an effort to discover how to open it. However, unless characters describe the use of their Skill in such a way that another Characteristic seems more likely to be tied to the use of the Skill, they roll their Skill using the default Characteristic. As always, the GM has the final say on whether or not another Characteristic may be used for a given Skill.

INNATE SKILLS

ACROBATICS (Coordination)

Type: Active

Category: Innate

Benchmark: Attempting a back flip.

Acrobatics represents the ability to do both acrobatic and, at higher levels, gymnastic manoeuvres. When a character attempts to perform any of the various acrobatic manoeuvres they roll their Acrobatics + Coordination against a Target Number based on the difficulty of the manoeuvre.

e.g. Petrin Cryckor, a D'Shau Monk from Cry-Star, is at an inn when three locals decide that they don't like him. When they threaten him at his table, he waits until they try to grab him, then he tries to roll under the table to the other side and run for the exit. He rolls his Coordination 2 and his Acrobatics 3 against a Target Number of 13. He makes it and is past the ruffians before they know it.

ACTING (Charisma)

Type: Active

Category: Innate

Benchmark: Portraying a relatively standard character in a normal situation (i.e.: a play).

Characters with the Acting Skill are able to pretend to be someone that they are not and make it believable, or to make things they say seem believable. If characters are trying to portray a fictitious character in a play or movie, a successful roll indicates that they have portrayed the character to some degree of appreciation, depending on how well they succeed. Furthermore, if disguised properly, they may pretend to be someone specific, such as a security guard or Chief of Police Rogers. In this case their margin of success is added to the Target Number others must roll on their Awareness + Intelligence in order to notice that it is an act. Only someone who knows the person being impersonated may roll to see if they notice that the character is indeed a fake.



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ATHLETICS (Coordination)

Type: Active

Category: Innate

Athletics represents the general athletic ability of characters and their general involvement in athletic activity. Any sport uses Athletics as its Skill and, as such, characters may choose to specialize in a specific athletic pursuit, such as basketball, hockey or gymnastics.

AWARENESS (Perception)

Type: Active

Category: Innate

Benchmark: Noticing a medium-sized animal moving in the woods.

Awareness is one's ability to notice things, be it something sneaking around in the dark or the fact that someone has a weapon concealed in their jacket. When trying to notice something, characters will roll their Awareness + Perception against a Target Number. The Target Number will include any factors that will make a successful roll more difficult.

e.g. Shyla Escevado of Troupial Swan arrives home after an evening out. She opens her door and is about to walk in when the GM asks for an Awareness roll. She rolls her Perception 1 and her Awareness 2, getting a total of 14. Shyla looks down and notices that there are footprints in her hallway. The prints are much bigger than hers; she gets ready to scream for help.

BARTERING (Charisma)

Type: Opposed

Category: Innate

Opposed Skill: Bartering

Barter is used in any situation when a character is attempting to purchase or trade something for less than the asking price. When such a situation arises, the two characters make an Opposed Skill roll using their Bartering + Charisma. If both characters fail then they do not convince the other to change their offer. If both sides succeed then they are both convinced to change their offers coming closer to the asking price of the other. If one side succeeds and the other fails, the one that failed will alter their offer in favour of the character that succeeded.

The level of change depends on how successful the character is with their roll. A success of one or two results in the opponent altering their offer minimally (about a 1-5% change) while a success of eight or 10 results in the other altering their offer drastically (possibly a change as much as 25% or more). If the characters are able to barter each other to the point where they are offering/asking for the same thing or if one character agrees with the offer presented before that point, then the deal is done. Also, either character may decide at any time to end the bartering, declining any further offers and ending the discussion.

e.g. Angro Dreitma, a member of Troupial Hyena, is trying to exchange a cart of wood for three large cuts of meat with a butcher. The butcher doesn't want to give Dreitma that much meat for the wood. Dreitma rolls his Barter 3 and Charisma 1 versus the butcher's Barter 3. Dreitma makes his role by 6 and the butcher misses his by 2. Dreitma is well on his way to convincing the butcher to part with the steaks.

BODY LANGUAGE (Intelligence)

Type: Active

Category: Innate

Benchmark: Reading someone's emotional state.

Body language is the ability to read someone else's emotional state or to hide your own emotional state from others. When characters use Body Language to read another character's emotional state, the roll is a simple Active Skill roll with the margin of success determining how much is read. Targets attempting to disguise their emotional state will first roll their Skill in Body Language or Acting + Charisma and their margin of success modifies the character's Target Number.

e.g. Breetan Alagrim, a member of Troupial Dragon, is trying to find out what kind of mood his friend Skor Taran is in. Breetan rolls his Body Language 4 and his Intelligence 1 versus a Target Number of 11. He rolls 17 and notices that Skor is really worried about something. Breetan decides to ask Skor what is bothering him.

BRIBERY (Intelligence)

Type: Active

Category: Innate

Benchmark: Determining whether a politician is willing to accept a bribe.

The Skill Bribery is used to determine whether or not someone is willing to accept a bribe. The GM, not the player, makes the character's Bribery + Intelligence roll against the Target Number. The Target Number is determined by several factors including how long the target has been observed, if they have a reputation in regards to bribes and whether or not the target is attempting to hide the fact that they accept bribes.

If the roll is successful, the GM tells the character whether or not the target is likely to accept a bribe and roughly how much the bribe should be. The accuracy of the estimation is based on the margin of success. A slight margin of success could be off by as much as 50% either above or below the actual price and a high margin of success would be very close to what the target will accept. If a bribe is offered, the two characters can begin to barter the amount of the bribe and the service being purchased, using the Bartering Skill. If the character's Bribery roll fails, they aren't able to determine if the target is open to a bribe and must guess. They will suffer the consequences if they guess wrong.

CHARM (Charisma or Appearance)

Type: Opposed

Category: Innate

Opposed Roll: Charm + Intelligence

Charm is simply the ability to impress and sway a person or a small group. For characters to succeed with this Skill, they must roll their Charm + Charisma or Appearance against the target's Charm + Intelligence. If they succeed, they have impressed the target and have worked their way into the target's confidence to some degree. This will give characters a +2 dice bonus on any other form of social interaction with the target as long as they remain friendly. If the character fails in their roll, they have failed to charm the target. They may try again at a later time. For each attempt they repeat, they will suffer a -2 dice penalty, because they are now starting to become annoying. Targets who succeed in their roll will recognize that the character is attempting to charm them instead of thinking that the character is simply being nice.

e.g. Shyla Escevado is at the market with her boyfriend and decides that she wants him to get her a necklace. She has Charm 2 and Appearance 2, giving her four dice. He has Intelligence 1 and Charm 1. She rolls 13 and has a +4 modifier because of her extra dice, giving her a total of 17. He rolls 11 and has a +2 modifier, which isn't enough. He goes home a little poorer.

CAMOUFLAGE (Intelligence)

Type: Active

Category: Innate

Benchmark: Hiding a person-sized object in dense woods.

Camouflage is the ability to hide something in the environment, not on oneself. When characters attempt to camouflage an object, the GM assigns a number based on the size of the object and how easy it is to hide something in the environment; for example, it is easier to hide something in tall grass than in a desert. The player then rolls and records their margin of success. When someone else attempts to find the camouflaged object, their Target Number is increased by the character's margin of success. Note: It is possible to camouflage oneself and hide in the environment. This does not represent one's ability to move quietly in an environment, only to remain hidden in one location. Stealth would be required to move unseen and unheard.



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CLIMBING (Coordination)

Type: Active

Category: Innate

Benchmark: Climbing a surface with numerous handholds

Climbing is simply the ability to scale a vertical surface. The Target Number for this roll is based on how difficult the surface is to climb. GMs should have the character roll periodically: every ten feet is a fair interval, although GMs are free to choose any distance they like. Likewise, any time the character is distracted, the GM should have the character make a roll.

COMBAT MANOEUVRE - CHARGE (Coordination)

Type: Opposed

Category: Innate

Opposed Skill: Combat

Charge is an attack where the attacker attempts to smash into or otherwise tackle their opponent. Characters attack using their Charge Skill rather than Hand to Hand, although Hand to Hand may be used as a Secondary Skill. If the character hits, they have successfully smashed into the target and they resolve damage as per the charging rules (see page 223).

e.g. Harad Braktooth is practicing against a fellow Drummer, Hane Lynnix of Troupial Dove. Braktooth decides to surprise Lynnix by dropping his hammer and charging his practice partner. He rolls his Coordination 1 + Charge 3, giving him a total of 4 dice. He hits, knocking Lynnix to the ground.

COMBAT MANOEUVRE - DISARM (Coordination)

Type: Opposed/Special

Category: Innate

Opposed Skill: Combat

Disarm is a special type of attack where the intent is not to do damage but to remove the opponent's weapon. When characters decide to use Disarm rather than a normal attack they roll their attack using their Disarm Skill. If they succeed, the opponent must roll their Strength against a Target Number of 7 + the margin of success from the Disarm attack. If they fail their roll, their weapon is ripped from their hand and lands d10 / 3 yards away in a random direction. If they succeed on this roll, they maintain their grip on their weapon.



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COMBAT MANOEUVRE - DODGE

(Coordination)

Type: Active

Category: Innate

Benchmark: Any use of this Skill.

Dodge is an attempt to avoid being hit by an attack by moving out of the way. When characters decide to dodge, they must forfeit an action. This means that they are unable to dodge if they don't have any actions left in the turn. If they are capable of dodging, they roll their Dodge + Coordination against a Target Number of 7 + the opponent's margin of success in their attack. If characters roll over this Target Number, they successfully avoid the attack and take no damage. If they fail, they are hit by the attack and take full damage.

e.g. Watcher Shyron Myntan is trying to arrest a criminal when the man pulls out a knife and throws it at her. Myntan dodges, rolling her Coordination 1 and Dodge 2. She has to make a Target Number of 11; she rolls a fourteen, avoiding the knife. Myntan will see that the crook is also charged with resisting arrest.

Partial Dodge

GMs may wish to have the dodging character's margin of success from their Dodge roll reduce the attacker's margin of success when determining the amount of damage that is done. This will make it so that the Dodge Skill is not an all or nothing result but at the same time it adds a bit more math to combat. As such, it is suggested only if GMs wish to have an added sense of realism and don't mind an extra bit of math.

e.g. In the above example, the man rolled to hit Myntan. He has two dice, so he's rolling at a Target Number of 7 with a -2 modifier. He rolls a 13, making it by four.

This margin of success is added to Myntan's Target Number of 7, leaving her with a Target Number of 11. At this point she needs to roll 11 to make her Dodge, but this leaves her margin of success at 0. To reduce the margin of success of the attack, she has to roll higher than that. If she rolled a 13, she would be hit, but she would have made her roll by two, reducing the margin of success of the attack by two. To take no damage, she would have to succeed by four or more.



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COMBAT MANOEUVRE - GRAPPLE (Strength)

Type: Opposed

Category: Innate

Opposed Skill: Combat

Grapple is a special form of attack where the attacker attempts to grab and crush their opponent. When characters wish to Grapple, they roll their Grapple + Coordination. If they succeed, they have grabbed their opponent in a hold. They will do damage equal to their strength for each action they maintain the hold.

To break free from the hold, both characters roll their Grapple + Strength as Active Skill rolls against a Target Number of 7. The attacker's margin of success is added to the defender's Target Number. The defender is unable to do anything physical as long as they are held in a grapple. GMs may wish to decrease the defender's Target Number by the attacker's margin of failure if the attacker fails their grapple roll.

e.g. Harad Braktooth is walking in the city when he sees a man being chased by police officers running towards him. Braktooth rolls to grapple the man. He rolls his Coordination 1 and his Grapple 3, giving him a total of 4 dice. Braktooth has to hit a Target number of 13, which he does easily.

The man now tries to pull away from the Drummer, rolling his Strength of 1. This isn't even close to Braktooth's Strength of 17, leaving the man with the unhappy prospect of trying to defeat someone who has 16 more dice than he does.

COMBAT MANOEUVRE - PARRY (Coordination)

Type: Active

Category: Innate

Benchmark: Any use of this Skill.

Parrying is an attempt to avoid being hit by blocking an incoming attack with a weapon or a shield. When characters decide to use Parry, they must forfeit an action; if they have no more actions, they can't parry. If characters are Ambidextrous (see Traits, page 45) they may parry and attack in the same action.

If characters are capable of parrying, they roll their Parry + Coordination against a Target Number of 7 + the opponent's margin of success in their attack. If they roll over this Target Number, they take no damage. If they fail, they are

hit by the attack and take full damage. When using a shield, a roll that is failed but within the parry bonus of the shield will allow characters to include the armour of the shield when taking damage. However, a successful Parry roll does not guarantee that no damage is taken. A shield increases the armour rating for a character, reducing the amount of damage done. As well, a shield grants a Parry bonus as a shield is designed to parry attacks.

Ranged attacks can't be parried.

Partial Parry

As with Dodge, GMs may wish to have the parrying character's margin of success from their Parry roll reduce the attacker's margin of success when determining the amount of damage that is done. This is an optional rule and is suggested only if GMs wish to have an added sense of realism and don't mind an extra bit of math.

COMBAT MANOEUVRE - STRIKE (Coordination)

Type: Opposed

Category: Innate

Opposed Skill: Combat

Strike is purely the ability to hit an opponent with one's foot or fist. This Skill is used instead of or in addition to Hand to Hand to determine the outcome of combat. Combat occurs as normal with no special modifiers.

e.g. Harad Braktooth is sparring with Hane Lynnix and decides to throw a punch. Braktooth rolls his Coordination 1 and his Strike 3 against Lynnix's Coordination 1 and Hand to Hand 2. Braktooth rolls two dice against a Target Number of 7 with a -2 modifier. He rolls 13, connecting with his fellow Drummer.

COMBAT MANOEUVRE - THROW

(Coordination)

Type: Opposed

Category: Innate

Opposed Skill: Combat Manoeuvres

Characters use Throw when they attempt to knock their opponent to the ground. When characters wish to Throw an opponent, they attack as normal, rolling their Throw + Coordination, although Hand to Hand may be used as a Secondary Skill. If they succeed, they have thrown their opponent to the ground. The distance the target is thrown depends on the weight of the opponent (see thrown distances on pg. 223). Damage done in the throw attack is the attacker's Strength, not their Strength bonus. If the target was moving, it takes Strength + yards per second in damage.

If an opponent attempts to resist a Throw, they must spend an action. The defender rolls their Strength or Coordination + Throw against a Target Number of 7 + the margin of success gained from the Throw. If they succeed, they have resisted the throw. If they fail, they are thrown to the ground, taking damage as normal. The target of the attack is considered prone, giving them a -2 dice penalty for any further attacks until they regain their footing.

CONCEALMENT (Intelligence)

Type: Active

Category: Innate

Benchmark: Hiding a knife in simple clothing.

Concealment is the ability to hide an object on oneself, as opposed to in the environment. When characters attempt to conceal an object, the GM assigns a number based on several factors, including the size of the object and the type of clothing worn. The player then rolls and records their margin of success. When someone else attempts to find the concealed object, their Target Number is increased by the character's margin of success. GMs, may, if they choose, record the character's margin of failure and reduce someone else's Target Number to find the object. Even a failed roll means that the object was concealed and someone will need to roll to find it.

e.g. Dieve Runbirt is talking to two local policemen, answering questions about a robbery. Runbirt has a necklace that doesn't belong to him hidden inside his shirt. When he hid it two hours ago, he rolled his Intelligence 1 and Concealment 3. He made his roll by 5, hopefully enough to slip it past the two policemen. They will have their Target Number increased by five if they search for it.



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DISGUISE (Intelligence)

Type: Active

Category: Innate

Benchmark: Making a character appear as if they are from a different social strata.

Disguise is the specialized ability to apply make-up, wigs and other materials to make a person appear as someone or something else. The difficulty for this roll usually depends on how great a change is being made. For example, it is very difficult to make a thin person appear overweight. It's even more difficult to perform the opposite.

When characters attempt to disguise themselves or someone else, they roll their Disguise + Intelligence against a Target Number determined by the GM. Their margin of success determines how believable the disguise is. A failed roll does not indicate that they have failed, only that the disguise is not that believable. Characters who attempt to notice that a disguise is fake roll their Awareness + Perception against a Target Number of 7 + the margin of success that the character achieved. As with some Skills, the GM may reduce the Target Number by the margin of failure if the character failed their Disguise roll.

ESCAPE ARTIST (Coordination)

Type: Active

Category: Innate

Benchmark: Slipping free from ropes around one's wrists.

Escape Artist refers to one's ability to slip free of bonds and restraints. The Target Number is usually based on the level of the restraint. Example benchmarks include simple ropes 11, Handcuffs 15 and a straight jacket or body manacles 19. If the character is restrained by more than one device it will be harder to slip free of each individual restraint. Add two to the highest Target Number for each additional device constraining the character.

FLIGHT (Coordination)

Type: Active

Category: Innate

Benchmark: Attempting to gain altitude on a strong updraught

Flight represents a person's ability to fly. This is not their innate ability to fly, which is represented by their Power level

with Wings or Glider Membranes. This is their Skill and training at pulling off various maneuvers in flight. It is akin to acrobatics in the air.

e.g. Shyla Escevado is a very good flyer. She is flying home one day when she decides to do a loop, just because she feels like it. She rolls her Flight 3 along with her Coordination 1 against a Target Number of 13. She rolls a total of 17 and impresses several people who are watching.

against (minimum 1%, which though inaccurate, gives the character a decent chance of winning). The character then rolls percentile dice against the odds and hopes for the best. Percentile dice are two different d10's being rolled. One is considered the Tens and the other is considered the Ones (i.e.: a roll of a 6 and a 3 would be 63%). In these cases the Gambling Skill will not help the character as it is purely the whims of chance that decide the result.

When playing games such as Poker or Blackjack, one's Gambling Skill can save their shirt. Characters roll their Skill + Intelligence, with the highest margin of success wins the round.

As an optional rule, GMs can run their game like this. Each game has a number of rounds, based on the type of game. Blackjack traditionally has two rounds whereas Poker can have many more, though three or four are common. The GM decides how many rounds the game will take, with a minimum of two. Each character must roll that many dice, purchasing or selling dice as needed. Each character then rolls one die and then places their bets. They then roll their next die and continue until the game is over. Take the two highest dice from the rolls, add any modifiers from buying/selling dice and total it. The character with the highest roll wins the hand and any money bet.

GAMBLING (Intelligence or Psyche)

Type: Active or Special

Category: Innate

Benchmark: A friendly game of poker.

Society has invented several games of chance for parting a fool from their money and the Gambling Skill represents one's ability to do relatively well at these games. Gambling Skill won't help when the character is playing a pure game of chance, such as Roulette. In such a situation, the GM merely determines the straight-up odds that the character is playing



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IMITATION (Charisma)

Type: Active

Category: Innate

Benchmark: Imitating the sound of a bird call.

Imitation is the ability to mimic someone or something's voice or sound. When characters attempt this Skill, they roll their Imitation + Charisma against a Target Number based on the difficulty of the sound being imitated. If they succeed, they have successfully mimicked the sound to such a level that most people will find it believable. If characters are attempting to notice if the sound is a fake, they roll their Awareness + Intelligence against a Target Number of 7 + the margin of success from the Imitation roll.

e.g. Brend Dially has the Skill Imitation. One day she decides to use it by imitating her superior officer for the amusement of her friends. She rolls her Imitation 2 and her Charisma 1 against a Target Number of 11. She succeeds by three, making her friends laugh.

INTIMIDATION (Charisma)

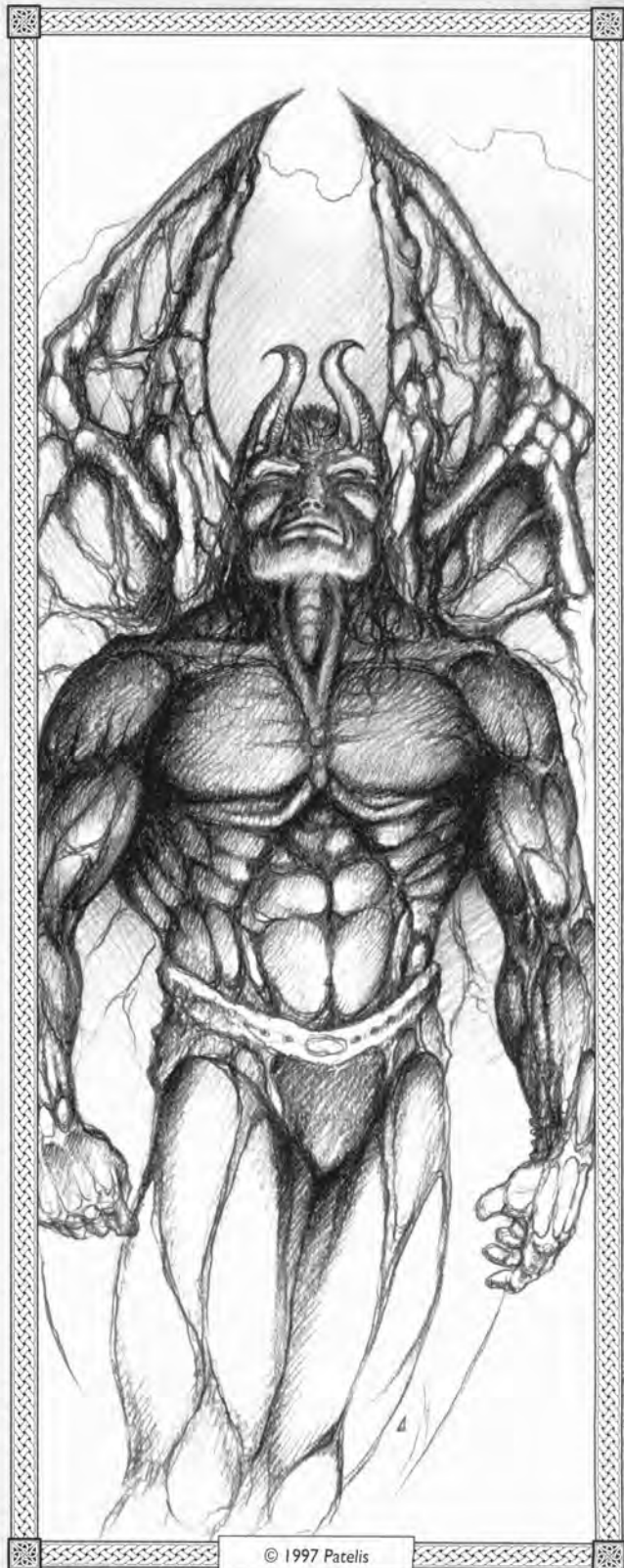
Type: Active

Category: Innate

Benchmark: Special

When characters attempt to intimidate a target, they roll their Intimidation + Charisma against a Target Number of 7 + the opponent's margin of success from their Psyche + Intimidation or Psyche + Leadership. If characters succeed, they have successfully intimidated the target. The target's reaction depends on the margin of success. A margin of success of 5 results in the target hesitating and a result of 10+ results in the target running away in fear or doing what is suggested. If characters fail their roll, any further attempts to intimidate the same target will suffer a penalty equal to the margin of failure of their previous attempt. Furthermore, if the character uses some display of force or violence to punctuate their threats, they may gain a bonus. This bonus is determined by the GM.

e.g. Alesia Bevane, a member of Troupial Jackal, is tired of being bothered by a persistent fellow at a party. She decides to use Intimidation to get him to leave her alone. After she tells him that the last man who wouldn't leave her alone was still limping, she rolls her Intimidation 3. Her Charisma is 0, so she doesn't get any more dice. Her pest has a Psyche 0 and doesn't have the Skill Intimidation. He has to hit a Target Number of 11 and misses by 3. She has to hit a Target Number of 7 and rolls 12, adding a modifier of +3 because of his failure. The man decides that maybe he'd be better off chasing someone else.



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JUMPING (Strength)

Type: Passive

Category: Innate

The Skill Jumping allows characters to increase their jumping ability. Every level will increase their running horizontal distance by one yard.

LANGUAGE (Intelligence)

Type: Active or Passive

Category: Innate

Benchmark: Holding a simple, yet complete conversation with someone.

The Language Skill is purchased for a language that is considered related to the character's mother tongue. Characters are considered to be fully fluent in their mother tongue, having a Skill level of three. When communicating in their mother tongue, characters never need to roll their Skill to communicate their thoughts.

At level one in a foreign tongue, characters will likely need to roll in order to understand anything said to them or to communicate anything to someone else. At level two characters understand enough of the language to understand most things said to them. They will have to roll to understand complex conversations and will also need to roll to communicate anything but basic sentences to someone else. At level 3 or higher, characters do not need to roll to understand someone communicating with them and must roll only when they attempt to hold a conversation about a rarely discussed subject (i.e.: chemistry, computer science, etc.). If literate, characters are considered to read a second language as well as they can understand it. Innate languages are any languages that are built along the same basic rules as one's mother language.

ORATION (Charisma)

Type: Active

Category: Innate

Benchmark: Speaking to a small crowd (about 50 people) and keeping their attention for about ten minutes.

Oration is the character's ability to speak to a large group of people. Several things may make this Skill easier or harder, including a hostile or friendly crowd, a poor system of communication or outside distractions. A successful roll

simply means that the audience is interested in what the character is speaking about and, depending on the degree of success, may begin to agree with what the character is saying.

Attempting to control or sway a crowd, or convince them to take some sort of action (like voting for the character) is harder than simply being interesting. It requires a high margin of success. Inciting a riot or the like is exceptionally difficult and requires a very high margin of success, but it is possible. If characters fail their roll, they have lost the interest of most of their audience and their message likely has not gotten across to the audience. A poor result will cause a backlash from the audience, including boos, hisses and maybe a few tomatoes thrown their way if they're handy...

QUICK DRAW (Coordination)

Type: Passive or Active

Category: Innate

Quick Draw is the ability to ready a weapon for battle quickly. This Skill allows the character to draw a weapon without suffering an initiative penalty. Characters have to roll their Quick Draw + Coordination against a Target Number of 13. If they make it, the Quick Draw works; if not, then drawing the weapon reduces their initiative. If they fail this roll by 10 or more, then they have snagged the weapon and lost their action. It will take another action to draw the weapon.

RUNNING (Constitution)

Type: Passive

Category: Innate

A character with the Running Skill is able to run further than other characters. This is a reflection of the character's increased stamina when it comes to long distance races. Characters with Running don't lose Endurance as quickly as other people. They spend one Endurance per (minute + 1 minute per level of the Skill) when jogging. When running, Characters spend one Endurance per (round + 1 round per level of the Skill).

e.g. Dy'ren Doufer has Running 3. He spends one Endurance for every (1 + 3) or 4 rounds that he is running. When he jogs he spends one Endurance for every (1+3) or 4 minutes that he jogs.

SCAVENGING (Intelligence)

Type: Active

Category: Innate

Benchmark: Finding edible food in a pile of garbage.

Scavenging is the not-so-glamorous ability to find something useful in the garbage. One person's trash is another person's treasure and the ability to scavenge is the ability to find those rare treasures.

Characters with this Skill can not only find food in the garbage, they can find trinkets that are far more valuable than the person that threw it away ever thought possible. The Target Number for this roll is based on what sort of thing the character is looking for and where they are looking. Finding food in the refuse of a mine is very difficult, while looking for food in the garbage behind a restaurant is quite easy.

e.g. Angro Dreitma needs a new cloak. He decides to go looking for scrap cloth behind the seamstress' shop. He rolls his Scavenging 4 plus his Intelligence 1 against a Target Number of 7. Dreitma rolls a 14 and finds a large, stained piece of cloth that will do nicely.

SHARD POWER - SPECIFIC POWER (Coordination or Willpower)

Type: Active

Category: Innate

Benchmark: Special

The Skill Shard Power - Specific Power is a Skill that can be bought for any of the Shard Control or Ranged Attack Powers, reflecting a greater ability with that specific Power. For example, characters that practice their Fire Blast regularly may have a high Skill rating in either Shard Power - Ranged Attack or Shard Power - Fire Blast, or both.

e.g. Drazak Sallestorm, an Earth Shard with the Skill Shard Power - Control Earth Elemental, wants to use his power over the earth to defend himself against a group of Ward Dogs. He rolls his Willpower 2 and his Shard Power - Control Earth Elemental 3, giving him five dice against the animals.

SMALL TALK (Charisma)

Type: Opposed

Category: Innate

Opposed Roll: Awareness + Intelligence

A character with this Skill is able to start a conversation with just about anyone, setting people at ease with little effort and becoming akin to their best friend in no time at all. It's a good Skill for friendly people to have.

People with this Skill are also able to get others to talk casually about many things without the target realizing that they are talking to a virtual stranger. Characters roll Small Talk + Charisma against the target's Awareness + Intelligence. If they fail then they have not been able to work their way into the target's confidence. If they succeed then they have worked their way into the target's confidence and they can draw out one piece of hidden or secretive information per roll. This Skill will not convince someone to reveal the Top Secret battle plans for tomorrow's war but it will reveal other, less sensitive, though still potentially useful information.

If the target fails, they do not realize that they are being baited. If the target of this Skill succeeds, they realize that they are being probed for information. If the character and target succeed at the same time, the target reveals the information before the target realizes what they have done. How the target reacts depends on the individual, but few people appreciate being used.

SPRINTING (Coordination)

Type: Passive

Category: Innate

Characters with the Sprinting Skill are able to sprint faster than others. Every two levels increases their ground movement by 1 yard per second. A character with Sprinting will still suffer from exhaustion as other characters do, the character is just able to run faster for that burst of speed.

e.g. Dieve Rumbirt has Sprinting at Level 2. His walking speed becomes 2 yards per second, his jogging speed becomes 4 yards per second, he can run at 6 yards per second, and he can now sprint at 8 yards per second. He is a little bit faster than most people.

STEALTH (Coordination)

Type: Active

Category: Innate

Stealth is the ability to move without being seen or heard. When someone attempts to move unnoticed, they roll their Stealth against a Target Number of 7. Their margin of success is added to anyone's Awareness + Perception roll to notice them.

The Target Number for this Skill can alter depending on the circumstances. Walking quietly across a pile of dry leaves is harder than walking quietly over concrete. The exact Target Number is up to the GM.

SWIMMING (Coordination)

Type: Passive

Category: Innate

The Skill Swimming will increase the speed at which characters can swim. The base swimming speed will increase by one yard per second for every two levels in Swimming.

TEACHING (Intelligence)

Type: Passive

Category: Innate

The Teaching Skill is used when teaching someone a Skill. A character with the Teaching Skill may teach any other Skill that they possess at an equal or lower level to someone else (see Learning Studied Skills, pg. 63). If the teacher does not have the Skill Teaching, they must have the Skill they are attempting to teach at one level higher than the pupil is attempting to learn. For example, if a character is attempting to learn History at level 3 from someone that does not have the Skill Teaching, their teacher must have History at level 4.

Furthermore, learning a Skill from someone with the Teaching Skill will reduce the time necessary to learn the Skill. As a passive Skill, this Skill is rarely rolled. It is usually a prerequisite for a teacher when teaching certain Skills at various levels.



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TORTURE (Intelligence)

Type: Active

Category: Innate

Benchmark: Any use of this Skill.

To extract information from a person using pain and psychological manipulation has been one of mankind's darkest achievements. Nonetheless, it is a Skill that has its uses and appears in every society.

The threat of torture is not using the Skill Torture, it is a use of Intimidation. Torture is the actual inflicting of pain and suffering. When characters attempt to extract information from a target using Torture, they roll their Torture + Intelligence against a Target Number of 7. Targets then roll their Resist Pain + Willpower against a Target Number of 7 plus the margin of success of their torturer. If the target succeeds in their Resist Pain roll, they are able to avoid talking and do not reveal the information the torturer is seeking. If they fail, they will answer one question truthfully. For torturers to extract more answers from targets requires another roll by both of them. It should be remembered that the target's roll will be affected by wound penalties.

TRACKING (Perception)

Type: Active

Category: Innate

Benchmark: Tracking a deer in the woods.

Tracking is the ability to follow footprints and other signs of passage in pursuit of a target. The Target Number is based on how easy it is to track the particular creature, how long it's been since the tracks were made and the type of terrain. Generally, larger creatures and softer ground makes it easier to use Tracking. If characters succeed in their roll, they have been able to follow the signs left by the creature and have stayed on its track. If the character fails, they loose the track completely.

If the character is attempting to track a person that is using Camouflage or Tracking to cover signs of their passage, the target's margin of success is added to the character's Target Number.

e.g. Paytor Crel is trying to find out where the Green People he was following have disappeared to. He uses his Tracking to see if he can pick up their trail. The Green People were trying to cover their tracks, and made their Tracking roll by 6. Paytor rolls his Tracking 2 and his Perception 1 against a Target Number of 7, which is increased to 13 because they covered their tracks. He makes his roll and realizes that the Green People are moving south.



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WEAPON SKILL (Coordination)

Type: Opposed

Category: Innate

Opposed Skill: Combat

Weapon Skill indicates how good a character is with a specific weapon. The Weapons Chart (see page 250) lists a number of weapons and the Skill category that each weapon falls into. Several weapons are considered to be under the Learned Weapon category.

A character with a Weapon Skill may choose to use their Skill in the specific weapon instead of their Skill in Melee when attacking an opponent. When using the advanced rules, the Weapon Skill may be used to second the Melee Skill or vice versa, representing the character's greater knowledge with that weapon. This Skill includes both hand to hand weapons and missile weapons.

LEARNED SKILLS

ANIMAL HUSBANDRY (Intelligence)

Type: Active

Category: Learned

Benchmark: Training dogs.

Support Skills: Biology - Fauna, First Aid, Ride

Animal Husbandry is a catch-all Skill that includes the ability to train, breed and care for animals. Breeding an animal is easy if you let nature take its course but sometimes people wish to have their animals exhibit certain traits and behaviours. This is when Animal Husbandry is employed. The individual tries to find two parents that will breed a litter of young that will show the desired traits. The more specific a trait being sought, the harder it is to find proper breeding stock. This is represented by a higher Target Number.

Animal Husbandry also encompasses the ability to train animals. Certain animals are easier to train and respond well to teaching, while others are innately stubborn and refuse to do as asked. Also, certain tricks are harder to teach than others. Teaching a dog to sit is easy when compared to teaching the same dog to fetch the blue stick that's hidden in the backyard. Both the animal and the trick being taught determine the Target Number for this application of Animal Husbandry.

Lastly, Animal Husbandry can be used as veterinarian first aid, caring for sick and injured animals. When a character attempts to care for a sick animal, Animal Husbandry is rolled instead of First Aid.

APPRAISAL (Intelligence)

Type: Active

Category: Learned

Benchmark: Determining the value of a common item.

Support Skills: Finance, Art History, Bartering

With this Skill, characters can evaluate the monetary value of an item. Commonly encountered items are easier to appraise, while extremely rare, specialty items are very hard to appraise. This is reflected by the Target Number that the GM assigns to each item.

When characters successfully roll their Appraisal, they have estimated the market value of the item by +/- 50%, coming closer to market value of the item by 10% per margin

of success. If they fail their roll, they have estimated the value of the item at +/-50%, moving further away from the value of the item by 10% per margin of failure.

e.g. Angro Dreitma is wandering through the marketplace one day, trying to see if he can get his mother something nice for her birthday. He sees a necklace that is being offered for 10 bronze pieces. Dreitma rolls his Appraisal 3 and Intelligence 1 versus a Target Number of 11. He rolls a 15, which means he is within 10% of the real market value of the necklace. He decides it's really worth about 5 bronze pieces. He prepares to Barter with the shop keeper, thinking that he won't pay more than 6 bronze for it.

ARMOURER (Intelligence)

Type: Active

Category: Learned

Benchmark: Making leather armour.

Support Skills: Metallurgy, Weapon Smith

Armourer is the Skill used for the creation of any form of armour, be it a hardened-leather vest, a full suit of plate mail or a Kevlar vest in a high-tech world. The more advanced the type of armour, the higher the Target Number to build it.

When a piece of armour is created, characters roll their Armourer + Intelligence. If the roll equals or exceeds the Target Number assigned by the GM the armour is usable and will perform in battle as well as can be expected. A margin of success of 10+ could mean that the armour is of superior quality and is less likely to fall apart. The GM may assign a bonus to the armour though this is the GM's choice. A margin of success of 20+ should result in the armour having one or more bonuses as the armour is of truly legendary quality.

If the character's roll is less than the Target Number needed to make the armour, the armour is still made but will likely fail in battle, providing less protection than expected. The GM should reduce its Break Point Value. The Break Point Value of common armours can be found on page 250.



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ARTISTIC EXPRESSION (Charisma)

Type: Active

Category: Learned

Benchmark: Any application of this Skill.

Support Skills: Art History, any other artistic expression

Artistic Expression is divided into various sub-skills representing all of the fine arts and other forms of creative expression. This Skill includes, but is not limited to, painting, music, sculpting, writing, and photography. When the character chooses this Skill they must specify which artistic expression it represents.

Artistic Expression may be purchased several times for different Skills. This Skill is special in one regard; success or failure is a subjective thing. In general terms a roll above 7 (the Target Number for this Skill) indicates that the produced piece will be appreciated by most that view it. A roll below 7 will indicate that it is not as highly received. Whether the roll succeeds or not, someone somewhere will like the piece.

The roll doesn't indicate how good the work produced is, just how well received it will be. A higher roll will indicate that it will be better received by a broader market, with a 19+ generally being considered a prized piece and a roll of 30+ indicating a masterpiece that will be celebrated long after the artist's death.

BATTLE TACTICS (Intelligence)

Type: Opposed

Category: Learned

Opposed Skill: Battle Tactics

Support Skills: History, Strategy, Leadership

Battle Tactics represents one's ability to handle troops, supplies and all the elements associated with a battle, large or small. This is a staple Skill for military leaders. When characters employ Battle Tactics, they roll their Battle Tactics + Intelligence opposed by their opponent's Battle Tactics + Intelligence. If they succeed in their roll, they have predicted the most likely course of action that their opponent will take. Characters can alter plans accordingly.

If they fail in their roll, they have failed to guess what their opponent is planning and will likely make plans that are incorrect for the situation. In the meanwhile, their opponent is making a roll of their own. This roll should be made each time one side attempts to outguess the other by changing their battle plan.

e.g. Skor Taran is planning a battle against the Green People. He knows that a large group of Green People

are heading towards his city, and wants to try to beat them off. He rolls his Battle Tactics 3 and his Intelligence 1 against a Target Number of 13. Taran rolls a 14 and decides that he will be able to get the Green People to change direction if he sends a force to attack them from the rear.

If the commander of the Green People makes his Battle Tactics roll, he will realize what Taran is doing and will probably alter his plans as well.

BREAKFALL (Coordination)

Type: Active

Category: Learned

Support Skills: Acrobatics, Martial Arts, Athletics

Breakfall allows characters to lessen the impact from a fall, reducing the amount of damage that they take. When characters fall, they roll against a Target Number of 11. Any margin of success from this roll reduces the amount of damage suffered on a one for one basis. For example, if Skor Taran were to fall 20 yards (potentially taking 20 points of damage), he could try to make a Breakfall roll. Taran gets lucky and rolls 19, giving him a margin of success of 8. Instead of taking 20 points of damage, Taran would only take $20 - 8 = 12$ points of damage. He's still hurt, but not dead...

BUREAUCRACY (Intelligence)

Type: Active

Category: Learned

Benchmark: Dealing with day to day paperwork...

Support Skills: Law, Politics, Body Language, Bribery

Bureaucracy is the ability to deal with any large organization and the departments, subdivisions and routines that few, if any, understand. Any time a character attempts to get a bureaucratic system to work for them, they roll their Bureaucracy + Intelligence against a Target Number. This number is decided by the GM based on how difficult it is to get the organization to do what is being asked of it and how bogged down in paper work the organization is. Trying to get the government to do anything is notoriously difficult.

Characters may choose to specialize in one particular organization. This gives them an increased likelihood that they can bend it to their will.



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CARTOGRAPHY (Intelligence)

Type: Active

Category: Learned

Benchmark: Drawing a map of an island accurately.

Support Skills: Mathematics - Geometry, Area Knowledge, Artistic Expression - Drawing

Cartography represents one's ability to map the land. The level of difficulty in rendering the map is reflected by the amount of information being placed on the map, from simple land masses to a complete, complex map with city streets, alleyways and buildings. If characters succeed in their roll, the map may be used by others to help in navigating through the area. If the roll fails, the map will actually make it harder for others to navigate through the region.

DANCE (Coordination)

Type: Active

Category: Learned

Benchmark: Any use of this Skill.

Support Skills: Other forms of Dance, Artistic Expression - Music

Dance has a variety of specializations that represent each of the major dance types such as Tango, Tap and Ballet. Each dance type must be purchased separately.

A roll above the Target Number indicates that the dance will be appreciated by most that view it, while a roll below will indicate that most won't appreciate it. The roll doesn't indicate how good the work produced is; it will, however, tell how well received it will be. A higher roll will indicate that it will be better received by a broader market. A 19+ generally being considered a prized piece and a roll of 30+ indicating a masterful performance that will be talked about for some time to come.

e.g. Shyla Escevado is performing a dance at a local festival. She rolls her Dance 3 and her Coordination 1 against a Target Number of 7. Shyla rolls a 16; her audience loves her.

DEMOLITION (Intelligence)

Type: Active

Category: Learned

Benchmark: Destroying a small structure like a shed or garage.

Support Skills: Engineering - Civil, Chemistry, Math

Demolition is a dangerous Skill that is used for destroying a structure. Any character may attempt to destroy a building by doing as much damage as possible to it, using explosives or other methods. A character with Demolition however, knows where to apply damage in order to bring down the object quickly and efficiently.

When a character attempts to demolish a structure, they roll their Demolition against a Target Number of $7 + 1/5$ th the Break Point Value of the structure. If the roll succeeds, any damage done to the structure is multiplied by the margin of success, increasing the chances of bringing down a structure with a minimum of damage. If the roll fails, the damage is done as normal, without any modifier.

e.g. Guff Lundvil has Demolition 3 and Intelligence 0 and is trying to bring down a small building. The building has a Break Point Value of 50. Lundvil rolls 2 dice (selling one off to get a +2 to his roll) against a Target Number of $(7 + 1/5$ th of 50) 17. He gets lucky and rolls an 18. Adding the +2 modifier gives him a 20. Lundvil has a margin of success of $(20 - 17)$, 3. This means that the explosives that are being used to bring the building down do three times their normal damage, drastically reducing the building's Break Point Value.

DRIVE (Coordination)

Type: Active

Category: Learned

Benchmark: Driving during a rainstorm

Support Skills: None

Drive is the ability to pilot vehicles. There are different vehicle classes represented by separate sub-skills for Land Vehicles, Water Vehicles and Air Vehicles. High-tech space games may also have Space Vehicles as another sub-skill. Each one represents the ability to pilot that class of vehicle. Knowledge in one sub-skill does not mean characters have any knowledge of the other sub-skills.

When characters are forced into a situation where piloting the vehicle has become difficult, they must roll their

Drive to maintain control of the vehicle. Success means that they remain in control. Failure does not immediately mean that they are going to crash. It does, however mean that they have lost control of the vehicle and unless they make a second roll at the original Target Number +2, they will crash.

ETIQUETTE (Charisma or Intelligence)

Type: Active

Category: Learned

Benchmark: Knowing how to set a "proper" table, placing each and every spoon, fork and knife in the correct spot.

Support Skills: Small Talk, Leadership, Body Language, Area Knowledge, Knowledge of Particular Organization

Etiquette is one's knowledge of how to conduct oneself properly in high society, business and other "delicate" situations. When in a situation where people are attempting to adhere to proper etiquette, such as a royal ball attended by high nobility, characters are required to roll their Etiquette + Charisma or Intelligence against a Target Number. This Target Number should reflect how tightly etiquette is being adhered to and how obscure the particular conventions are; knowing how to address the nobility is easier than knowing how you must style your hair for a particular social function. If characters succeed in their roll they do not have any penalties for interacting with others. If they fail, they make all social interaction rolls at -2 to reflect the fact that they are committing a social faux pas.

If a character completely ignores social etiquette where etiquette is being upheld, the character is at -5 on all social interaction rolls reflecting their gross disregard of proper etiquette.

e.g. Adelan Karistikant, a Pure member of Troupial Dragon, is going to a city council meeting to make a speech. She is looking over her speech when she makes an Etiquette roll. She rolls her Etiquette 3 and her Intelligence 2 against a Target Number of 13. She rolls 14 and realizes that she has forgotten to introduce the people responsible for helping her prepare the speech, a point that the council might take offense to. She quickly adds that information to her introduction.

FARMING (Intelligence)

Type: Active

Category: Learned

Benchmark: Tending a small and varied garden in your backyard.

Support Skills: Biology - Flora

Farming is the ability to tend to plants and ensure that they grow properly. It also represents the proper management of the plants after they are harvested, ensuring that grain is kept safe and usable or that roses stay in bloom. Unless aided by technology, one person can tend to a plot of about 1 or 2 acres in size; for anything larger, they will either need aid from technology or from farmhands.

GMs should assign a farmer's crop a difficulty number based on how difficult it is to tend to the crop being raised, the terrain, weather conditions and the like. The characters then roll to see how well their crop has fared. A success means that most of the crop has grown well and a bountiful harvest results. A failed result means that some of the crop has been lost and the harvest is poor.

FINANCE (Intelligence)

Type: Active

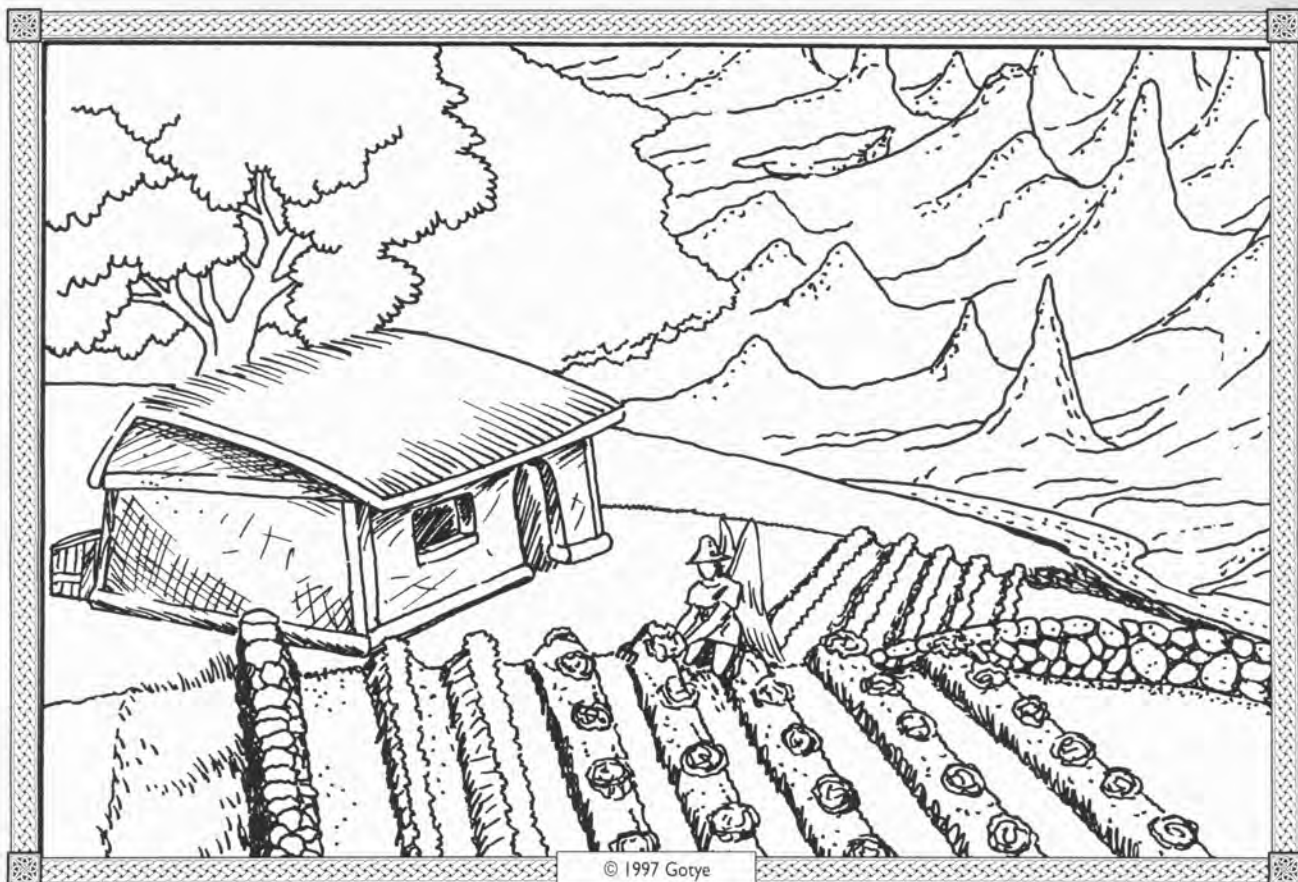
Category: Learned

Benchmark: Any use of this Skill.

Support Skills: Bureaucracy, Mathematics, Bartering, Appraisal

The dangerous world of Finance is one where only the strong survive. When someone attempts to use money to make money, buying and selling stocks, properties and other investments, they roll their Finance Skill. The Target number for the roll is 11 plus the Risk Factor of the investments; -2 for safe investments (4% return), +2 for risky investments (12% return), +5 for high risk investments (20% return) and +8 for dangerous investments (+30% or higher return). For each margin of success, the return on the investment is increased by 1/2%. If the roll is failed, the character loses all the money invested. This represents the fact that it is hard to make money in the world of finance but losing it is terribly easy.

This Skill will also allow the character to decide how risky an investment is and whether the potential return will be worth it.



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FIRST AID (Intelligence)

Type: Active

Category: Learned

Benchmark: Treating a deep, though not severe cut (a Slight Wound)

Support Skills: Biology - Physical Anatomy, Surgery, Medicine, Biology - Flora

This is the ability to treat and stabilize a wound so that it does not worsen. This Skill does not give characters the ability to heal wounds, merely stabilize them until proper medical attention arrives. Whenever characters attempt to treat a wound, they roll their First Aid + Intelligence against a Target Number of 7. The Target Number is modified by any wound penalties that the patient is suffering from. If they succeed, the wound has stabilized and will not worsen for the time being. Furthermore, one die worth of wound penalties may now be ignored, reducing a Slight Wound to no penalty, a Grave Wound to a -1 die penalty and a Devastating Wound to a -3 die penalty.

Characters may use this Skill on themselves, but any wound penalties that they are suffering are doubled when trying to make this roll. If characters fail their roll, at the discretion of the GM, the wound may increase in severity one step.

e.g. Shreet Cardine attempts to treat a Grave Wound. Cardine rolls his First Aid 2 plus his Intelligence 1. He removes two dice for the Grave Wound, meaning he has a -2 modifier to his roll. The Target Number is 7. Cardine rolls an 11, allowing him to stabilize the wound.



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HAND TO HAND (Coordination)

Type: Opposed

Category: Learned

Opposed Skill: Combat

Support Skills: Any Combat Manoeuvres

Hand to Hand is the basic ability to fight with fists and feet in a simple brawl. Hand to Hand enables someone to do any of the Combat Manoeuvres (see page 228), but someone with these Skills will usually be better at it. When in combat without a weapon, a character uses their Hand to Hand Skill to hit a target. This Skill will also make characters more difficult to hit with ranged attacks. See page 214.

LANGUAGE (Intelligence)

Type: Active or Passive

Category: Learned

Benchmark: Holding a simple, yet complete conversation with someone.

Support Skills: Any other language, Language Study

The Learned Skill of Languages is the exact same as the Innate Skill with the exception that it refers to languages that are vastly different from the character's mother tongue, but not alien to the character.

e.g. For people who speak English, French is a Learned Language. It isn't totally impossible to understand someone who speaks in French, but it can be difficult.

LEADERSHIP (Charisma)

Type: Active

Category: Learned

Benchmark: Getting battle ready troops to hold position in front of a cavalry charge.

Support Skills: Battle Tactics, Strategy, Intimidation, Body Language, Law

Leadership is a measure of one's ability to draw out the best in people around you and push them to accomplish more than they are capable of. Furthermore, it is a key in bolstering the morale in the people around you. When a group needs to roll morale, characters with this Skill can roll Leadership + Charisma against a Target Number based on the situation, their reputation as well as other factors. Their margin of success is added to the morale of those around them. Additionally, the GM may choose to subtract any margin of failure if the roll is failed, reflecting that the group has lost faith in their leaders. For the rules on Morale, see page 227.

LIP-READING (Intelligence)

Type: Active

Category: Learned

Benchmark: Understanding a simple conversation

Support Skills: Any Language, Body Language

Lip-reading is the ability to understand what someone is saying by watching their mouth. Most people trained in lip-reading are only able to understand about 40%-50% of what is being said and understand the remaining 50%-60% by making educated guesses based on experience.

Any time characters attempt to understand a conversation by reading someone's lips they roll their Lip-reading + Intelligence. A successful roll indicates they have understood enough to figure out what has been said. A failed roll indicates that they can't quite make out what was said. In most situations the Target Number will be 7, though if someone is talking quickly, mumbling or talking about a rarely discussed topic, the Target Number will increase. Likewise, if the target is attempting to aid the lip-reader by articulating well and speaking slowly, the Target Number will decrease. Characters can lip-read at any distance as long as they can accurately make out the motions of the target's mouth.

LOCK PICKING (Coordination)

Type: Active

Category: Innate

Benchmark: Picking the lock to the door of a house.

Support Skills: Awareness, Engineering

Lock Picking is the ability to open a lock without the combination or key. The Target Number for this Skill depends entirely on the type of lock and can be modified depending on whether or not proper tools are used. A simple, basic lock has a Target Number of 9. Most standard locks have a Target Number of 13-17 while more advanced locks can have Target Numbers as high as 25 or more. Proper lock picks will give characters a modifier of +2 to +6 on their roll.

e.g. Dieve Rumbirt has decided to enter a house and see if there is anything worth stealing. There is a lock on the back door; Rumbirt rolls his Lock Picking 3 and his Coordination 2, trying to make a Target Number of 13. He rolls a 19, barely breaking stride as he enters the house.

MEDITATION (Willpower)

Type: Active

Category: Learned

Benchmark: Any use of this Skill

Support Skills: Martial Arts, Resist Pain, Philosophy

Meditation is the focusing of one's self in an attempt to relax and deal with stress, fatigue and other mental deterrents. Meditation is rolled against a Target Number of 11. When characters succeed, they are considered to have mentally and physically rested for twice the amount of time they meditated.

This means that the character can recover lost Endurance and Wird at a faster rate, reducing the time needed for each recovery plateau by half. Some factors may make meditation more difficult, such as injury, fatigue and distraction due to loud noise.

MELEE (Coordination)

Type: Opposed

Category: Innate

Opposed Skill: Combat

Support Skills: Any specific melee weapon skill

Melee is the general ability to use hand to hand weapons in battle. It is the Skill that is rolled when someone picks up a weapon and attempts to hit a target. With the Melee Skill, characters can use any hand to hand weapon without penalty. This Skill will also help make characters more difficult to hit with range weapons. See page 214.

MISSILE WEAPON (Coordination)

Type: Opposed

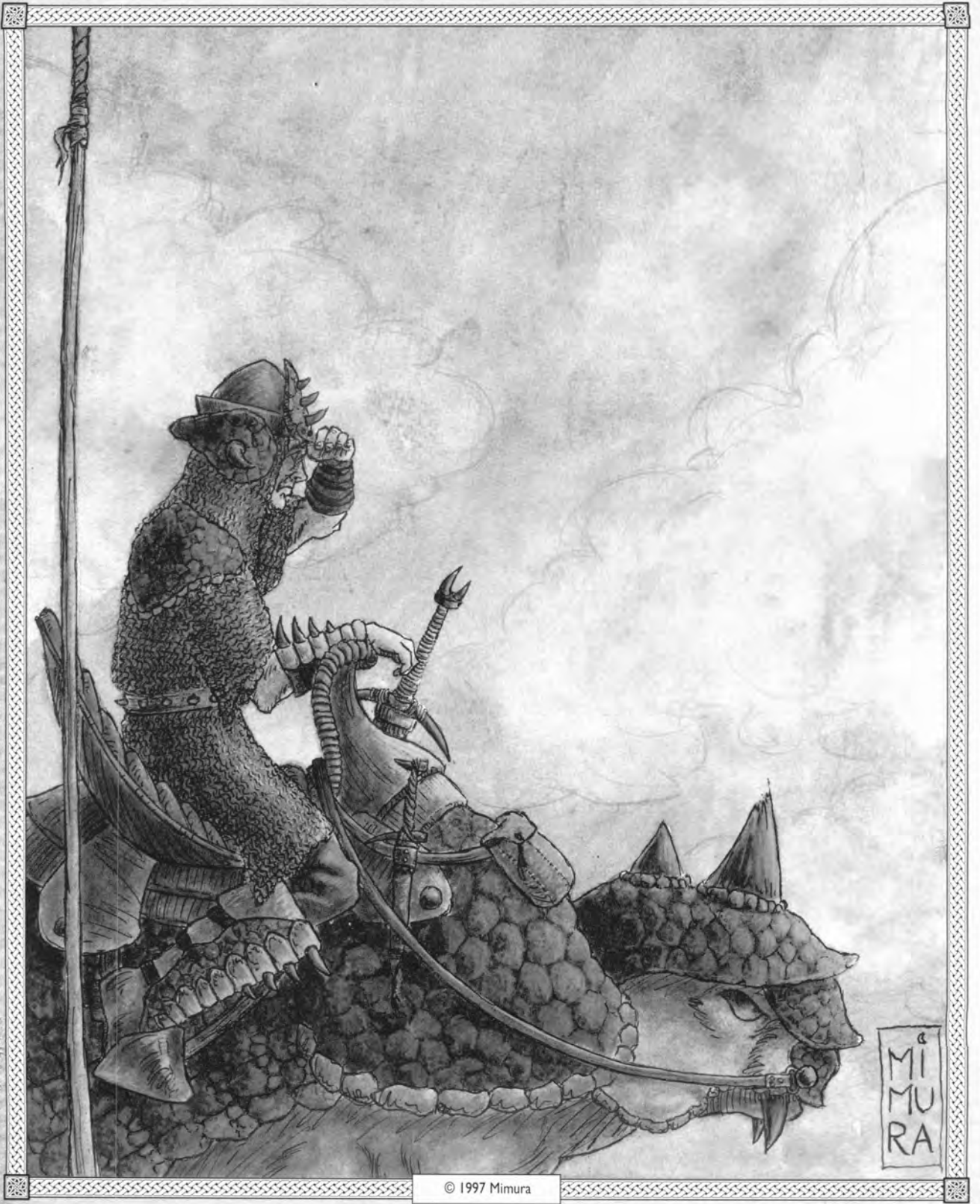
Category: Innate

Opposed Skill: Combat

Support Skills: Any specific missile weapon skill

Missile Weapon is the general ability to use missile weapons in battle, such as a bow, crossbow or sling. Someone with the Missile Weapon Skill can use any ranged weapon without penalty. This is the Skill that is rolled when someone picks up a missile weapon and attempts to hit a target.

PROVIDENCE



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88 Skills

MULTIPLE STRIKE (none)

Type: Passive

Category: Learned

Multiple Strike is a passive Skill that increases the character's Initiative, enabling them to strike faster as well as increasing the likelihood that they will attack more than once in a round. For each level in Multiple Strike, the character adds one to their Initiative roll.

e.g. Petrin Cryckor has Multiple Strike at Level 2. If he gets into a fight, his Initiative roll will be his Coordination 2 + his Multiple Strike 2 + d10. If he rolls a 7 or higher on his d10, he will get two actions in the round.

PICK POCKET (Coordination)

Type: Active

Category: Learned

Benchmark: Taking a wallet out of someone's back pocket

Support Skills: Awareness, Body Language, Acting

Pick Pocket is the ability to take something from someone else without their noticing it. When characters attempt to pick someone's pocket, they roll against a Target Number determined by the GM, reflecting the difficulty involved in taking the object. If they succeed, their margin of success is added to the target's Target Number for their Awareness + Perception roll to see if they notice that their pocket has been picked. If characters fail, they do not get the item they were after and the target may still try to notice the attempt by making an Awareness roll.

RIDING (Coordination)

Type: Active

Category: Learned

Benchmark: Riding a mildly unruly horse.

Support Skills: Animal Husbandry

Riding is a Skill that refers to both riding an animal and an animal-driven vehicle. If the riding animal is well trained, the character need only roll their Riding if they attempt something difficult (e.g. jumping a fence) or anything the animal is not trained to do (e.g. charging into combat on a donkey).

If the animal has not been trained to act as a riding animal, characters must roll their Riding + Coordination or be thrown. This roll might only be necessary every minute if the animal is particularly docile or the roll might be needed every second for a particularly unruly animal such as a rodeo bull.

SHARD POWER CONTROL (Willpower)

Type: Active

Category: Learned

Benchmark: Special

Support Skills: Shard Power: Specific Power

The Skill Shard Power - Control is used only by Shards with a Power that controls something (e.g. Control Flame). This Skill is used when they attempt to use their Power.

SHARD POWER RANGED ATTACK (Coordination)

Type: Opposed

Category: Learned

Opposed Skill: Combat

Support Skills: Shard Power: Specific Power

The Skill Shard Power - Ranged Attack is used only by Shards with a Ranged Attack Power (e.g. Flame Blast). This is the Skill they use to roll to hit with their Power. It can be used with any ranged Power the Shard might have.

e.g. Brend Dialle is trying to protect the walls of Cry-Star from an attack by the Green People. She sees one within range of her Light Blast and tries to hit him. Dialle rolls her Coordination 1 and her Shard Power - Light Blast 3, versus a Target Number of 7. She hits, removing one more opponent from the battle.

SLEIGHT OF HAND (Coordination)

Type: Active

Category: Learned

Benchmark: Trick Shuffle

Support Skills: Pick Pocket, Body Language, Small Talk

Sleight of Hand is the ability to perform various deceptions with hand movements in an effort to accomplish a trick or steal something. Stage magicians and thieves are masters of this Skill. When characters attempt to make use of this Skill, they roll against a Target Number of 7. Anyone attempting to notice that some form of deception is occurring rolls Perception + Awareness against a Target Number of 7 plus the character's margin of success.

STRATEGY (Intelligence)

Type: Passive

Category: Learned

Support Skills: Battle Tactics, Leadership, History, Politics

Strategy represents one's ability to formulate a long term plan of war. Battle Tactics represents one's ability to plan for the battle at hand where Strategy is the ability to plan for the battles of the future.

STREETWISE (Charisma)

Type: Active

Category: Learned

Benchmark: Finding out where to sell stolen goods.

Support Skills: Area Knowledge, Small Talk, Seduction, Body Language, Intimidate

Streetwise is the knowledge of the streets; not the geography of the streets, but the life on them. Streetwise is used for uncovering rumours, learning what's going on and who's in power, among other things. Characters roll their Streetwise + Charisma against a Target Number which reflects how difficult it is to find this information. If they succeed, they find a lead which they can follow and hopefully find what they are looking for. If they fail they get stonewalled by the paranoid denizens of the street that are all too wary of potential cops and setups.

e.g. Angro Dreitma wants to find out where he can sell a bracelet that he took from a local council member. He rolls his Streetwise 3 and his Charisma 1 against a Target Number of 11. He rolls a 13 and soon learns that he needs to go to the business section of the city to see a certain merchant.

SURVIVAL (Intelligence)

Type: Active

Category: Learned

Benchmark: Special

Support Skills: Area Knowledge, Biology - Flora, Biology - Fauna, Trapping

Survival is a Skill with several sub-skills based on terrain, including, though not limited to, Forest, Jungle, Desert, Arctic, Mountain and Swamp. Each one is a separate Skill and must be purchased separately. If characters have one survival Skill (e.g. Survival - Jungle) and need to make a Survival roll in a region other than the one they are trained in (e.g. anything but a jungle setting), the character may roll their Survival +

Intelligence with a -4 modifier. Knowledge of one region does help with another region.

When characters are in any non-civilized region, they must roll their Survival in order to find food, water and shelter. The benchmark for this Skill is different for each region; finding water in a swamp will be far easier than finding water in a desert and knowing which plants are edible in a forest is easier than knowing which plants are edible in a swamp. GMs will have to decide how difficult it is to accomplish something and assign a Target Number. It should be noted that it is risky to attempt this without the Skill as the -4 penalty represents the increased chance of a very poor result. It's very easy for someone to eat a poisonous plant if they don't know any better.

THROWN WEAPON (Coordination)

Type: Opposed

Category: Learned

Opposed Skill: Combat

Support Skills: Any specific thrown weapon skill

Thrown Weapon is the general ability to throw a weapon in battle. It allows the character to use any thrown weapon in combat, be it a throwing axe, dagger, shuriken or rock. The character rolls this Skill plus his Coordination when trying to hit something.

TRAPPING (Intelligence)

Type: Active

Category: Learned

Benchmark: Setting a snare trap for a rabbit

Support Skills: Tracking, Camouflage, Area Knowledge, Biology - Fauna

Trapping is the ability to set traps for any creatures, be they rabbits or people. It also represents the ability to disarm a trap once found. When characters attempt to set a trap for a target, the GM assigns a Target Number based on the complexity of the trap and the difficulty involved in hiding the trap from sight. Characters then roll their Trapping to see if they successfully set the trap. If they succeed, the trap is set; if they fail, the trap is not set properly, or it is exposed to view. Either way, the trap will not work. If characters fail their roll badly, they accidentally ensnare themselves in their own trap.

When Trapping is used to disarm a trap, characters roll their Trapping + Intelligence against a Target Number equal to the Target Number needed to set the trap + the margin

of success the trapper achieved (4 unless otherwise specified). If they succeed, they disarm the trap successfully. If not, they set the trap off and must make a Coordination roll against a Target Number of 13 to avoid being caught in the trap. If they fumble in their attempt to disarm the trap, they will automatically be caught in the trap's effect.

WEAPON SKILL (Coordination)

Type: Opposed

Category: Learned

Opposed Skill: Combat

Support Skills: Similar Weapon Skill, Melee, Martial Arts, Missile Weapons, Thrown Weapons

This Skill functions the exact same way as the Innate Weapon Skill, but Skill is used for weapons that are harder to learn. Weapon Skill is divided into various sub-skills for each weapon type. The Weapons Chart (see page 250) lists a number of weapons and the Skill category that each weapon falls into. Note: This Skill includes both hand to hand weapons and missile weapons.

WEAPON SMITH (Intelligence or Coordination)

Type: Active

Category: Learned

Benchmark: Forging a basic short sword.

Support Skills: Metallurgy, Armourer, Any Weapon Skill

Weapon Smith is used for the creation of weaponry, be it a sword, a war hammer or a simple staff. Most medieval weapons have a Target Number of around 11, with complex or intricate weaponry having a higher Target Number.

When a weapon is created, characters roll their Weapon Smith + Intelligence for complex weaponry; for simpler weapons, Coordination is the Characteristic used. If the roll equals or exceeds the Target Number assigned by the GM, the weapon is usable and will perform in battle as well as can be expected. A margin of success of 10+ could mean that the weapon is of superior quality and is less likely to break, can hold an edge longer or has other advantages. GMs may also assign a bonus to the weapon if they wish. A margin of success of 20+ should result in the weapon having one or more bonuses as the weapon is of truly legendary quality. If the characters' roll is less than the Target Number needed to make the weapon, the weapon is still made but is of inferior quality.



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STUDIED SKILLS

ARCHEOLOGY (Intelligence)

Type: Active

Category: Studied

Support Skills: Art History, History, Area Knowledge

Archeology is the study of past cultures through the relics and treasures left behind. This Skill has various sub-skills based on the major cultures (e.g. Aztec, Egyptian, Roman, etc.) and it covers the study of the history, culture and society of each period.

AREA KNOWLEDGE (Intelligence)

Type: Active

Category: Studied

Benchmark: Knowing where a specific building is (i.e.: fire station, police station and post office).

Support Skills: Other, neighbouring Area Knowledge, Area Study

Area Knowledge is a Skill that reflects a character's geographic knowledge of a specific region, roughly the size of a municipality or a village. The character with an Area Knowledge knows roughly what the street names are, where several buildings are and can generally get around without getting lost. At higher levels, the character knows most of or all of the streets of the region and where interesting little shops are hidden.

AREA STUDY (Intelligence)

Type: Active

Category: Studied

Support Skills: Area Knowledge, History, Language, Politics

Area Study is the study of an area, including its history, culture, geography and politics. Generally, Area Study covers the study of one country, though it may be purchased with a specialization of one particular city (i.e.: Montreal - Canada).

e.g. Adelan Karistikant has the Area Study Skill for Cry-Stār, her city, at level 2. She knows most of the customs, history and politics of the city and is aware of what kind of resources the city has. This does not mean that she knows where the best restaurants are. If there is a restaurant that has a prominent role in the city's history, there is a good chance she knows about it.

ART HISTORY (Intelligence)

Type: Active

Category: Studied

Support Skills: Artistic Expression, History, Archeology

This Skill covers each of the major forms of art, including painting, sculpting, writing, etc., although characters must buy each type of art form separately (ie: Art History - Painting). This Studied Skill covers knowledge of, not only the particular paintings, for example, but the artist who painted it and the artistic movement it belongs to.

BIOLOGY (Intelligence)

Type: Active

Category: Studied

Support Skills: Chemistry, Math, Physics, Medicine, the other Biology categories

There are three main types of Biology, each of which must be purchased separately; Physical Anatomy, Fauna and Flora. Physical Anatomy is the study of one animal form (usually human), and how each body part functions. Fauna covers the study of the animal kingdom in general. Flora covers the study of plant life, how the systems work, and how they live.

e.g. Shreet Cardine has Biology - Flora at Level 2. This gives him a basic knowledge of plant life, and gives him a roll versus a target number of 11 to know specific information about common plants.

CHEMISTRY (Intelligence)

Type: Active

Category: Studied

Support Skills: Biology, Math, Physics, Medicine

Chemistry is the study of chemicals and their reaction when combined together. Chemistry may be purchased with a specialization including, though not limited to Biological Chemistry, Explosives and Molecular Chemistry.

CRYPTOGRAPHY (Intelligence)

Type: Active

Category: Studied

Support Skills: Math, Language, Language Study

Cryptography is the study of encrypting and deciphering codes. Rarely possessed by anyone but an Intelligence Operative or a crossword puzzle fanatic, this skill is vital in working with coded messages.

The more difficult the code, the higher the Target Number the character will have to roll against.

ENGINEERING (Intelligence)

Type: Active

Category: Studied

Support Skills: Math, Physics, Law, Chemistry

Engineering is the knowledge of physics when applied to the building of complex structures, including buildings, cars, computers or molecules. The skill is divided into separate sub-skills, including but not limited to Civil Engineering (buildings and roads), Electrical Engineering, Mechanical Engineering and Computer Engineering. This skill is vital to ensure that the item being constructed can perform properly and safely.

HERALDRY (Intelligence)

Type: Active

Category: Studied

Support Skills: Cryptography, History, Art History, Area Study, Politics

Heraldry is the study of the symbols used in family crests, flags and the like. Besides enabling characters to recognize crests, this skill allows some insight on the bearer of the symbol. Great care and thought is put into the construction of these insignia.

e.g. Feranc Alodan has Heraldry at Level 2. She is watching a public meeting between several cities and tries to identify the flags that are present. She gets to roll her skill versus a Target Number of 11; she probably won't recognize all of them.

HISTORY (Intelligence)

Type: Active

Category: Studied

Support Skills: Archeology, Art History, Area Study, Languages

History is the study of events in the past. When it is purchased, a specific time period may be chosen as a specialization. Additionally, the character may choose to specialize on one geographic region.

LANGUAGE (Intelligence)

Type: Active or Passive

Category: Studied

Benchmark: Holding a simple, yet complete conversation with someone.

Support Skills: Other Languages, Language Study

The Studied skill of Languages is the exact same as the Innate Skill with the exception that it refers to languages that are completely alien to the character's mother tongue. Sign Language is considered a Studied Language Skill.

LANGUAGE STUDY (Intelligence)

Type: Active

Category: Studied

Benchmark: Understanding the basic grammar of a language

Support Skills: Any Language skills, other Language Study skills.

Language Study is the study of the structure, grammar, vocabulary and spelling of a language. Each Language Study covers one language and must be purchased several times to cover different languages.

LAW (Intelligence)

Type: Active

Category: Studied

Support Skills: Politics, Body Language, Oratory, History

The study of law is the study of the intricate and complex system of rules established and enforced by society. There are a number of different specialties of law, such as corporate law, civil law, criminal law, divorce law and many more.

MARTIAL ARTS (Coordination)

Type: Opposed

Category: Studied

Opposed Skill: Combat

Support Skills: Melee, Combat Manoeuvres, Resist Pain, Meditation, Philosophy

Martial Arts is a general Skill that includes all the established forms of martial combat, ranging from Karate to boxing to Ninjitsu to Savate and so on. Characters with the Martial Arts Skill use it in hand to hand combat instead of the Hand to Hand skill. When a character purchases Martial Arts, they must select a Hard, Hard/Soft or Soft style. Martial Arts will also make characters more difficult to hit with ranged attacks.

A Soft Martial Art is one that focuses on holds and throws rather than strikes and blows. A Hard/Soft Martial Art is one that is designed to present a balance between attack and defense. A Hard Martial Art is one that focuses on strikes and doing large amounts of damage. Characters can select three Combat Manoeuvres and one other skill that can be used with their Martial Arts.

After a style is selected, characters must then select three Combat Manoeuvres that are part of their Martial Art. In order to have a Martial Art with more manoeuvres, the Martial Art must be paid for again. Characters may purchase any or all of the Combat Manoeuvres, but only those linked to their Martial Art will benefit from the Martial Arts bonuses and be able to use Martial Arts as a Secondary Skill.

The Martial Arts bonus for each style is simply determined by finding the character's rank in Martial Arts and cross referencing it with their style on the chart below.

Martial Arts

Rank	Hard			Hard/Soft			Soft		
	Dam	Def	Other	Dam	Def	Other	Dam	Def	Other
1	+1	0	-	+1	0	0	0	0	+1
2	+2	0	-	+1	+1	+1	+1	+1	+2
3	+3	+1	-	+2	+1	+1	+1	+1	+3
4	+5	+1	-	+3	+2	+2	+2	+2	+5
5	+8	+2	-	+5	+3	+3	+3	+3	+8
6	+13	+3	-	+8	+5	+5	+5	+5	+13

Dam = Bonus to the amount of damage done by an attack. It is also the amount added the character's Multiple Strike skill for determining the number of actions per round.

Def = the bonus to the character's roll when attempting a Dodge or Parry

Other = the bonus to the character's margin of success for Disarms, Grapples and Throws.



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MATH (Intelligence)

Type: Active

Category: Studied

Support Skills: Physics, Philosophy, Finance and other applications where Math applies

Math is a broad term for the study of numbers and calculations. Several specializations may be purchased, including, though not limited to, Probabilities, Statistics and Geometry.

MEDICINE (Intelligence)

Type: Active

Category: Studied

Support Skills: Surgery, First Aid, Biology - Physical Anatomy, Chemistry

Medicine is the broad study of the medical field, such as diagnosing and curing illness, as well as the study of medicines. The more obscure the disease or injury observed, the higher the Target Number the character will have to roll. Access to reference libraries will help the character's roll.

METALLURGY (Intelligence)

Type: Active

Category: Studied

Support Skills: Chemistry, Armourer, Weapon Smith, Physics

Metallurgy is the study of metals and their properties. It helps one understand the strengths and weaknesses of a metal. Furthermore, it also gives one an understanding of how to mix metals and other ingredients to get altered metals, such as carbon steel.

PHILOSOPHY (Intelligence)

Type: Active

Category: Studied

Support Skills: Language Study, Psychology, History, Artistic Expression - Writing

Philosophy is the study and analysis of thought, such as the nature of the universe, the meaning of life and other intellectual theories. The study of philosophy often aids one in thinking of the universe in different ways, giving people a new perspective. Religious beliefs can be thought of as philosophies.

PHYSICS (Intelligence)

Type: Active

Category: Studied

Support Skills: Math, Chemistry, Philosophy

Physics is the study of the forces of the world, such as gravity, velocity and the like. This Skill may be purchased with a specialization including Nuclear Physics, Gravitational Physics and Particle Physics

POLITICS (Intelligence)

Type: Active

Category: Studied

Support Skills: Law, Area Study, History, Body Language

Politics is the study of political systems and the machinations involved in the subtle world of politics. There are several specializations based along political ideals such as Democratic, Fascist, Communist, Machiavellian and the like.

e.g. Feranc Alodan has Politics 3. She often uses her skill to determine who are the people she should speak to if she wants to improve her position in court.

PSYCHOLOGY (Intelligence)

Type: Active

Category: Studied

Support Skills: Philosophy, Body Language, Medicine

Psychology is the study of the human mind, the study of how and why we think certain ways. Psychology does not enable a character to know what a person is thinking, but with enough study, an educated guess may be made.

RESIST PAIN (Willpower)

Type: Active

Category: Studied

Benchmark: Resisting a Slight wound.

Support Skills: Martial Arts, Meditation, Philosophy

Characters trained in the resistance of pain are able to block pain from their mind and focus beyond the suffering. This does not in any way make the character more immune to disease or injury; it merely means that the character can ignore the pain associated with these things. Characters

with this Skill are able to ignore the effects of torture better than most.

When used to ignore the effects of an injury, characters must roll against a Target Number of 7. The Target Number is modified by any wound penalties characters are suffering from. If successful, they have been able to block some of the pain and they are able to ignore one die of the wound penalty. This reduces the effects of a Slight wound to no penalty, a Grave Wound to a -1 die penalty and a Devastating wound to a -3 die penalty. Furthermore, characters with Resist Pain may add their level in Resist Pain to their Constitution when rolling to avoid being stunned or knocked out when they take a Devastating wound. Resist Pain can't be used when the characters slip into negative body.

e.g. Hane Lynnix has the Skill Resist Pain. In a fight with some bandits, he takes a slight wound due to a sword blow. He rolls his Resist Pain 2 plus his Willpower 1 versus a total Target Number of 7 plus the wound modifier. He rolls 11 and suffers no penalties when trying to return the favour.



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SURGERY (Intelligence)

Type: Active

Category: Studied

Benchmark: Treating and healing a Slight wound.

Support Skills: First Aid, Biology - Physical Anatomy, Medicine, Awareness

Surgery is the ability to treat and heal injuries. When characters use Surgery to heal a wounded character, they roll against a Target Number of 7. The Target Number is modified by any wound penalties the patient has when the surgeon is attempting to combat the injury.

A successful roll indicates that the wound will heal as if under hospital conditions. If the surgery roll is failed, the wound heals as if under field conditions, taking twice the time to heal. GMs may choose to increase the severity of the wound by one category. Healing rates are given on page 228.

WIRD LORE (Intelligence)

Type: Active

Category: Studied

Support Skills: History, Any other Wird Skill

Wird Lore is the study of the infinite possibilities involved with Wird. The study of Wird alone does not give one the ability to cast spells. One must have a high Aura and the five other Wird skills in order to wield Wird energies. Wird Lore grants one the understanding of the theoretical principals behind Wird and its uses. It also gives an understanding of the history, development and other aspects of Wird.

A full explanation of the spell system can be found starting on page 150.

WIRD - CASTING

(Depends on Wird distinction. See page 150)

Type: Active

Category: Studied

Support Skills: Any Wird Skill

Wird Casting is the understanding and knowledge of how to control the Wird energies around the character in an attempt to cast a spell. This skill is described in full detail in the chapter on spells (see page 152).

A full explanation of the spell system can be found starting on pg. 150.

WIRD - AIR

(Depends on Wird distinction. See page 150)

Type: Active

Category: Studied

Support Skills: Any Wird Skill

The study of the elemental aspect of Air magic is the study of how to control and manipulate the energies of Wird over great distances. For most, Wird is a foreign thing that they do not understand. Most assume that they can only control that which is near them. The study of Air teaches practitioners of Magic how to control Wird over a distance by manipulating the forces of Wird around them.

A full explanation of the spell system can be found starting on page 150.

WIRD - EARTH

(Depends on Wird distinction. See page 150)

Type: Active

Category: Studied

Support Skills: Any Wird Skill

The study of the elemental Earth aspect of Wird is the study of how to prolong the effects of Wird. This skill aids one in understanding why the energies of Wird dissipate and how one can prevent this, or at the very least prolong a spell's duration.

A full explanation of the spell system can be found starting on pg. 150.

WIRD - FIRE

(Depends on Wird distinction. See page 150)

Type: Active

Category: Studied

Support Skills: Any Wird Skill

The study of the elemental Fire aspect of Wird is the study of the damaging, chaotic aspect of Wird. For a Wird user, it is the skill used to determine the damaging affect of the spells one casts. The Wird Casting Skill is used as a Secondary Skill for this Skill.

A full explanation of the spell system can be found starting on pg. 150.

WIRD - WATER

(Depends on Wird distinction. See page 150)

Type: Active

Category: Studied

Support Skills: Any Wird Skill

The study of the elemental Water aspect of Wird is the study of the focus and directing of the Wird energies. This skill aids one in the understanding of how to direct the energies of Wird at a specific target. The Wird - Casting spell is used as a Secondary Skill.

A full explanation of the spell system can be found starting on page 150.

CHAPTER SUMMARY

Skills are divided into three categories; Innate, Learned and Studied. The categories deal with how easy it is to learn a Skill. Innate Skills are very easy to learn, Learned Skills are more difficult and Studied Skills are the most difficult.

There are three types of Skills, Passive, Active and Opposed. The Skill types deal with how the Skills are handled during the game. Passive Skills supplement actions and are rarely rolled, Active Skills are used when attempting to overcome a situation, while Opposed Skills are used when attempting to overcome an opponent.

There are six levels of Skills, ranging from 1 to 6. The higher your Skill level, the better you are at the Skill. Each level gives you one die that you can use when trying to roll a Skill.

INNATE SKILLS

Acrobatics
Acting
Athletics
Awareness
Bartering
Body Language
Bribery
Camouflage
Charm
Climbing
Combat Manoeuvre - Charge
Combat Manoeuvre - Disarm
Combat Manoeuvre - Dodge
Combat Manoeuvre - Grapple
Combat Manoeuvre - Parry
Combat Manoeuvre - Strike
Combat Manoeuvre - Throw
Concealment
Disguise
Escape Artist
Flight
Gambling
Imitation
Intimidation
Jumping
Language
Oration
Quick Draw
Running
Scavenging
Shard Power - Specific Power
Small Talk
Sprinting
Stealth
Swimming
Teaching
Torture
Tracking
Weapon Skill

LEARNED SKILLS

Animal Husbandry
Appraisal
Armourer
Artistic Expression
Battle Tactics
Breakfall
Bureaucracy
Cartography
Dance
Demolition
Drive
Etiquette
Farming
Finance
First Aid
Hand to Hand
Language
Leadership
Lip-reading
Lock Picking
Meditation
Melee
Missile Weapon
Multiple Strike
Pick Pocket
Riding
Shard Power - Control
Shard Power - Ranged Attack
Sleight of Hand
Strategy
Streetwise
Survival
Thrown Weapon
Trapping
Weapon Skill
Weapon Smith

STUDIED SKILLS

Archeology
Area Knowledge
Area Study
Art History
Biology
Chemistry
Cryptography
Engineering
Heraldry
History
Language
Language Study
Law
Martial Arts
Math
Medicine
Metallurgy
Philosophy
Physics
Politics
Psychology
Resist Pain
Surgery
Wird Lore
Wird - Casting
Wird - Air
Wird - Earth
Wird - Fire
Wird - Water

SAMPLE CHARACTER CREATION

Let's give our characters Skills. Remember, Ryth Higgai is a low level scout, while Jone Philemon is a medium level historian. Their Skills should reflect this. Let's take care of Higgai's Skills first.

The cost of the Skill will be to the right of the Skill, while the level of the Skill will be shown to the left of the Skill.

RYTH HIGGAI

Higgai has 50 points in Skills, and her Skill list is as follows.

- 2 Area Knowledge - City (3)
- 2 Awareness (3)
- 2 Bartering (3)
- 2 Biology - Flora (3)
- 2 Body Language (3)
- 2 Dodge (3)
- 1 Farming (1)
- 2 First Aid (3)
- 1 Gambling (1)
- 2 Hand to Hand (3)
- 3 Shard Power - Light Blast (6)
- 3 Stealth (6)
- 2 Streetwise (3)
- 2 Survival - Woods (3)
- 2 Tracking (3)
- 2 Trapping (3)

All of Higgai's Scout Skills are at a professional level, indicating that she is competent. She can also handle herself in a fight, although that isn't her specialty.

JONE PHILEMON

Philemon has 70 points he can use in Skills. They are as follows:

- 2 Area Knowledge - city (3)
- 1 Art History (1)
- 1 Awareness (1)
- 2 Bartering (3)
- 1 Bribery (1)
- 2 Charm (3)
- 3 Etiquette (6)
- 3 History (6)
- 2 Philosophy (3)
- 2 Politics (3)
- 1 Survival (1)
- 3 Wird Lore (6)
- 3 Wird - Casting (6)
- 3 Wird - Earth (6)
- 3 Wird - Air (6)
- 3 Wird - Fire (6)
- 3 Wird - Water (6)
- 2 WS - Staff (3)

Philemon has all his magic Skills at level 3, which is necessary for a level 3 spell caster. His History knowledge is professional, but not outstanding. Philemon is good at a quite a few things, but not an expert at any of them. He is capable of handling himself in a lot of different situations. This totals 70 points.



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PROVIDENCE



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100 Powers

It got hairy after that. I'd never fought Green People before and now that I have, I've no real desire to repeat the experience...

Skor Taran ducked behind the boulder. "Another one down," he said. "Another 100 to go." His magical flame armour was creating a patch of scorched earth where he crouched.

"There aren't that many," Paytor Crel said from the cave entrance, about 20 feet away. He kept scanning the terrain. "Maybe 12. There'll be more." Their position was good, all things considered. There was a clearing of about fifty feet around the cave's entrance, which was just enough to let them shoot down anybody charging. Unfortunately, it wasn't enough to prevent the Green People from using the woods as cover as they fired arrows back at the group.

Braktooth grumbled from the cave entrance. "If there are only a few, we should clear them out before their friends come," he said, hefting his massive Drummer's Hammer.

"Not a good idea," Crel said. "The woods are the last place we want to fight them." The Hawk's eyebrows suddenly pricked up. "I'll be back." He disappeared into the deep cave.

"Back from where?" Cardine asked Crel's back. "If we stay here, we'll be butchered," he said, turning to Braktooth. Taran popped up and fired two blasts of flame into the jungle. Suddenly Taran dropped down, clutching his side.

"Skor!" Braktooth shouted. He started to move, but the Rat cut him off.

"No, you stay here. Tell me if they move up." With that, Cardine popped out of the cave and scurried the few feet to the Eagle's side.

Taran was cursing steadily when the Rat arrived. "Stupid to be that careless."

"What happened?"

"Two arrows, one in the shoulder, the other in the side."

"Where are the arrows?" Cardine asked, looking quickly.

"Wooden arrows, flame armour. You figure it out," Taran replied.

"Turn off your armour," Cardine said hurriedly. "I can't heal you with it on." Once the flame vanished, Cardine laid his hands on Taran's shoulder. A glow started at his delicate hands, then covered Taran's torso. The light flashed for a second, then disappeared.

"Wow," Taran said. "Thank you." He flexed his shoulder. "That feels a lot better."

"Company!" Braktooth shouted. Taran scrambled to his feet to see three Green People charging his position. He pointed and a burst of flame engulfed the lead tribesman, who screamed and dropped to the ground. The second met a similar fate. While he was adjusting to shoot the third one, an arrow hit Taran's shoulder. Before the pain had a chance to overcome him, he once again felt the Rat's hand on his back and the pain disappeared. He blasted the third tribesman just before he got around the rock. Braktooth arrived in time to throw the charred body off to the side.

"We need a way out of here soon," Braktooth muttered.

"We can't all fly, and they'd shoot us down before we got very far," Taran said. "Any ideas?"

The Gargoyle shrugged. "Nope." He kept watching the forest.



POWERS

One thing that makes heroes in any genre special is their ability to do things that others can't. The ability to fly, to be able to lift enormous weights or to turn oneself into a being of fire are examples of things that have inspired imaginations for centuries.

In this system, there are people who have the ability to wield Wird naturally, without any form of training or education in its use. These people, known as Shards, can have tremendous power. Their range

of effects is often very limited though, usually to one or two. Shards are incapable of learning Spell casting.

Shard Powers are structured along a Tier system, ranging from one to 10 with 10 being the most powerful. The structure of all Powers is based along the following Power Chart, with slight modifications for specific Powers. These modifications are listed in their descriptions.

It should be noted that Aura will make a difference to the Tier levels of a Shard. Characters with Aura 2 will have their Powers increased one Tier. If they have Aura 3, their Powers shift up two Tiers. If they have negative Aura, their abilities will shift down a Tier for each negative Aura they have.

Power Chart

Level	Point Cost	Damage	Defenses	Wird Effect	Move
Tier 1	10	1	1	1	1 / second = 2 mph
Tier 2	20	4	3	3	4 / second = 8 mph
Tier 3	30	9	7	6	9 / second = 20 mph
Tier 4	40	16	12	10	16 / second = 35 mph
Tier 5	50	25	19	15	25 / second = 50 mph
Tier 6	70	36	27	21	36 / second = 75 mph
Tier 7	90	49	37	28	49 / second = 100 mph
Tier 8	110	64	48	36	64 / second = 130 mph •
Tier 9	130	81	60	45	81 / second = 165 mph
Tier 10	150	100	75	55	100 / second = 205 mph
Tier 11	*	121	90	66	121 / second = 250 mph
Tier 12	*	144	108	78	144 / second = 300 mph
Tier 13 *	-	-	127	91	-
Tier 14 *	-	-	147	105	-
Tier 15 *	-	-	169	120	-

Cost = The Power Point cost for purchasing this Tier; you pay the difference when increasing a Power from one Tier to the next

Damage = The default maximum damage for this Tier. This is the square of the Tier level.

Defenses = The amount of armour against Hard and Soft damage that this Tier provides. This is 75% of the Damage table.

Wird Effect = The amount used for several miscellaneous and Wird-based Powers. This is the Additive Table.

Move = The amount of movement granted by this Tier.

* Tier 11 and Tier 12 Powers cannot be purchased. They are only possible if a character has a Tier 10 Power and an Aura of 2 or 3 (see page above)

* Certain types of magical armour and increased senses allow for Tiers above Tier 12. As such, the Tiers for the Defense and Wird Effect ratings for Tiers 13 to 15 have been listed.

• Tier 8 movement is equivalent to Terminal Velocity, the fastest a free-falling object can move. Objects can move faster when falling if one propels them, but something which is falling naturally will achieve a maximum speed of about 125 mph, or 64 yards per second.

WIRD COST

When Shards utilize their Powers, they expend an amount of Wird based on the Tier level they use their Power. Several Powers, referred to as Action Powers, can be used several times in a round. Each use of the Power drains Wird. The other Powers, referred to as Effect Powers, can be maintained over a longer period of time and drain Wird for each round they are used.

Shards are able to reduce their power output and make their Powers less draining, an advantage that magicians don't have. The amount of Wird spent at the maximum level characters have a Power is the Power's maximum Tier. If characters reduce their power level, the Wird cost for the Power is the maximum level divided by two per level reduced. The results are always rounded up and there is a minimum cost of 1 point of Wird whenever a Power is used.

- Max level = the Tier level character has Power at
- If less than maximum power is used = max power level / (2 x (max level - level used))

e.g. A character with a Tier 5 Fire Blast would have a base cost of 5 Wird. Their Wird cost at maximum power would be 5 points of Wird. They would use 3 points of Wird ($5 / (2 \times (5-4))$ or $5/2$, rounding up) when reducing their Power by one level to Tier 4. If they reduce their Power by two levels, to Tier 3, they would use 2 points of Wird ($5 / (2 \times (5-3))$ or $5/4$, rounding up). Likewise, reducing the effective level of the Power by three levels to Tier 2 would use 1 point ($5/6$ rounding up). The minimum Wird cost for any Power is 1 point. Therefore, if the character in the example above used their Power at Tier 1, it would cost the same as using the Power at Tier 2, 1 point ($5/8$ rounding up).

The exception to this cost structure is any armour Power. The cost for these Powers is calculated in the same way as other Powers using the above formula. This cost is divided by an additional two, rounding up. This is because magical armours are less draining on the character.

e.g. A character with Air Armour at Tier 5 would spend $(5/2) = 3$ points at full power, $(5/4) = 2$ at Tier 4 and $(5/6) = 1$ at Tiers 3 and below. The minimum is still 1 point per round.

For Wird Recovery rates, see page 228.



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POWER GROUPS

Powers are divided into different groups which are based upon the same basic element/principle. Players choose one grouping for their PCs. Players can take any Power they choose, but if they wish to take a Power from a different category than their main grouping, they must spend an extra 10 Power Points. This reflects the fact that most Shards of Providence possess Powers that are all similar in elemental effect. The Power chosen can, if desired, then bear the special effect of the character's main grouping. Each Power, unless otherwise specified, has an effect that is obvious to sight and sound.

e.g. Vinon Ryad is an Air-based Shard. If he wanted to choose the Power Create Darkness from the Darkness grouping it would cost him an extra 10 points. He could, if he wished, have the effect of the Darkness be fog. This would fit into his main special effect of Air.

The various groupings and their Powers are below.

AIR

Air Armour, Air Sphere, Control Air, Flight, Gaseous Form, Tornado, Vacuum, Wind, Wind Force, Wind Wall

ADHESION / FRICTION BASED

Adhesion, Reduce Friction

ALTER BODIES – OTHER

Change Shape, Decay, Heal, Illness, Increase / Decrease Density, Increase / Decrease Size, Modify Characteristic, Vampiric Touch

Alter Bodies – Own – Armour, Change Shape, Increase / Decrease Density, Increase / Decrease Size, Leaping, Modify Characteristic, Natural Body Attacks, Regeneration, Running

COLD BASED

Body of Ice, Cool Area, Freeze Object, Ice Armour, Ice Blast, Resist Cold, Wall of Ice

DARKNESS BASED

Create Darkness

EARTH BASED

Body of Earth, Control Earth, Earth Armour, Earth Blast, Earthswim, Earthquake, Wall of Earth

ELECTRICAL BASED

Body of Electricity, Control Electricity, Electrical Armour, Electrical Blast

FIRE BASED

Body of Fire, Control Flame, Flame Armour, Flame Blast, Flame Sphere, Resist Flame / Heat, Wall of Flame, Warm Area

LIGHT BASED

Invisibility, Light Armour, Light Blast, Light Control

NATURAL FLIGHT

Glider Membranes, Wings

SENSE

Increased Senses, Altered/Inhuman Senses

SOUND BASED

Sound Armour, Sound Blast, Sound Control, Sound Suppression

WATER BASED

Control Water, Create Water, Liquid Form, Swimming, Wall of Water, Water Armour, Water Blast

WIRD BASED

Wird Armour



POWER DESCRIPTIONS

For each Power listing, there are various terms which describe the Power. The first is the Area. This describes the area of effect for the Power. An area of effect of Target will only affect one specific target and nothing else. Likewise, an Area of Self will only affect the character using the Power. This Power cannot be used on anything or anyone else. Otherwise, if an area is specified, anything within the area is affected by the Power.

The next term used is Range. This is the short range of the Power, the range which does not incur any To Hit penalties. If the range of the Power is Contact, than the Power may not be used at range. The character must touch the target for the Power to take effect. In a combat situation, this may require a successful Hand to Hand roll. There is a +3 bonus to the character's roll as it is easier to touch a target than to land a solid, damaging hit. Contact, however, refers to skin to skin contact; any amount of non-natural armour will block the effect of this Power; so contact might be impossible based on the clothing a person is wearing.

The next set of descriptions is the Type of Power. This includes three factors. The first factor is whether or not the Power is a Control Power or a Ranged Power. This simply determines which Shard Power Skill the Power falls under;

Control or Ranged Attack. The second factor is whether or not the Power is an Action Power or Effect Power. An Action Power uses Wird each time the Power is used while an Effect Power expends Wird each round that it is maintained. The last factor is whether the Power is an Elemental or Wird Power. Elemental Powers have some physical basis in one of the elements and they affect things physically. Elemental attacks are reduced by armour and physical attacks will be stopped by Elemental protection. Wird-based Powers are pure magical powers that are not affected by the physical world. Armour will offer no protection against Wird attacks and Wird armour will offer no protection from physical attacks.

Under the descriptions of some Powers, it will say that the Power has the ability to counteract another ability. This will mean that the Tier level of the Power will be subtracted from the Tier level of the Power it is opposing. If the Power is trying to counteract a Spell, then look at the level of the Power under the Wird Effect column. That number is the amount of Wird that the Power will counter. It is compared to the Wird for the Level of the Spell; if the Wird for the Power is higher, it negates the Spell. If not, the Spell is unaffected.

e.g. Vinon Ryad has the Power Air Sphere at Tier 6. This allows him to counter other Air-based Powers. Rieke Hydrik has the Power Wind Force at Tier 5. If he tries to use this Power on Ryad, Ryad will counter the Power. The Air Sphere is Tier 6; since the Wind Force is a lower Tier, it is reduced to nothing.

Should Ryad face a Spell caster who tries to cast Blast of Air (a Level 3 Spell) at Ryad, then this is what would happen. Ryad's Air Sphere is equivalent to 21 under the Wird Effect column. Looking at the Magic Chart (page 152), a Level 3 Spell is equivalent to 9 under the Wird Effect column. The Spell would have no effect.

POWER MODIFIERS

Each Power may be slightly modified from the standard base Power. These various Power modifiers are listed below. Each beneficial modifier costs a minimum of 10 Power points. Each hampering modifier saves 10 points; a Power can't have its cost reduced to zero, whatever the modifiers on it.

INCREASED RANGE

This doubles the range of the Power. This modifier may be purchased multiple times, increasing the range greatly. Powers with the range of Contact may not have their range increased.

INCREASED AREA

This doubles the area of effect for a Power. If the Power has an area of effect of Target, then this modifier gives it a 1 yard diameter area of effect. This may be purchased multiple times, increasing the area of effect. Powers with an Area of Self may not have their Area increased.

PERMANENT

This modifier means that characters have their Power on all the time and it does not drain Wird when used. This modifier may be purchased for any Power; but it should be understood that Permanent means exactly that; the Power is always active. If characters have the modifier of Permanent for their Flame Blast, they are constantly projecting flame and cannot stop it no matter what they do.

REDUCE WIRD DRAIN

This modifier makes the Power less draining on the character. Their Wird expenditure for the Power is reduced by half. There is a minimum of 1 Wird spent. Unlike Always On, this modifier still allows characters to turn their Power off.

LINKED TO CIRCUMSTANCE

This reduces the cost of a Power by 10 points for each condition that characters must meet in order to use their Power. GMs are encouraged to regulate this modifier to avoid abuse. Examples of Linked to Circumstance include things like characters performing intricate hand movements to be able to use their Flame Blast. This could reduce their Initiative when using this attack (up to GM) and also prevents characters from using their blast when their hands are incapacitated. There is a recommended limit of one circumstance per Power.

UNRELIABLE

This reduces the cost of the Power by 10. Characters with this modifier don't have perfect control over their Power and they are sometimes unable to call upon their Shard Power. Each time they wish to use their Power, they must roll their Willpower against a Target Number of 7. If they fail this roll, their Power fails to activate (and they do NOT expend any Wird). If they succeed, they can use their Power as normal.

CONCENTRATION

This reduces the cost of any Action Power by 10. This limitation forces characters to concentrate before being able to use their Shard ability. When they wish to use their Power, they begin to use their Power on their normal Initiative, but the effect of their Power occurs on their Initiative -3. If their concentration is broken during this time, their Power will not take effect and they WILL expend Wird as if they had used the Power. Breaking concentration includes taking any damage or undertaking any abortive action (i.e.: dodging an attack).

AIR BASED

AIR ARMOUR

Shards with this Power are able to create a form of solid air around their bodies that will protect them from attacks. This solid air is actually air moving at drastic speeds in a very tight area.

Area: Self

Range: NA

Power Type: Control / Effect / Elemental

This Power gives characters armour of an equivalent Tier to the Defenses rating on the Power Chart. This armour is less effective against certain types of attacks. It has modifiers which are listed below as a bonus or penalty in the equivalent Tier when referring to the Power Chart.

e.g. Vinon Ryad has Air Armour at Tier 3 and is attacked by someone using a Sound-based attack. Ryad is considered to have Tier (base 3 + 2 versus Sound-based attacks) = Tier 5 armour against the attack, offering an amount of protection equal to Tier 5 on the Power Chart. If Ryad were to be attacked by someone using a sword (an edged attack), Ryad would be protected as if he had Tier (base 3 - 2 versus edged attacks) = Tier 1 armour.

GMs may choose to ignore the modifiers if they wish to keep their game simple. The choice is theirs and the modifiers are offered to make the elemental armours more accurately reflect the element they are based on.

Blunt Attack - Tier
 Edged Attack - Tier -2
 Air Based - Tier +2
 Cold Based - Tier -1
 Earth Based - Tier
 Flame Based - Tier -1
 Electrical Based - Tier -2
 Light Based - Tier -3
 Sound Based - Tier +2
 Water Based - Tier

AIR SPHERE

This Shard ability enables characters to create a bubble of breathable air around themselves. This bubble will block out various gasses and dust as well as negating extreme temperatures that would otherwise make the air unbreathable. The Air Sphere will also clear away fog, magical or natural. This does not protect one from temperature-based attacks, it merely makes the air breathable; the temperature extremes will still cause physical damage as normal.

Area: A bubble centred around the character. See below for the size of the bubble.

Range: NA

Power Type: Control / Effect / Elemental

This Power negates any harmful elements in the sphere, making it possible for the character to breathe normally. If the character is submerged below water (or another type of liquid) the Power is able to create a bubble sized 2 Tiers lower than its rating. As such, this Power will not enable someone to breathe underwater until Tier 3. The air within the bubble is constantly refreshed and will not turn stale, as long as the character continues to spend Wird.

Air Sphere has the ability to counteract fog and air-based magic, reducing the effect by Air Sphere's Tier level. It also provides the equivalent Tier level in protection against Vacuum.

Tier 1	1' diameter bubble
Tier 2	1 yard diameter bubble
Tier 3	2 yard diameter bubble
Tier 4	3 yard diameter bubble
Tier 5	4 yard diameter bubble
Tier 6	5 yard diameter bubble
Tier 7	6 yard diameter bubble
Tier 8	7 yard diameter bubble
Tier 9	8 yard diameter bubble
Tier 10	9 yard diameter bubble
Tier 11	10 yard diameter bubble
Tier 12	11 yard diameter bubble



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CONTROL AIR

This ability gives characters the power to manipulate air, moving it about at their command. The air being controlled appears as a man-sized whirlwind.

Area: NA

Range: 10 yards

Power Type: Control / Effect / Elemental

This Power gives one the ability to control air as if it were an elemental. The Power's Tier dictates the power levels of the air being controlled. The air may be stopped by either breaking the controlling character's concentration or destroying the "elemental". Characters' concentration is broken if they take damage from an attack or are forced into an Abortive Action (i.e.: dodging an attack). The "elemental" can take three times its Tier level in fire, air or vacuum damage; other attacks will pass through it harmlessly. If the damage doesn't destroy it, the "elemental" will completely regenerate by the next round.

Control Air also allows the character to possibly take control of and injure a character who has become air through magic. When this occurs, characters with Air Control make a Control + Willpower roll against a Target Number of 7. Gaseous characters then make the same roll against a Target Number of 7 plus the margin of success of the attack roll. If this is successful they take no damage. Otherwise, attacking Shards are able to do an amount of damage equal to the Wird Effect column on the Power Chart for the Tier level.

Any damage done by the "elemental" is considered Soft. Damage done when attacking a gaseous character is considered Hard.

Tier 1	-6 Strength, Fly at 1 yard per second
Tier 2	-3 Strength, Fly at 3 yards per second
Tier 3	-1 Strength, Fly at 6 yards per second
Tier 4	0 Strength, Fly at 10 yards per second
Tier 5	1 Strength, Fly at 15 yards per second
Tier 6	3 Strength, Fly at 21 yards per second
Tier 7	6 Strength, Fly at 21 yards per second
Tier 8	10 Strength, Fly at 21 yards per second
Tier 9	15 Strength, Fly at 21 yards per second
Tier 10	21 Strength, Fly at 21 yards per second
Tier 11	28 Strength, Fly at 21 yards per second
Tier 12	36 Strength, Fly at 21 yards per second

FLIGHT

This ability permits Shards to fly as they are carried upon powerful winds. These winds will only lift characters using the Power; to lift someone else one needs the Power Wind Force.

Area: Self

Range: NA

Power Type: Control / Effect / Elemental

This Power allows characters to fly, without the use of Wings or Glider Membranes, at a speed equivalent to the Tier of this Power under the Movement column. The amount of weight that may be carried is their Flight Strength. Flight Strength which is the lowest of Strength or their (Flight Tier - 3) equivalent in Strength. If characters carry the bench press weight or more in weight, they will be forced to land.

e.g. Vinon Ryad has the Power Flight at Tier 4. This means that he can travel up to 16 yards per second (35 miles per hour) through the air. He has Strength 2. His Flight Tier - 3 = 1, so his Flight Strength is 1, the lower of the two Strengths. Ryad can lift 21 pounds before being encumbered, and will be forced to land if he carries more than 210 pounds, his Bench Press rating.

GASEOUS FORM

This Shard ability permits Shards to become as intangible as a gas. Shards still retain their sense of sight, smell and hearing. They do, however, lose their ability to touch or taste while gaseous. When gaseous characters are attacked, most attacks pass harmlessly through them.

Area: Self

Range: NA

Power Type: Control / Effect / Elemental

Characters that transform their bodies into air are unaffected by virtually any form of attack. They have a level of protection equal to two times their Tier on the Power Chart under the Defenses column, altered by the modifiers listed below. The modifier is applied after multiplying the Tier level by two.

e.g. A character with Tier 4 Gaseous Form is attacked by an Electrical Blast. They are considered to have Tier $((4 \times 2) - 3) =$ Tier 5 armour, offering 19 points of protection from the Electrical Blast.

People in Gaseous Form are vulnerable to Fire attacks and to Vacuum. Against these, they are treated as if they have



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no armour whatsoever. They take the straight damage from the attack.

Characters in Gaseous Form are insubstantial, and are unable to damage opponents with hand to hand attacks. Other Shard Powers cannot be used; the exceptions to this are any Air-based Shard Powers, which may be used as normal.

Furthermore, characters can pass through any opening that a gas could reasonably pass through. Lastly, characters benefit from a bonus on any Stealth rolls they make equal to two Tiers lower than their Power on the Wird Effect column of the Power Chart.

Characters in Gaseous Form fly at their normal walking speed, which is their maximum speed while gaseous. Walking with the wind increases their speed by the speed of the wind. Likewise, walking against the wind reduces the characters' speed by the speed of the wind. This does mean that characters can be blown away in strong winds.

- Blunt Attack - Tier +2
- Edged Attack - Tier +3
- Air Based - Tier, with Special
- Cold Based - Tier
- Earth Based - Tier +2
- Flame Based - Special
- Electrical Based - Tier -3
- Light Based - Tier
- Sound Based - Tier
- Water Based - Tier



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TORNADO

A Shard ability feared by many, this Power permits characters to create a funnel of rapidly rotating winds under limited control. The tornado generated can easily devastate an entire countryside.

Area: An inverted funnel or cone, 3 yards wide at its base, 36 yards high and 12 yards across at its top.

Range: 10 yards

Power Type: Control / Action / Elemental

Characters with this dangerous and unpredictable Power are able to create a Tornado. The Tornado created will try to pick up anything that is in its path weighing less than the Dead lift rating for the Tornado's equivalent strength. The Tornado rolls its Strength against a Target Number of 7. Targets then roll their Strength against a Target Number of 7 plus the margin of success gained in the Tornado's roll. If the target fails, they are lifted off the ground and pulled into the Tornado's centre. Flying characters within five yards of the Tornado are automatically drawn into the tornado.

Characters drawn into a tornado are completely at its mercy. If they can use a Spell or Shard Power to stop the tornado, they may be able to free themselves. Otherwise, they must hope that the tornado blows itself out or expels the character. There is a 1 in 5 chance that the character will be thrown from the tornado. If they are thrown from the tornado, or when the tornado finally blows itself out, they take falling damage equal to a fall of Tier x d10 yards, unless they can stop their fall before they hit the ground. Additionally, when in the grip of the tornado, a character takes an amount of damage equal to the strength of the tornado (minimum of 1) per round as they are buffeted with debris and high-speed winds.

Shards test once per round to see if the tornado dissipates, rolling a d%. The character only spends Wird to create the tornado. Once it is created, it remains as long as the winds continue to swirl.

Once the tornado has manifested, it moves at a speed equal to its strength in yards per round (minimum 1 per round) in a completely random direction.

The damage done by this Power is Soft damage.

- Tier 1 Equivalent of -3 Strength, 78% chance of dissipating
- Tier 2 Equivalent of -1 Strength, 66% chance of dissipating
- Tier 3 Equivalent of 0 Strength, 55% chance of dissipating
- Tier 4 Equivalent of 1 Strength, 45% chance of dissipating
- Tier 5 Equivalent of 3 Strength, 36% chance of dissipating
- Tier 6 Equivalent of 6 Strength, Double size of Tornado, 28% chance of dissipating
- Tier 7 Equivalent of 10 Strength, Double size of Tornado, 21% chance of dissipating
- Tier 8 Equivalent of 15 Strength, Double size of Tornado, 15% chance of dissipating
- Tier 9 Equivalent of 21 Strength, Double size of Tornado, 10% chance of dissipating
- Tier 10 Equivalent of 28 Strength, Double size of Tornado, 6% chance of dissipating
- Tier 11 Equivalent of 36 Strength, Quadruple size of Tornado, 3% chance of dissipating
- Tier 12 Equivalent of 45 Strength, Quadruple size of Tornado, 1% chance of dissipating

VACUUM

This ability enables Shards to create a sphere devoid of gases. This vacuum tends to extinguish all fires, prevents sound from travelling as well as doing a fair amount of damage from explosive decompression.

Area: 2 yard diameter sphere

Range: 10 yards

Power Type: Ranged / Action / Elemental

The damage done from the explosive decompression of this temporary vacuum is equal to its Tier level under the Wird Effect column. Furthermore, it completely ignores Air and Flame Armour while reducing the effectiveness of Earth, Water and natural Armour by one Tier level. When comparing against armours raised by Spells, Vacuum lowers the armours effectiveness by one Level.

This Power does Hard damage.



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WIND

With this Power, the character can create and manipulate a continuous flow of air. This Power can be used for a variety of effects, from feeding flames in a furnace, propelling the sails of a ship, keeping foes at bay, to transporting objects aloft for extended periods of time.

Area: Maximum of 20 yards

Range: Maximum of 20 yards around the character

Power Type: Control / Effect / Elemental

If used to push a living being, such as an opponent in battle, roll the strength of the wind against a Target Number of 7. The character must then roll their strength against a Target Number of 7 plus the margin of success from the wind's roll. If they succeed, they maintain their footing and can act normally. If they fail their roll, they must struggle against the winds to maintain their footing, suffering a -2 die penalty to any action.

The winds can move an object weighing up to the Dead Lift rating of the strength of the Wind. An object weighing less than this amount is pushed back. The distance the object is pushed is equal to the Strength of the wind minus the Strength needed to Dead Lift the object in yards (minimum of 1). These winds last one minute per expenditure of Wird.

e.g. An object that is pushed by Tier 5 Wind is pushed back. The object weighs 50 pounds, which requires a Strength of -3 to dead lift. As such, the object is pushed back (1-(-3)) 4 yards by the Wind. Certain objects, such as sail boats, are designed to be pushed by wind and move much more easily. Unlike Wind Force, these winds do not do any damage at all; they merely push objects, be they people, boats or whatever.

Tier 1	1 mph winds, -6 strength
Tier 2	3 mph winds, -3 strength
Tier 3	6 mph winds, -1 strength
Tier 4	10 mph winds, 0 strength
Tier 5	15 mph winds, 1 strength
Tier 6	21 mph winds, 3 strength
Tier 7	38 mph winds, 6 strength
Tier 8	36 mph winds, 10 strength
Tier 9	45 mph winds, 15 strength
Tier 10	55 mph winds, 21 strength
Tier 11	66 mph winds, 28 strength
Tier 12	78 mph winds, 36 Strength

WIND FORCE

This Shard Power bestows the ability to create sudden bursts of wind of great strength. This Power may be used for a variety of effects, from propelling objects and smashing them into targets to pushing a target. This wind burst cannot be sustained beyond a brief blast. For continuously blowing winds, see the Power Wind.

Area: Target

Range: 10 yards

Power Type: Ranged / Action / Elemental

The concentrated winds created with this Power may move or batter a target. The winds can move an object weighing the Dead Lift of the Strength rating of the Wind Force. An object weighing less than this amount is pushed back. The distance the object is pushed is equal to the Strength of the wind minus the Strength needed to dead lift the object in yards (minimum of 1).

e.g. Vinon Ryad is a Shard with Air Control Powers. He tries to push an object back using his Tier 5 Wind Force. The object weighs 50 pounds, which requires a Strength of -3 to dead lift. Tier 5 gives Ryad a strength of 6 with the Power. Wind Force Strength (6) - Dead Lift Strength (-3) = 6-(-3) = 9 This means that the object is pushed back 9 yards by the Wind Force.

Characters can try to resist this force. The Wind rolls its Strength against a Target Number of 7. Resisting characters then roll their Strength against a Target Number of 7 plus the Wind's margin of success. If they succeed, they are able to maintain their footing, otherwise they are blown backwards. The damage done from smashing an object into a target, or vice versa, is equal to the yards travelled.

This Power is not visible. When used as an attack, it is extremely hard to avoid. Anybody using Wind Force gains a +4 to their role when attempting to hit an opponent. The amount of damage done as a straight-out attack is equal to its Tier on the Power Chart under the Wird Effect column.

Tier 1	-1 Strength
Tier 2	0 Strength
Tier 3	1 Strength
Tier 4	3 Strength
Tier 5	6 Strength
Tier 6	10 Strength
Tier 7	15 Strength
Tier 8	21 Strength
Tier 9	28 Strength
Tier 10	36 Strength
Tier 11	45 Strength
Tier 12	55 Strength

WIND WALL

This ability creates a surface of rapidly circulating wind that blows in randomly shifting directions. This wall of air can deflect most melee and missile attacks and even Shard and Spell blasts. This wall must be connected to a solid surface.

Area: A flat surface of about 16 yards square (4 x 4 yards)

Range: One yard

Power Type: Control / Effect / Elemental

The wall created provides an amount of armour equal to the Tier of the Power under the Defenses column on the Power Chart. This wall, however, may not be moved to intercept an attack. Once placed, it remains there as long as characters pay the Wird cost. The winds of the wall tend to pick up dust and small debris which hampers vision through it. Any attacks directed through the wall are made at -1 per Tier of the wall, to a maximum of -4, for anyone firing through it. This includes the character that created the wall.

This wall can be maintained as long as Wird is being spent. The Range for the ability is the range for creating the wall; after that the creators can move as far away as they wish.

This amount of protection is modified based on the type of attack directed at the Wind Wall. The modifiers are listed below. GMs may choose to ignore the modifiers if they wish to keep their game simple.

- Blunt Attack - Tier
- Edged Attack - Tier -2
- Air Based - Tier
- Cold Based - Tier -1
- Earth Based - Tier
- Flame Based - Tier -1
- Electrical Based - Tier -2
- Light Based - Tier -3
- Sound Based - Tier +2
- Water Based - Tier

FRICTION CONTROL ADHESION

With this Shard ability, characters can cause objects' surfaces to become sticky, adhering to anything that they come in contact with. Additionally, characters can use this Power to adhere themselves to an object, enabling them to climb virtually any surface.

Area: 1 yard diameter

Range: 2 yards

Power Type: Control / Effect / Wird

When this Power is used to make something sticky, any object that comes in contact with it is stuck. In order to pull away, characters must attempt to resist the effect, using Strength. The Strength of the Adhesion is listed below. Both Strength rolls are made against a Target Number of 7. The Adhesion's margin of success is added to characters' Target Number.

If characters attempt to break free from an object they are stuck to, they may break the object in question before they break the bond holding them fast. If the Strength of the bond exceeds the BPV (Break Point Value) of the object, the object will break, still stuck to the character.

Note: When used against a character with Wird Armour (see page 146), the Tier of the target's Wird Armour reduces the Tier of Adhesion. This advantage does not work if an object, rather than the character, is made to become sticky.

If the character uses Adhesion to climb, they add the number of dice listed below to their Climbing Skill roll.

- Tier 1 -1 Equivalent Strength, +1 die to Climbing
- Tier 2 0 Equivalent Strength, +3 dice to Climbing
- Tier 3 1 Equivalent Strength, +6 dice to Climbing
- Tier 4 3 Equivalent Strength, +10 dice to Climbing
- Tier 5 6 Equivalent Strength, +15 dice to Climbing
- Tier 6 10 Equivalent Strength, +21 dice to Climbing
- Tier 7 15 Equivalent Strength, +28 dice to Climbing
- Tier 8 21 Equivalent Strength, +36 dice to Climbing
- Tier 9 28 Equivalent Strength, +45 dice to Climbing
- Tier 10 36 Equivalent Strength, +55 dice to Climbing
- Tier 11 45 Equivalent Strength, +66 dice to Climbing
- Tier 12 55 Equivalent Strength, +78 dice to Climbing

REDUCE FRICTION

With this Shard Power, characters have the ability to reduce the friction of an object's surface. By reducing their own friction, they can glide or skate along relatively flat surfaces.

Area: 1 yard diameter

Range: 2 yards

Power Type: Control / Effect / Wird

Reduce Friction can be used in several ways. First, it can give characters a bonus to grapple rolls where they are attempting to slip free from a grapple. Next, characters' movement over flat surfaces is increased. Characters are able to maintain sufficient control over friction so that they can turn with little difficulty, possibly requiring a Coordination roll in difficult situations. As well, they have armour against Soft damage, three Tiers lower than the Power. They have no extra protection against Hard damage. This armour only applies when characters are using their Power to make themselves slippery. Lastly, this Power can be used to make an object slippery, reducing its friction. When this happens, characters attempting to hold onto the object must make a grapple roll against the Strength for the Tier of the Power to maintain their grip. If they fail, the object slips free of their hold.

Tier 1	+1 die to avoid grapples, +1 yard / second movement / -2 Strength
Tier 2	+3 dice to avoid grapple, +2 yards / second movement / 0 Strength
Tier 3	+6 dice to avoid grapples, +3 yards / second movement / 1 Strength
Tier 4	+10 dice to avoid grapples, +4 yard / second movement / 3 Strength
Tier 5	+15 dice to avoid grapples, +5 yard / second movement / 6 Strength
Tier 6	+21 dice to avoid grapples, +6 yard / second movement / 10 Strength
Tier 7	+28 dice to avoid grapples, +7 yard / second movement / 15 Strength
Tier 8	+36 dice to avoid grapples, +8 yard / second movement / 21 Strength
Tier 9	+45 dice to avoid grapples, +9 yard / second movement / 28 Strength
Tier 10	+55 dice to avoid grapples, +10 yard / second movement / 36 Strength
Tier 11	+66 dice to avoid grapples, +11 yard / second movement / 45 Strength
Tier 12	+78 dice to avoid grapples, +12 yard / second movement / 55 Strength

ALTER BODIES - OTHER

The abilities in this category and in Alter Bodies - Own are pretty similar. It must be understood that the difference between them is mostly the target of these Powers. Powers in this category cannot be used by the user on themselves, and Powers in Alter Bodies - Own cannot be used on other people.

CHANGE SHAPE

Shards with this ability may change the shape of a target's body, altering their abilities accordingly. The nature of the change can range from altering one's appearance, to giving a target claws (or removing them). Size and mass remains roughly the same, regardless of the changes made to the target.

Area: Target

Range: Contact

Power Type: Control / Effect / Wird

Characters with this Power attempt to attack a target's body and force it to change. Characters do an amount of magical damage, listed under the Wird Effect column on the Power Chart. This damage is counted against the target's True Body; therefore, any modification from magically increased or decreased Strength is ignored. Body increases due to magical Constitution will still count. Furthermore, it always works against the character's maximum True Body, regardless of how wounded they are.

It should be noted that this "damage" only counts towards changing the target's shape. It doesn't reduce the target's body in any way.

The type of change that occurs depends on the severity of the "wound." A Slight wound will only allow cosmetic changes to be made. The Appearance Characteristic may be increased or decreased by half the Tier of the Power (rounding up). A Grave wound will allow characters to make more drastic changes, altering the target's appearance perfectly to match that of anyone else or giving them natural abilities such as wings or claws. Any abilities given which mimic a Power are at three Tiers lower than this Power.

If a Devastating wound is done, drastic changes may be made, altering the target tremendously. The target may be changed into any animal shape. Any natural abilities granted this way are at the same Tier as this Power. If the target takes a killing wound due to this Power, characters may make any changes they wish to the target, including drastic alterations that will instantly kill the target.



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e.g. Pierry Stomannnda is a Shard with the ability Change Shape - Others. He tries to make Harad Braktooth look like Shyla Escavedo, Stomannnda's favourite performer. Braktooth has a body of 23, but 15 of that is due to his magical Strength. This means that the Body total that Stomannnda is working against is eight.

Stomannnda needs to do a Grave "wound," in this case nine points of "damage", to make this work. Since his ability is at Tier 3, he can only do a maximum of six points of "damage." He will have to settle for a less impressive alteration.

If used to disguise the target's appearance, there's a bonus applied to the Shard's Disguise roll, equal to the Wird Effect column on the Power Chart.

There are two types of targets: willing or unwilling.

Willing targets will not resist this change and is automatically affected by it. Unwilling targets may attempt to resist this attack. When targets attempt to resist this Power, characters roll their Control + Willpower against a Target Number of 7. Targets then roll their Willpower + Aura against a Target Number of 7 plus the margin of success from the characters' roll. Targets who succeed on this roll resist the effects of this attack. Otherwise, they are affected as normal.

The changes to a character's body last for an amount of time determined by the severity of the change. A Slight change will fade away after an hour. A Grave change will slowly fade away over the course of a day while a Devastating change will take a week or longer to revert. A Deadly change is virtually permanent, taking a year or longer to revert. Of course, the character can always make use of this Power a second time to revert targets to their natural form.

As a Wird-based Power, it must be remembered that this damage completely ignores normal physical armour. Wird Armour will help targets.

DECAY

This frightening Power causes matter to age and decay rapidly. An object's structure and pattern will decay as if time has somehow accelerated. The object is drained of its innate Wird energy and begins to die. Thus a fruit will rot, a board will splinter (if not crumble completely), a brick will begin to turn to dust, and steel will begin to rust, corroding before one's very eyes. There is an easily distinguishable and unmistakably foul odour that wafts through the air as this Power is used. Its noxious fumes usually warn everyone that something is amiss.

Note: Characters with this Power, as are many with Alter Bodies - Other Powers, are looked upon with the same level of hatred as Blight Crows. If characters are discovered with this Power, they may be immediately exiled, hunted down or killed. Because of this, GMs might not want to allow player characters to have this Power; it's better used as an ability for a campaign villain.

Area: Target

Range: Contact

Power Type: Control / Action / Wird

Characters with this Power attempt to attack a target's body and force it to change. Characters do an amount of magical damage, listed under the Wird Effect column on the Power Chart. This damage is counted against the target's True Body; therefore, any modification from magically increased or decreased Strength is ignored. Body increases due to magical Constitution will still count. Furthermore, it always works against the character's maximum True Body, regardless of how wounded they are.

This Power essentially causes damage to any object as energy is drained from it. Living matter simply takes Soft damage, even though the visual appearance of the Power is that the target is wasting away. Non-living matter takes the same amount of damage; however, this damage reduces its BPV. Once the BPV of the object reaches zero, the object crumbles to dust and is destroyed. It is impossible to repair the damage done to non-living matter while living matter will heal normally as the Wird returns to the target over time. The amount of damage done is listed on the Power Chart under the Wird Effect column.

As a Wird-based Power, it must be remembered that this damage completely ignores normal physical armour. Wird Armour will help targets.



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HEAL

This Shard ability gives the character the capacity to heal others. Additionally, damage from diseases can be counteracted. This Power cannot be used by characters on themselves. To heal themselves, characters must have Regeneration (see page 122).

Area: Target

Range: Contact

Power Type: Control / Action / Wird

This Power works in a special way. Essentially, it is an "attack" against the target, but rather than reducing the target's Body and causing dice penalties, this Power increases a target's body and reduces or negates dice penalties. Characters with this Power attempt to attack a target's body and force it to heal. Characters do an amount of healing equal to the Wird Effect column on the Power Chart. If a character does healing equal to a Grave wound for a target, the target heals a Grave wound and regains two Body. This healing is done to the target's True Body; therefore, any modification from magically increased or decreased Strength is ignored. Body increases due to magical Constitution will still count. Furthermore, it always works against the character's maximum True Body, regardless of how wounded they are.

e.g. Willam Kalboon also has the Power Heal - Others. He runs across a victim of a mugging while walking home one night. The battered man has taken two Grave wounds and one slight wound. The man has a maximum Body of 6. Kalboon's healing is level 4, meaning that he can do up to 10 points of healing, which is a Grave Wound to a Body of 6. This can heal both Grave wounds and the Slight wound as well. When he heals the Slight wound, the man recovers one Body. For each of the Grave wounds healed, the man will recover two Body. The man will be as good as new in a few moments.

If Hane Lynnix suffers an injury that Kalboon tries to heal, it will work the same way. Lynnix has a Body of 21, but some of that is due to his magical Strength; his True Body is 15. This means that Kalboon can only heal Slight wounds for Lynnix because 10 points is only a Slight wound for that much Body.

ILLNESS

This frightening Shard Power causes diseases in targets.

Note: Characters with this Power are looked upon with almost the same level of hatred as Blight Crows. If a character is discovered with this Power, they may be immediately exiled and hunted down and killed. Because of this, GMs might not want to allow player characters to have this Power; it's better used as an ability for a campaign villain.

Area: Target

Range: Contact

Power Type: Control / Action / Wird

Characters with this Power attempt to attack a target's body and force it to change. Characters do an amount of magical damage, listed under the Wird Effect column on the Power Chart. This damage is counted against the target's True Body; therefore, any modification from magically increased or decreased Strength is ignored. Body increases due to magical Constitution will still count. Furthermore, it always works against the character's maximum True Body, regardless of how wounded they are.

The severity of the wound indicates the severity of the illness contracted. The illness itself does no damage, but does cause die penalties equal to the wound severity. Furthermore, targets may not even be aware that they were "attacked." These penalties will disappear when the illness is healed. Illnesses from this Power will usually heal at the same rate that equivalent Hard damage heals (a Slight illness heals at the same rate as a Slight Hard wound).

As a Wird-based Power, it must be remembered that this damage completely ignores normal physical armour. Wird Armour will help targets.

When targets attempt to resist this Power, characters roll their Control + Willpower against a Target Number of 7. Targets then roll their Willpower + Aura against a Target Number of 7 plus the margin of success from the characters' roll. Targets who succeed on this roll resist the effects of this attack. Otherwise, they are affected as normal.

INCREASE / DECREASE DENSITY

Using this Power, the character can cause a target's density to increase or decrease. This change in density will alter a target's weight, not their size. Furthermore, if used to increase a target's density, the target will become tougher and more resilient to damage. Conversely, when used to lessen a target's density, they become more susceptible to damage. Increase and decrease density must be purchased separately as they are different Powers.

Area: Target

Range: Contact

Power Type: Control / Effect / Wird

When used to increase a target's density, the target will increase in weight. Furthermore, they will gain Strength, Constitution and Body due to the new increased physical Characteristics as well as a measure of armour. It must be remembered that the target's weight has drastically increased and the target could easily crash through a wooden floor if it is not strong enough to support the character's new weight.

When used to decrease a target's density, the target's weight will decrease. It will also lower a character's Strength and Constitution as well as reduce the effects of any armour they have, be it natural or worn armour. The target's Body will also be reduced due to the reduction to their Strength and Constitution. The lowest their Body will be reduced to is 1, regardless of their reduction in Strength or Constitution.

A willing target will not resist this change. An unwilling target may attempt to resist this attack on their body. When targets attempt to resist this Power, characters roll their Control + Willpower against a Target Number of 7. Targets then roll their Willpower + Aura against a Target Number of 7 plus the margin of success from the characters' roll. Targets who succeed on this roll resist the effects of this attack. Otherwise, they are affected as normal.

Note: Targets with Wird Armour reduce the Tier of this Power by the Tier of their Wird Armour for determining how much they are affected by this Power. This Power works against the True Body of the Targets.

e.g. Pierry Stomanda tries to decrease the density of Hane Lynnix. Lynnix weighs about 220 pounds. Stomanda uses his Decrease Density at Tier 5. This means that Lynnix will now weigh 220 X 0.033, or about 7 pounds. He has also lost 5 Strength and 5 Constitution, as well as losing 3 points of armour. Lynnix is not very happy with his fellow Shard.

INCREASE DENSITY

Tier 1	x 1.4 mass, + 1 Strength & Constitution
Tier 2	x 2.4 mass, + 3 Strength & Constitution, +1 armour modifier
Tier 3	x 4.4 mass, + 6 Strength & Constitution, +1 armour modifier
Tier 4	x 8 mass, + 10 Strength & Constitution, +3 armour modifier
Tier 5	x 14 mass, + 15 Strength & Constitution, +3 armour modifier
Tier 6	x 23 mass, + 21 Strength & Constitution, +6 armour modifier
Tier 7	x 37 mass, + 28 Strength & Constitution, +10 armour modifier
Tier 8	x 57 mass, + 36 Strength & Constitution, +15 armour modifier
Tier 9	x 118 mass, + 45 Strength & Constitution, +21 armour modifier
Tier 10	x 122 mass, + 55 Strength & Constitution, +28 armour modifier
Tier 11	x 170 mass, + 66 Strength & Constitution, +36 armour modifier
Tier 12	x 232 mass, + 78 Strength & Constitution, +45 armour modifier

DECREASE DENSITY

Tier 1	x 0.67 mass, Strength & Constitution
Tier 2	x 0.4 mass, - 2 Strength & Constitution, -1 armour modifier
Tier 3	x 0.2 mass, - 3 Strength & Constitution, -1 armour modifier
Tier 4	x 0.067 mass, - 4 Strength & Constitution, 3 armour modifier
Tier 5	x 0.033 mass, - 5 Strength & Constitution, -3 armour modifier
Tier 6	x 0.0167 mass, - 6 Strength & Constitution, -6 armour modifier
Tier 7	x 0.0067 mass, - 7 Strength & Constitution, -10 armour modifier
Tier 8	x 0.0033 mas, - 8 Strength & Constitution, -15 armour modifier
Tier 9	x 0.00167 mass, - 9 Strength & Constitution, -21 armour modifier
Tier 10	x 0.00067 mass, - 10 Strength & Constitution, -28 armour modifier
Tier 11	x 0.00033 mass, - 11 Strength & Constitution, -36 armour modifier
Tier 12	x 0.000167 mass, - 12 Strength & Constitution, -45 armour modifier

INCREASE / DECREASE SIZE

With this Power, the character can increase or decrease the size of a target. This change in size also alters a character's weight as well as their Strength. Increase and Decrease Size are two separate Powers that must be purchased separately.

Area: Target

Range: Contact

Power Type: Control / Effect / Wird

When used to increase a target's size, that character's Strength and Body will also increase. Targets also get increased reach and increased movement.

Targets who have had their size decreased will have their Strength and Body lowered as well. The decrease to their height and mass is also listed below. The lowest a target's Body can drop to from shrinking is 1, regardless of how small targets may shrink. Strength can be dropped lower. A target's movement will also decrease.

Whether characters' size increases or decreases, ranges for the characters effected by this Power increase or decrease at the same rate as their height change. In other words, range is proportional to the size of the character. Therefore, though it may be easier for characters who are one-tenth their former height to hit you, they must still be within range. Shard Powers are not affected by this reduction in range, but missile weapons are.

Targets' ground movement will also change at the same rate as their size change. Natural flight movement will be altered by 1/2 the change in size; in other words, characters who are twice their normal size will be able to fly 1 1/2 times as quickly. Characters half the size will be able to fly at three-quarters their normal speed.

A willing target will not resist this change. An unwilling target may attempt to resist this attack on their body. When targets attempt to resist this Power, characters roll their Control + Willpower against a Target Number of 7. Targets then roll their Willpower + Aura against a Target Number of 7 plus the margin of success from the characters' roll. Targets who succeed on this roll resist the effects of this attack. Otherwise, they are affected as normal.

This Power works against the True Body of Targets. Wird Armour will help those attempting to resist this Power.

e.g. Willam Kalboon has the ability Decrease Size - Others. He decides to shrink a stranger who bumped into him. Kalboon has the ability at Tier 5. This means that when he shrinks the unfortunate stranger, that person will be one-third their normal height and weigh a fraction of their normal weight. His Strength and Body will be decreased by 5.

INCREASE SIZE

Tier 1	x 1.12 height & x 1.4 mass + 1 Strength & Body
Tier 2	x 1.3 height & x 2.4 mass + 3 Strength & Body
Tier 3	x 1.6 height & x 4.4 mass, + 6 Strength & Body
Tier 4	x 2 height & x 8 mass, + 10 Strength & Body
Tier 5	x 2.5 height & x 14 mass, + 15 Strength & Body
Tier 6	x 3 height & x 23 mass, + 21 Strength & Body
Tier 7	x 3.5 height & x 37 mass, + 28 Strength & Body
Tier 8	x 4 height & x 57 mass, + 36 Strength & Body
Tier 9	x 4.7 height & x 118 mass, + 45 Strength & Body
Tier 10	x 5 height & x 122 mass, + 55 Strength & Body
Tier 11	x 5.5 height & x 170 mass, + 66 Strength & Body
Tier 12	x 6 height & x 232 mass, + 78 Strength & Body

DECREASE SIZE

Tier 1	x 0.87 height & x 0.67 mass - 1 Strength & Body
Tier 2	x 0.74 height & x 0.4 mass - 2 Strength & Body
Tier 3	x 0.58 height & x 0.2 mass - 3 Strength & Body
Tier 4	x 0.41 height & x 0.067 mass, - 4 Strength & Body
Tier 5	x 0.32 height & x 0.03 mass, - 5 Strength & Body
Tier 6	x 0.26 height & x 0.0167 mass, - 6 Strength & Body
Tier 7	x 0.19 height & x 0.0067 mass, - 7 Strength & Body
Tier 8	x 0.15 height & x 0.0033 mass, - 8 Strength & Body
Tier 9	x 0.12 height & x 0.00167 mass, - 9 Strength & Body
Tier 10	x 0.087 height & x 0.00067 mass, - 10 Strength & Body
Tier 11	x 0.069 height & x 0.00033 mass, - 11 Strength & Body
Tier 12	x 0.055 height & x 0.000167 mass, - 12 Strength & Body



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MODIFY CHARACTERISTIC

Using this Power, the Shard can augment or lower the physical Characteristics of targets, their Strength, Coordination or Constitution. The physical Characteristic which can be modified must be specified when the player purchases the Power as modifying each Characteristic is a different Power.

Area: Target

Range: Contact

Power Type: Control / Effect / Wird

Increased Constitution and Strength will affect the secondary Characteristics they factor into, Body, Endurance and Wird. Increased Constitution will figure into Body totals when calculating the character's new True Body.

A willing target does not resist and as such, is simply affected by the Power. An unwilling target can attempt to resist the process. When targets attempt to resist this Power, characters roll their Control + Willpower against a Target Number of 7. Targets then roll their Willpower + Aura against a Target Number of 7 plus the margin of success from the characters' roll. Targets who succeed on this roll resist the effects of this attack. Otherwise, they are affected as normal.

Note: Targets with Wird Armour reduce the Tier of this Power by the Tier of their Wird Armour for determining how much they are affected by this Power. This Power works against True Body.

- Tier 1 Can increase a characteristic by 1
decrease a characteristic by 1
- Tier 2 Can increase a characteristic by 3
decrease a characteristic by 2
- Tier 3 Can increase a characteristic by 6
decrease a characteristic by 3
- Tier 4 Can increase a characteristic by 10
decrease a characteristic by 5
- Tier 5 Can increase a characteristic by 15
decrease a characteristic by 8
- Tier 6 Can increase a characteristic by 21
decrease a characteristic by 11
- Tier 7 Can increase a characteristic by 28
decrease a characteristic by 14
- Tier 8 Can increase a characteristic by 36
decrease a characteristic by 18
- Tier 9 Can increase a characteristic by 45
decrease a characteristic by 23
- Tier 10 Can increase a characteristic by 55
decrease a characteristic by 28
- Tier 11 Can increase a characteristic by 66
decrease a characteristic by 33
- Tier 12 Can increase a characteristic by 78
decrease a characteristic by 39

VAMPIRIC TOUCH

The mere mention of this Shard Power sends shivers up and down the spines of even the bravest souls. Similar to the Power Decay, Vampiric Touch drains Wird from a target. Unlike Decay, this Wird is transferred into the character's body.

Characters can use the Wird energy they drain off to enhance their Body, Strength or Constitution Characteristic. When characters use this Power to increase any of their Characteristics, it is visibly obvious that something is amiss. Depending on the amount of energy drained, their muscles will begin to bulge inhumanly, stretching the skin terribly.

Note: Characters with this Power are looked upon with the same level of hatred as Blight crows. Once a character is discovered with this Power, they are often immediately exiled, hunted down and killed. Because of this, GMs might not want to allow player characters to have this Power; it's better used as an ability for a campaign villain.

Area: Target

Range: Contact

Power Type: Control / Action / Wird

This Power does damage to a target as per the Wird Effect column of the Power Chart. This energy drained from the target can be used in one of two ways. It can be used to increase the character's Body, Strength or Constitution. When used to increase the character's Body, the amount of energy drained (the damage done) is used to "heal" the character exactly as the Power Regeneration (see page 122). The difference is that it is possible to increase characters' Body above their normal maximum. When used to increase Strength or Constitution, characters may increase either Characteristic by one for each ten points of energy drained. This increase may be split among both Characteristics if the character chooses.

e.g. Mubz Skilengs has Vampiric Touch. He decides to drain a person's Wird, simply because he feels like it. Skilengs has the Power at Tier 5; this means that he does 15 points of damage to his victim with each touch. After the first touch, he has enough energy to increase his Strength or his Constitution by one, with five points left over. After a second touch, he could increase one Characteristic by two, or both by one.

The energy drained from the target is retained for one round per Tier of the Vampiric attack: in other words, if the attack was from a Power of Tier 5, then the energy would be held for five rounds. This means that the character must record how much damage has been done as it will eventually dissipate, healing the target as their energy returns to them.

e.g. In the above example, the energy Skilengs took would leave five rounds later. His victim would recover that wound at the same time.

The only exception to this is if the target dies before the time elapses. Should this happen, characters must make a Willpower roll versus a Target Number of 11 plus one quarter of the energy drained from the target if they wish to keep the energy they've stolen. If characters succeed on this roll, they have maintained control of the stolen energies which have now permanently become a part of them. Their body remains horribly enlarged. This means that characters who make a habit of stealing and retaining the stolen life energy from people will soon be found out and hunted down as enemies of humanity.

As a Wird-based Power, it must be remembered that this Power completely ignores normal physical armour. Wird armour does help the target.

The damage done by this Power is Soft.



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ALTER BODIES - OWN ARMOUR

This Shard ability gives characters an armour rating, protecting themselves from damage. This type of armour is simply toughened skin that is tremendously resilient to damage. For more specialized armours, such as rock skin, ice armour and the like, see the various other elemental armours.

Area: Self

Range: NA

Power Type: Control / Effect / Wird

The character gains armour equal to the amount listed under Defenses on the Power Chart. This is against both Hard and Soft damage.

CHANGE SHAPE

This Power grants characters the ability to alter their shape. As with the Alter Bodies - Other version of this Power, Shards may change their body, altering their abilities accordingly. The nature of the change can range from altering one's appearance and facial structure to granting claws.

Area: Self

Range: NA

Power Type: Control / Effect / Wird

This Power works exactly as Alter Bodies - Other version (see page 113). Characters are considered to be "attacking" themselves when using this Power in order to determine what sort of changes they are capable of making.

INCREASE DENSITY

Using this Power, characters can increase their density. This increase in density will alter their weight, not their size. Furthermore, the character will become tougher and more resilient to damage. Lastly, the change in density will alter the character's Strength and Constitution.

Area: Self

Range: NA

Power Type: Control / Effect / Wird

This Power works exactly the same as the Alter Bodies - Other version of the same name.



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INCREASE / DECREASE SIZE

With this Power, characters can increase or decrease their own size. This change in size alters their weight as well as their Strength. Increase and Decrease size are two different Powers that must be purchased separately.

Area: Self

Range: NA

Power Type: Control / Effect / Wird

This Power works exactly the same as the Alter Bodies - Other version of the same name.

LEAPING

A character with this Power has the ability to leap incredible distances.

Area: Self

Range: NA

Power Type: Control / Action / Wird

Characters with this Power adds three times the Wird Effect for their Tier level to their leaping distance in feet (ie: at Tier 4 they add (10 x 3) 30 feet to their leaping distances). This bonus is for leaps with a running start. For a standing leap, half the bonus is added. Characters also subtract half this bonus from any falling distance when determining damage, as long as they land on their feet.

MODIFY CHARACTERISTIC

Using this Power, Shards can increase their physical Characteristics. Only Strength, Coordination and Constitution can be increased with this Power. For each Characteristic one wants to increase, the Power must be purchased separately.

Area: Self

Range: NA

Power Type: Control / Effect / Wird

Characters with this Power can increase one of their physical characteristics by the amount listed in the Wird Effect column on the Power Chart. The increase lasts as long as they continue to spend Wird.

NATURAL BODY ATTACKS

There are as many different ways to kill as there are creatures in the world. Each has its own set of attacks used to bring down prey. Characters with this Power can alter their bodies specifically to mimic natural weaponry. They are unable to alter their features (except to accommodate larger fangs or the like), but where they are limited in the shape changing ability, they more than make up for with the damage they can do.

Area: Self

Range: NA

Power Type: Control / Effect / Wird

Characters alter their body shape sufficiently so that they possess natural weaponry. This weaponry can be claws, fangs, horns or even a spiked tail. The amount of damage done with this natural weaponry is equal to the Damage rating on the Power Chart. Additionally, at Tier 5 and above, the character is able to secrete a natural venom that will attack the target's nervous system. Any character hit by a venomous attack must roll their Constitution against a Target Number of 7 plus the number of Tiers above 5 of this Power. If the roll succeeds, they are unaffected by the venom. If they fail, they suffer an additional -2 dice penalty to all actions, on top of any wound modifiers they already have. The range of any of these natural weapon attacks is always contact.

The damage done by this Power may be either Soft or Hard, depending on the type of natural weaponry. Most natural weaponry does Hard damage.

REGENERATION

This Shard ability gives characters the capacity to heal themselves. Additionally, damage from diseases can be counteracted as well.

Area: Self

Range: NA

Power Type: Control / Action / Wird

This Power works exactly the same as Heal in Alter bodies - Other (see page 116) with the exception that it is only usable upon the character with the Power. Regeneration only works on one wound at a time.

RUNNING

Shards with this Power are able to run at speeds that defy logic.

Area: Self

Range: NA

Power Type: Control / Effect / Wird

Characters with this Power gain a bonus to their sprinting speeds, equal to the Tier additive. The new movement profile for each Tier is listed below, along with the mph for characters at their sprinting speed. The movement profile is listed as walking/jogging/running/sprinting. Characters with this Power are also capable of perceiving their surroundings quickly enough while running that they will not run into things, unless they are running an obstacle course. They do not need to make Coordination rolls unless a normal character would in the same situation.

Tier 1	2/4/6/8 yards / second maximum speed of 16 mph
Tier 2	3/5/8/10 yards / second maximum speed of 21 mph
Tier 3	3/7/10/13 yards / second maximum speed of 27 mph
Tier 4	4/9/13/17 yards / second maximum speed of 35 mph
Tier 5	6/11/17/22 yards / second maximum speed of 45 mph
Tier 6	7/14/21/28 yards / second maximum speed of 60 mph
Tier 7	9/18/26/35 yards / second maximum speed of 75 mph
Tier 8	11/22/32/43 yards / second maximum speed of 90 mph
Tier 9	13/26/39/52 yards / second maximum speed of 105 mph
Tier 10	16/31/47/62 yards / second maximum speed of 130 mph
Tier 11	18/37/55/73 yards / second maximum speed of 150 mph
Tier 12	21/43/64/85 yards / second maximum speed of 175 mph

COLD CONTROL BODY OF ICE

Shards with this Power are able to transform their very bodies into a crystalline form similar to ice.

Area: Self

Range: NA

Power Type: Control / Effect / Elemental

Shards with this ability transform their bodies into ice. With this change in form, they gain modifications to their Characteristics. Furthermore, they begin doing damage with their very touch because their skin becomes like broken glass. The damages listed in the table below is the amount of damage they now do with their bare hands. Strength damage can be added to this. Characters can only use Cold-based Powers while in this form.

The bonuses listed below for the Body are done in a special way. The Body rating is modified by the amount listed below but characters do not take damage in the same way anymore, as their body is now crystalline. Their Body now has a BPV, rather than a Body rating. Their BPV is equal to three times their new Body rating. If they take damage that exceeds this amount, they shatter and die. Any damage below this amount is considered a Slight wound.

e.g. Coree Glofer has the Power Body of Ice at Tier 3. His base Body is 7, and he gets an extra 6 for his Power, giving him a total of 13. His BPV is (3 X 13) 39. This means that if he takes 40 points of damage in one shot, he'll die. However, any wound below that counts as a slight wound.

There is an exception to this. Against Sound-based attacks, characters with Body of Ice don't receive any of the Body bonuses from the Power. Also, each wound that doesn't go over the characters' BPV of is considered a Grave wound, reducing their Body by two (and their BPV by 6).

Hand to Hand attacks are now considered Hard damage

Tier 1	+2 Body, 1/1/2/2 damage
Tier 2	+4 Body, 1/2/3/4 damage
Tier 3	+6 Body, 1/2/3/4 damage
Tier 4	+8 Body, 1/2/3/4 damage
Tier 5	+10 Body, 2/4/6/8 damage
Tier 6	+12 Body, 2/4/6/8 damage
Tier 7	+14 Body, 2/4/6/8 damage
Tier 8	+16 Body, 3/6/9/12 damage
Tier 9	+18 Body, 3/6/9/12 damage
Tier 10	+20 Body, 3/6/9/12 damage
Tier 11	+22 Body, 4/8/12/16 damage
Tier 12	+24 Body, 4/8/12/16 damage

COOL AREA

With this Shard ability, characters can reduce temperatures, ranging from a mild chill to extreme cold where liquids will freeze almost instantly.

Area: 2 yard radius

Range: 5 yards

Power Type: Control / Effect / Elemental

The temperature in the area of affect is reduced by the amount listed below, in degrees Fahrenheit. At extreme levels this drop in temperature may begin to do damage to individuals that are not dressed appropriately. The user of this Power is not automatically immune to the Power's effects.

Cool Area does the Wird Effect column in Soft damage, but only in the first round the Power is activated. After that, any damage caused by the new temperature depends entirely on what the surrounding temperature was prior to the use of the Power. If it was already cold and the temperature is reduced by 100°, then it will be extremely cold and most people will not survive very long. If it is incredibly hot and the temperature is reduced by 100°, then the temperature might merely be a bit chilly. Generally speaking, characters dressed in normal clothing can handle temperatures between 32 and 86°F (0 to 30° C) without too many adverse effects. Below that, unless dressed for it, characters will suffer frostbite as well as other problems.

- Tier 1 Temperature drops by 3 degrees.
- Tier 2 Temperature drops by 9 degrees.
- Tier 3 Temperature drops by 18 degrees.
- Tier 4 Temperature drops by 30 degrees.
- Tier 5 Temperature drops by 45 degrees.
- Tier 6 Temperature drops by 63 degrees.
- Tier 7 Temperature drops by 84 degrees.
- Tier 8 Temperature drops by 108 degrees.
- Tier 9 Temperature drops by 135 degrees.
- Tier 10 Temperature drops by 165 degrees.
- Tier 11 Temperature drops by 178 degrees.
- Tier 12 Temperature drops by 244 degrees.



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FREEZE OBJECT

This Power reduces a target's temperature. This can cause damage in any living organism, as well as increasing the chance that a solid object will shatter.

Area: Target

Range: 3 yards

Power Type: Ranged / Action / Elemental

When used against a living target, Freeze Object does an amount of damage equal to its Tier in the Damage column. When used against an object, the object's BPV is also reduced. This reduction in BPV lasts for only a short period of time as the object will eventually warm up and no longer be brittle.

When used on an object, reduce its BPV by the value listed under the Wird Effect column of the Power Chart. In the second round, lower the BPV reduction to the next Tier down (i.e. from a Tier 4 effect to a Tier 3 effect), because the object is warming up and slowly regaining its strength. Once this shifts to the point where the object no longer suffers a BPV reduction (the round after it's affected at Tier 1), its temperature has returned to normal. If an object's BPV is reduced to below zero through this Power, it automatically shatters from the extreme cold.

The damage done by this Power is Soft.



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ICE ARMOUR

Shards with this Power are able to create a suit of armour that is made of ice. This suit of armour, though made of ice, will not melt as long as they continue to spend Wird to maintain it. As soon as they stop spending Wird, the armour melts away almost instantly.

Area: Self

Range: NA

Power Type: Control / Effect / Elemental

This Power gives characters armour of an equivalent Tier on the Power Chart as listed in the Defenses column. The armour has modifiers to its effectiveness based on the type of attack. These modifiers are listed below. Furthermore, this type of armour tends to restrict characters' ability to move freely, giving them -1 die on Coordination-based rolls.

GMs may choose to ignore the modifiers listed below as well as the Coordination penalty if they wish to keep their game very simple. The choice is theirs and the modifiers are offered to make the armour more reflective of its element.

- Blunt Attack - Tier
- Edged Attack - Tier
- Air Based - Tier
- Cold Based - Tier +2
- Earth Based - Tier
- Flame Based - Tier +1
- Electrical Based - Tier -1
- Light Based - Tier -3
- Sound Based - Tier -2
- Water Based - Tier

ICE BLAST

Shards with this Power are able to generate ice and magically hurl it at opponents.

Area: Target

Range: 10 yards

Power Type: Ranged / Action / Elemental

The damage done by this Power is equal to its Tier in the Damage column on the Power Chart. The damage done by this Power is Hard. This attack counts as Edged damage if you are using armour modifiers.

e.g. Coree Glofer has the Power Ice Blast at Tier 5. Glofer is attacked by a Green Person as he is travelling to Cry-Star. He decides to blast his assailant with his Power — Coree will do 25 points of damage to the Green Person if he hits. Ouch.

RESIST COLD

This Power gives the character protection from both cold temperatures as well as Cold-based Powers.

Area: Self

Range: NA

Power Type: Control / Effect / Elemental

When used to counter Cold-based attacks, this Power works simply as armour of an equal Tier. See the Defenses column on the Power Chart to find out how much protection is provided.

When used to protect the character against extreme cold, the values listed below are added to any extreme cold temperatures. Normally a person is not bothered by temperatures ranging from 100° F down to 32° F. Above that range, characters must worry about heat stroke and dehydration at the higher temperatures; below that and frostbite is a concern. Characters with Resist Cold add the value listed below to any extremely cold temperatures. So long as the temperature is increased to 32° above zero, characters will not suffer from the cold. This Power does not add to the temperature characters feel, it merely counteracts colder than normal temperatures.

e.g. Coree Glofer has Resist Cold at Tier 6. He is in a region where the temperature is -13° F. The "temperature" is increased to $-13° + 63° = 50°$ for Glofer, meaning he is not affected by this temperature. This, however, does not mean that he suffers from temperatures of 55° as if it were $118° (55° + 63°)$. So long as the temperature is increased above 32° F, Glofer is protected to some degree from the extreme cold temperatures. Were the temperature -90° F, then Glofer would suffer from extreme cold as if the temperature was $-27° F (-90° + 63°)$.

- Tier 1 3 degrees
- Tier 2 9 degrees
- Tier 3 18 degrees
- Tier 4 30 degrees
- Tier 5 45 degrees
- Tier 6 63 degrees
- Tier 7 84 degrees
- Tier 8 108 degrees
- Tier 9 135 degrees
- Tier 10 165 degrees
- Tier 11 178 degrees
- Tier 12 244 degrees

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WALL OF ICE

This ability creates a vertical surface of ice that can deflect most melee and missile attacks and even Shard and Spell Power bolts. This Wall must be connected to a solid surface.

Area: A flat surface of about 16 yards square (4 x 4 yards)

Range: One yard

Power Type: Control / Action / Elemental

The wall created provides an amount of BPV equal to the Tier of the Power under the Defenses column on the Power Chart. This wall may not be moved to intercept an attack. Once placed, it stays there. This wall is permanent. To get rid of it, it must be either destroyed, or someone must use Wall of Ice again to remove it. Eventually, the wall will melt.

The wall isn't perfectly clear; there is a perception penalty of +1 per Tier for anybody attempting to see through the wall. This penalty is doubled for characters using infrared vision.

This protection is modified by the same penalties as for Ice Armour (see page 125).

DARKNESS BASED CREATE DARKNESS

This Power enables characters to create an area of darkness. There is no physical substance to this cloud, though it does appear to have a shape. Within this area, light is dampened to the point where the area becomes almost completely black at higher levels.

Area: 2 yard radius

Range: 10 yards

Power Type: Control / Effect / Elemental

The character creates a region of darkness. The fact that this is magical darkness is obvious to anyone inside or outside of it as it has an inky quality from the inside and a discernible shape from the outside. The effect of this darkness is to reduce any sight-based Perception rolls by the amount listed in the Wird Effect column of the Power Chart. This affects anybody trying to see into, out of, or through the area. Also, anyone attempting to fight or fire a missile weapon into, through, or out of the area of darkness has the same penalty applied to their To Hit roll. The character using this Power is immune to the penalties incurred.

Note that the modifier is to a character's roll, not the number of dice they use. These penalties can't reduce anybody's modifier beyond the maximum "shooting blind" penalty of -8, but the higher penalties could apply to someone with enhanced senses.

e.g. Rhynda Jensin is a character with Increased Perception at Tier 5. She has a base Perception of 1, making her total Perception 16 (+15 to Perception due to the Power and a base Perception of 1). She will usually roll two dice at +28 (selling off 14 dice and rolling 2 at a bonus of +2 per die). When attempting to attack through a Cloud of Darkness generated at Tier 4, her Perception bonus is reduced by 10, down to +18. If Jensin attempted to attack through a cloud of darkness at Tier 9, she would not have her To Hit bonus turned into a (28-45) -17 penalty. Her penalty would be -8, the maximum "shooting blind" penalty. She would, however have a -17 modifier on her Perception roll if she attempted to see something in or through the Cloud of Darkness.



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EARTH BASED

BODY OF EARTH

A Shard with this Power can transform their body into stone, becoming as hard and strong as rock.

Area: Self

Range: NA

Power Type: Control / Effect / Elemental

Shards with the ability Body of Earth transforms their body into solid rock. With this change in form, they gain modifications to their Characteristics. The bonuses listed below for the character's Body are done in a special way.

The Body rating is modified by the amount listed below but characters do not take damage in the normal way when this Power is active. Their body now has a BPV, rather than a Body rating. Their BPV is equal to three times their new Body rating. If characters take damage that exceeds this amount, they crumble and die. Any damage below this amount is considered a Slight wound. Also, characters now suffer a -1 die to Coordination-based rolls. The GM can ignore this penalty if they wish. The damage done by this Power is considered Hard; Strength bonuses can be added to this damage. Characters can only use Earth-based Powers while in this form.

Against Electrical-based attacks, a character with Body of Earth doesn't receive any of the body bonuses from the Power. Also, each wound that doesn't go over the character's BPV is considered a Grave wound, reducing their Body by two (and their BPV by 6).

e.g. Barbaran Chypher, who normally has a Body of 6, transforms herself into stone with this Power at Tier 6. This gives her an effective Body of (6+12) 18. This means that her BPV is (3 x 18) 54. If she takes 55 points of damage or more, she will crumble like stone and die. Anything less than 54 points of damage is considered a Slight wound, reducing her Body by 1 (and her BPV by 3).

- Tier 1 +2 Body, no modifier to Strength
- Tier 2 +4 Body, no modifier to Strength
- Tier 3 +6 Body, +1 Strength
- Tier 4 +8 Body, +3 Strength
- Tier 5 +10 Body, +6 Strength
- Tier 6 +12 Body, +10 Strength
- Tier 7 +14 Body, +15 Strength
- Tier 8 +16 Body, +21 Strength
- Tier 9 +18 Body, +28 Strength
- Tier 10 +20 Body, +36 Strength
- Tier 11 +22 Body, +45 Strength
- Tier 12 +24 Body, +55 Strength



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CONTROL EARTH

This Power gives the Shard the ability to control and manipulate earth as if it were a living statue.

Area: NA

Range: 10 yards

Power Type: Control / Effect / Elemental

This Power gives one the ability to control earth as if it were an elemental, moving it about freely like a creature. The Shard's Power Tier dictates the Power levels of earth being controlled. The earth may be stopped by either breaking the controlling character's concentration or destroying the "elemental." The earth has a BPV; once that much damage is done to the section of earth, it falls apart, destroyed. The damage done to it will reduce its BPV.

e.g. Barbaran Chypher has the Power Control Earth at Tier 4. She can control an "elemental" that has Strength 3. Her Control Earth Skill is 3, so she has three dice available if she decides to use her Power to attack someone. If the "elemental" is 20 yards away, she will suffer a -1 die penalty due to range.

Control Earth also allows characters to possibly take control and injure characters who have become earth through magic. When targets attempt to resist this Power, characters roll their Control + Willpower against a Target Number of 7. Targets then roll their Willpower + Aura against a Target Number of 7 plus the margin of success from the characters' roll. Targets who succeed on this roll resist the effects of this attack. Otherwise, they take an amount of damage equal to the Wird Effect column on the Power Chart.

Any damage done by the "elemental" is considered Hard. Its abilities are listed below.

Tier 1	3 BPV, -1 Strength Maximum speed of 1 yard per second
Tier 2	9 BPV, 0 Strength Maximum speed of 3 yards per second
Tier 3	18 BPV, 1 Strength Maximum speed of 6 yards per second
Tier 4	30 BPV, 3 Strength Maximum speed of 6 yards per second
Tier 5	45 BPV, 6 Strength Maximum speed of 6 yards per second
Tier 6	63 BPV, 10 Strength Maximum speed of 6 yards per second
Tier 7	72 BPV, 15 Strength Maximum speed of 6 yards per second

Tier 8	108 BPV, 21 Strength Maximum speed of 6 yards per second
Tier 9	135 BPV, 28 Strength Maximum speed of 6 yards per second
Tier 10	165 BPV, 36 Strength Maximum speed of 6 yards per second
Tier 11	178 BPV, 45 Strength Maximum speed of 6 yards per second
Tier 12	216 BPV, 55 Strength Maximum speed of 6 yards per second

EARTH ARMOUR

Shards with this Power can create a suit of armour made of stone. This cumbersome, yet impressive armour will protect the character from a wide variety of attacks.

Area: Self

Range: NA

Power Type: Control / Effect / Elemental

This Power gives the character armour of an equivalent Tier on the Power Chart. The armour has modifiers to its effectiveness based on the type of attack. These modifiers are listed below. Furthermore, this type of armour is very cumbersome, giving the character a -2 dice modifier on Coordination based rolls.

GMs may choose to ignore the modifiers listed below as well as the Coordination penalty if they wish to keep their game simple. The choice is theirs and the modifiers are offered to make the armour reflect its element more accurately.

When characters with Earth Armour attack, their hand to hand damage is considered Hard.

Blunt Attack - Tier +1
Edged Attack - Tier +1
Air Based - Tier +1
Cold Based - Tier -1
Earth Based - Tier
Flame Based - Tier
Electrical Based - Tier -2
Light Based - Tier
Sound Based - Tier
Water Based - Tier -1

EARTH BLAST

This is the ability to create a blast of earth and rock.

Area: Target

Range: 10 yards

Power Type: Ranged / Action / Elemental

This Power allows the character to create earth and rock and project it at a target doing an amount of damage equal to its Tier on the Power Chart.

The damage done by this Power is Hard.

EARTHSWIM

Characters with this Power can sink into the very earth and move through it at will. At higher levels, the character is able to move through stone and eventually even steel.

Area: Self plus unencumbered weight in carried items

Range: NA

Power Type: Control / Effect / Elemental

A character can move through the BPV of earthen material per second equal to the value listed in the Damage column of the Power Chart. The maximum speed that characters can move is equal to their running speed. Soft earth and sand will usually have a BPV of about 2 or 3. More firmly packed earth will range around 5 or 6. Hard packed earth can range upwards of 10 to 15 while rock generally begins around 20+. Processed rock, such as a castle wall will usually have a BPV of about 25 or 30. It is up to the GM to determine the BPV of the barrier but the above should be used as a rough guideline. Note: This Power at higher levels enables characters to slip out of metal restraints, just so long as the restraints are made of an earthen material (e.g.: steel). If characters run out of Wird before they get through the material they are moving through, they become trapped and die instantly.

e.g. Bob walks through a stone wall with a BPV of 20 with Earthswim at Tier 3. He can move through 9 BPV of material per second allowing him to move through the wall in three seconds ($20/9 = 2.2$ rounded up to 3).



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EARTHQUAKE

Earthquake is the ability, quite simply, to create a localized earth quake. At higher levels this can become devastating.

Area: 10 yard diameter per Tier

Range: Centred on the character

Power Type: Control / Effect / Elemental

This Power causes the ground to shake violently, doing damage to any structure in the area affected. If this damage exceeds the BPV of the building, the building will collapse. Furthermore, trees, loose rocks and other things of this sort can also be affected by the shaking earth. Characters in the area will be forced to make a Coordination roll against a Target Number of 7 plus the Tier of the Power to remain standing. If they fail the roll, they are knocked to the ground, though they take no damage from the fall. They may, however take damage from other objects which might fall on them... The amount of damage done to structures in the area affected is the Damage rating on the Power Chart.

Because of this, GMs might not want to allow player characters to have this Power; it's better used as an ability for a campaign villain.

WALL OF EARTH

This ability creates a vertical surface of earth that can deflect most melee and missile attacks and even Shard and Spell blasts. The wall must be connected to a solid surface.

Area: A flat surface of about 16 yards square (4 x 4 yards)

Range: One yard

Power Type: Control / Action / Elemental

The wall created provides an amount of BPV equal to the Tier of the Power under the Defenses column on the Power Chart. This wall may not be moved to intercept an attack. Once placed, it stays there. This wall is permanent. To get rid of it, it must be either be destroyed, or someone must use Wall of Earth again to remove it.

This wall can't be seen through.

This protection is modified by the same penalties as for Earth Armour (see page 129). GMs may choose to ignore the modifiers if they wish to keep their game simple.



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ELECTRICITY BASED

BODY OF ELECTRICITY

Shards with this Power are able to transform their bodies into coherent electricity. Characters also damage everything they touch while in this state, whether they wish to or not.

Area: Self

Range: NA

Power Type: Control / Effect / Elemental

Characters who transform their bodies into electricity are unaffected by virtually any form of attack. They have their Tier times two worth of armour as listed on the Power Chart, modified by the amounts listed below based on the type of attack. Additionally, the character is able to damage opponents simply by touching them. The amount of damage the character does is listed under the Wird Effect column of the Power Chart. Furthermore, characters are able to move through any opening. While in their electrical form, characters are unable to hold anything physical. Also, they can't use any Powers that are not electrically based.

The damage done is considered Hard damage.

Characters with this ability are vulnerable to Earth-based attacks and Water-based attacks, which tend to ground electrical characters. They get no armour bonuses for having the Body of Electricity; they are treated as if they have no armour at all.

Blunt Attack - Tier +2
 Edged Attack - Tier +3
 Air Based - Tier -1
 Cold Based - Tier -1
 Earth Based - Special
 Flame Based - Tier -2
 Electrical Based - Tier
 Light Based - Tier -1
 Sound Based - Tier
 Water Based - Special

CONTROL ELECTRICITY

This ability gives Shards the Power to manipulate electricity.

Area: NA

Range: 10 yards

Power Type: Control / Effect / Elemental

This Power gives one the ability to control electricity as if it were an elemental, moving it freely about. The Tier of this Power dictates the power levels of this "elemental." The electricity does not have a Body rating as it will not take any damage from physical attacks. The only way to destroy it is to either break the controlling character's concentration or to ground the "elemental" using an earth, electrical or Water-based attack. If the "elemental" is attacked by an Earth, Electrical or Water-based Power or with a metal weapon, the damage rating of the elemental is reduced by the damage of the blast or the BPV of the weapon used. If this reduces it to zero, the electricity is dispersed. Otherwise, it regenerates the next round back to normal. When attacked with a metallic weapon, the attacker takes damage, up to the damage rating of the "elemental" as the electricity travels down the weapon into the character. If the damage of the "elemental" exceeds the BPV of the weapon used, the weapon is destroyed.

Electrical control also allows the character to possibly take control and injure a character who has become electricity through magic. When targets attempt to resist this Power, characters roll their Control + Willpower against a Target Number of 7. Targets then rolls their Willpower + Aura against a Target Number of 7 plus the margin of success from the characters' roll. Targets who succeed on this roll resist the effects of this attack. Otherwise, they receive an amount of damage equal to the Wird Effect column on the Power Chart.

Damage done by this Power is considered Hard.

Tier 1	1 point of damage Maximum speed of 1 yard per second
Tier 2	3 points of damage Maximum speed of 3 yards per second
Tier 3	6 points of damage Maximum speed of 6 yards per second
Tier 4	10 points of damage Maximum speed of 10 yards per second
Tier 5	15 points of damage Maximum speed of 10 yards per second
Tier 6	21 points of damage Maximum speed of 10 yards per second

- Tier 7 28 points of damage
Maximum speed of 10 yards per second
- Tier 8 36 points of damage
Maximum speed of 10 yards per second
- Tier 9 45 points of damage
Maximum speed of 10 yards per second
- Tier 10 55 points of damage
Maximum speed of 10 yards per second
- Tier 11 66 points of damage
Maximum speed of 10 yards per second
- Tier 12 78 points of damage
Maximum speed of 10 yards per second

ELECTRICAL ARMOUR

Shards with this Power are encompassed by a suit of electrical armour that protects them from damage as well as causing damage to anyone foolish enough to come into contact with the armour.

Area: Self

Range: NA

Power Type: Control / Effect / Elemental

This Power gives characters armour of an equivalent Tier on the Power Chart as listed in the Defenses column. The armour has modifiers to its effectiveness based on the type of attack. These modifiers are listed below. Furthermore, the armour does an amount of damage equal to the Wird column on the Power Chart. This damage is done to anyone that comes into contact with the armour. This includes anyone that characters hit in combat as well as anyone that hits them in hand to hand or melee combat. The damage does not add to the damage of a weapon; it's treated as a separate attack. The character does not spend Wird each time the armour damages someone, as it is an Effect Power.

e.g. Marpla Kinterstrik has the Power Electrical Armour at Tier 5. This means that she has 19 points of



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defenses, which may be modified depending on what's attacking her. Anybody who hits her in melee will take 15 points of damage.

GMs may choose to ignore the modifiers if they wish to keep their game simple. The choice is theirs and the modifiers are offered to make the elemental armours more accurately reflect the element they are based on.

The damage done when someone comes in contact with this armour is considered Hard.

- Blunt Attack - Tier -1
- Edged Attack - Tier -2
- Air Based - Tier +1
- Cold Based - Tier +1
- Earth Based - Tier -1
- Flame Based - Tier
- Electrical Based - Tier
- Light Based - Tier -2
- Sound Based - Tier -3
- Water Based - Tier -2

ELECTRICAL BLAST

This Power enables the character to project a powerful electrical bolt, akin to lightning, at a target or group of targets.

Area: Target

Range: 10 yards

Power Type: Ranged / Action / Elemental

Characters fire a bolt of electricity at a target that does an amount of damage equal to its Tier on the Power Chart. They may also choose to have the bolt fork, hitting multiple targets. For each additional target attacked, reduce the Tier of the attacks by one for determining the damage done. The Wird cost does not change. All additional targets must be in the same arc as the original target and must be within 30 yards of the character. An arc is defined as front, left, right or back, each arc covering 90°.

Characters roll separate attacks against each target, should they decide to split the Electrical Blast. They lose one die for each extra Target they attempt to hit.

The damage done by this Power is Hard.

e.g. Marpla Kinterstrik has Electrical Blast at Tier 4. She is attacked by two bandits as she is returning home one day. She decides to fork her Blast and hit both of the targets. She has to roll against each bandit separately, and each Bandit will receive a Tier 3 Electrical Blast, for nine points of damage. She loses one die of her attack to hit each Target. If she fired at three bandits, she would have lost two dice.

FIRE BASED

BODY OF FIRE

Shards with this Power are able to transform their bodies into flame. As flame, they are virtually immune to most types of damage while being able to damage objects merely by touching them.

Area: Self

Range: NA

Power Type: Control / Effect / Elemental

Characters that transform their bodies into fire are unaffected by virtually any form of attack. Characters have their Tier times two worth of armour as listed on the Power Chart, modified by the amounts listed below based on the type of attack. The modifier is applied after the times two multiplication to the Tier level.

Body of Fire does have a couple of vulnerabilities. A character with Body of Fire will take damage from Water-based or Vacuum attacks without getting any of the armour bonuses for the Body of Fire.

Additionally, characters are able to damage opponents simply by touching them. The amount of damage they do is listed under the Wird Effect column of the Power Chart. Furthermore, characters can move through any hole so long as the flames of their body can pass through it. While in their flame form, characters are unable to hold anything physical. They can only use Fire-based Powers.

e.g. Khat Klerak, who has Tier 3 Body of Flame, is attacked by someone firing an Electrical Blast. She is considered to have Tier $(3 \times 2) - 1 =$ Tier 5 armour, offering 19 points of protection from the Electrical Blast.

The damage done is considered Hard damage.

- Blunt Attack - Tier +2
- Edged Attack - Tier +3
- Air Based - Tier (with Special)
- Cold Based - Tier -2
- Earth Based - Tier +2
- Flame Based - Tier
- Electrical Based - Tier -1
- Light Based - Tier +2
- Sound Based - Tier +3
- Water Based - Special

CONTROL FLAME

Shards with this ability have the Power to control and manipulate flames.

Area: NA

Range: 10 yards

Power Type: Control / Effect / Elemental

This Power gives one the ability to control flames as if it were an elemental, moving it about freely like a creature. The Shard's level of Power dictates the power levels of this "elemental". The flames do not have a Body rating as they will not take any damage. The only way to destroy them is to either break the controlling character's concentration or to extinguish the flames, either with water or with a vacuum. The flames' damage rating will be reduced by the amount of water that is thrown onto them, in gallons, or the damage of a Water Blast or a Vacuum. If the flame's damage is reduced to zero then the fire is completely extinguished. If the fire is not immediately extinguished, the next round the amount of damage it does is reduced by 1. It is possible to extinguish the flames over time.

Flame control also allows the character to possibly take control and injure a character who has become fire through magic. When targets attempt to resist this Power, characters roll their Control + Willpower + Tier against a Target Number of 7. Targets then rolls their Willpower + Aura against a Target Number of 7 plus the margin of success from the characters' roll. Targets who succeed on this roll resist the effects of this attack. Otherwise, they suffer an amount of damage equal to the Wird Effect column on the Power Chart.

Damage done by this Power is considered Hard.

Tier 1	1 point of damage Maximum speed of 1 yard per second
Tier 2	3 points of damage Maximum speed of 3 yards per second
Tier 3	6 points of damage Maximum speed of 6 yards per second
Tier 4	10 points of damage Maximum speed of 10 yards per second
Tier 5	15 points of damage Maximum speed of 10 yards per second
Tier 6	21 points of damage Maximum speed of 10 yards per second
Tier 7	28 points of damage Maximum speed of 10 yards per second
Tier 8	36 points of damage Maximum speed of 10 yards per second

Tier 9	45 points of damage Maximum speed of 10 yards per second
Tier 10	55 points of damage Maximum speed of 10 yards per second
Tier 11	66 points of damage Maximum speed of 10 yards per second
Tier 12	78 points of damage Maximum speed of 10 yards per second

FLAME ARMOUR

Shards with this Power are encompassed by mystical flames that protect them from damage as well as causing damage to anyone foolish enough to touch them.

Area: Self

Range: NA

Power Type: Control / Effect / Elemental

This Power gives characters armour of an equivalent Tier on the Power Chart as listed in the Defenses column. The armour has modifiers to its effectiveness based on the type of attack. These modifiers are listed below. Furthermore, the armour does an amount of damage equal to the Wird column on the Power Chart. This damage is done to anyone that comes into contact with the armour. This includes anyone that characters hit in combat as well as anyone that hits them in hand to hand or melee combat. The damage does not add to the damage of a weapon; it's treated as a separate attack. The character does not spend Wird each time the armour damages someone, as it is an Effect Power.

GMs may choose to ignore the modifiers if they wish to keep their game simple. The choice is theirs and the modifiers are offered to make the elemental armours more accurately reflect the element they are based on.

The damage done when someone comes in contact with this armour is considered Hard.

Blunt Attack - Tier -1
Edged Attack - Tier -2
Air Based - Tier
Cold Based - Tier +1
Earth Based - Tier -1
Flame Based - Tier
Electrical Based - Tier -1
Light Based - Tier -1
Sound Based - Tier -3
Water Based - Tier -1

FLAME BLAST

This Power enables a character to project a potent blast of flame at a single target.

Area: Target

Range: 10 yards

Power Type: Ranged / Action / Elemental

A blast of flame shoots from the character towards a target doing an amount of damage equal to the Damage rating on the Power Chart.

The damage done by this Power is Hard.

FLAME SPHERE

Called by many names, Shards with this Power have the ability to project a sphere of intense flames at a target. This ball will hit an entire area, doing damage to anything and everything caught within its blast area.

Area: 2 yard diameter sphere

Range: 10 yards

Power Type: Ranged / Action / Elemental

This Power allows the character to create and project a powerful ball of flame that hits a target area. Anything that is within this target area is damaged by the blast. The amount of damage done is listed under the Wird Effect column of the Power Chart.

The damage done by this Power is Hard.



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RESIST FLAME / HEAT

This Power gives the character protection from both high temperatures and heat and Fire-based Powers.

Area: Self

Range: NA

Power Type: Control / Effect / Elemental

When used to counter Fire-based attacks, this Power works simply as armour of an equal Tier. See the Power Chart to find out how much protection is provided.

When used to protect the character against extreme heat, the values listed below are added to any extremely hot temperatures. Normally a person is not bothered by temperatures ranging from 100° F down to 32° F. Above that range, characters must worry about heat stroke and dehydration at the higher temperatures; below that and frostbite is a concern. A character with Resist Flame/Heat subtracts the value listed below from any extremely high temperatures. So long as the temperature is decreased to 100° or lower, the character will not suffer from the heat.

e.g. Khat Klerak has Resist Flame/Heat at Tier 8. She is in a region where the temperature is a sweltering 400° F. The "temperature" is decreased to $400° - 360° = 40°$, meaning the character is not affected by this temperature. This Power does not reduce the temperature, it simply reduces the effect of high temperatures. Klerak would not feel like she was in temperatures of -260° at 100°. She is merely affected less by high temperatures. **Note:** most normal flames (i.e.: a match) burn around 450° F.

Tier 1	10 degrees
Tier 2	30 degrees
Tier 3	60 degrees
Tier 4	100 degrees
Tier 5	150 degrees
Tier 6	210 degrees
Tier 7	280 degrees
Tier 8	360 degrees
Tier 9	450 degrees
Tier 10	550 degrees
Tier 11	660 degrees
Tier 12	720 degrees

WALL OF FLAME

This ability creates a vertical surface of fire that can deflect most melee and missile attacks and even Shard and Spell Power bolts. The wall must be connected to the ground. The wall also does damage to those in contact with it.

Area: A flat surface of about 16 yards square (4 x 4 yards)

Range: One yard

Power Type: Control / Action / Elemental

The wall created provides an amount of armour equal to the Tier -2 of the Power under the Defenses column on the Power Chart. This wall may not be moved to intercept an attack. Once placed, it stays there. This wall stays up as long as the character pays the Wird for it, providing armour as long as Wird is spent. The Range for the ability is the range for creating the wall; after that the creator can move as far away as they wish.

This wall will do damage to anybody who comes in contact with it. The amount of damage it does is equivalent to the Wird Effect column of the Power Chart. This wall can't be seen through. Other senses suffer the Wird column in penalties due to the wall.

This protection is modified by the same penalties as for Flame Armour (see page 135).



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WARM AREA

Shards with this ability can increase temperatures around themselves, up to the point where objects will ignite.

Area: 2 yard radius

Range: yards

Power Type: Control / Effect / Elemental

The temperature in the area of affect is increased by the amount listed below, in degrees Fahrenheit. At extreme levels this increase in temperature may begin to do damage to individuals that are not dressed appropriately. Characters with this Power are not automatically immune to the effects.

Warm Area does the Wird Effect column in Soft damage, but only in the first round the Power is activated. After that, any damage caused by the new temperature depends entirely on what the surrounding temperature was prior to the use of the Power. Normally a person is not bothered by temperatures ranging from 100° F down to 32° F. Above that range, characters must worry about heat stroke and dehydration at the higher temperatures; below that and frostbite is a concern.

- Tier 1 Temperature increases by 3 degrees.
- Tier 2 Temperature increases by 9 degrees.
- Tier 3 Temperature increases by 18 degrees.
- Tier 4 Temperature increases by 30 degrees.
- Tier 5 Temperature increases by 45 degrees.
- Tier 6 Temperature increases by 63 degrees.
- Tier 7 Temperature increases by 84 degrees.
- Tier 8 Temperature increases by 108 degrees.
- Tier 9 Temperature increases by 135 degrees.
- Tier 10 Temperature increases by 165 degrees.
- Tier 11 Temperature increases by 178 degrees.
- Tier 12 Temperature increases by 244 degrees.

LIGHT BASED INVISIBILITY

Shards with this Power have the ability to warp light around their body, giving them some measure of invisibility.

Area: Self

Range: NA

Power Type: Control / Effect / Elemental

Anyone attempting to see the Shard when this Power is active has their Perception roll Target Number increased by the amount listed under the Wird Effect column of the Power Chart. Any attempt to see the invisible character requires a Perception roll.

e.g. Kadey Liang has the Power Invisibility at Tier 7. This means that, once the Power is active, anybody trying to spot her has to make a Perception roll with their Target Number increased by 28.

LIGHT ARMOUR

Shards with this Power can create a suit of armour that is made of solid light.

Area: Self

Range: NA

Power Type: Control / Effect / Elemental

This Power gives characters armour of an equivalent Tier on the Power Chart as listed in the Defenses column. The armour has modifiers to its effectiveness based on the type of attack. These modifiers are listed below.

GMs may choose to ignore the modifiers if they wish to keep their game simple. The choice is theirs and the modifiers are offered to make the elemental armours more accurately reflect the element they are based on.

- Blunt Attack - Tier
- Edged Attack - Tier -1
- Air Based - Tier +1
- Cold Based - Tier
- Earth Based - Tier -1
- Flame Based - Tier
- Electrical Based - Tier -2
- Light Based - Tier +2
- Sound Based - Tier -2
- Water Based - Tier -1

LIGHT BLAST

Shards with this Power generate a concentrated beam of light (essentially a laser), that can do a great deal of damage from the intense heat it generates.

Area: Target

Range: 10 yards

Power Type: Ranged / Action / Elemental

The blast of light does an amount of damage equal to the Damage rating on the Power Chart.

The damage done by this Power is Hard.

LIGHT CONTROL

Shards using this Power can generate and control light. This enables the character to do more than generate a pretty light show; they have the ability to create illusions.

Area: 2 yards diameter

Range: 10 yards, though can be seen at any range

Power Type: Control / Effect / Elemental

This Power generates illusions that can appear as virtually anything one can imagine. Whether or not the character's control over light is sufficient to make the image truly believable depends on their Tier rating and Skill level. Each rating has a bonus associated with it. This bonus is added to their Shard Power - Control + Willpower roll against a Target Number of 7 when they attempt to generate an illusion. Observers attempting to notice that the image is a fake must roll Awareness + Intelligence against a Target Number of 7 plus the margin of success from the Shard's roll. If they fail their roll, they believe that the image is what they are seeing and will react accordingly.

If used to generate a flash, increase the target's sight based perception Target Numbers by the amount listed below. Light Control can be used to counteract other Light-based Powers. It can also be used to counteract Create Darkness.

- Tier 1 +1
- Tier 2 +2
- Tier 3 +3
- Tier 4 +5
- Tier 5 +8
- Tier 6 +11
- Tier 7 +14
- Tier 8 +18
- Tier 9 +23
- Tier 10 +28
- Tier 11 +33
- Tier 12 +39

NATURAL FLIGHT

GLIDER MEMBRANES

Characters with this Power have glider membranes that allow them to glide or, at higher levels, almost fly.

Area: Self

Range: NA

Power Type: Control/Effect/Elemental

The speed that a character moves with this Power is listed on the Power Chart under Movement. Furthermore, characters with Glider Membranes cannot undertake any action which requires their hands when flying because they have their arms outstretched.

Characters with Glider Membranes have difficulty gaining altitude. In fact, gliding characters lose altitude as they move forward. At Tier 1, characters drop 4 yards per yard they move forward and at Tier 2 characters drop 1 yard per 2 yards they move forward. At Tiers 3 and above, they may maintain their altitude by spending an action, otherwise they lose altitude at 1 yard per 4 yards they move forward. Also, if there are strong updrafts, characters may attempt to gain altitude though it costs an action to do so and this requires a Flight Skill roll.

The cost for Glider Membranes is less expensive than for other Powers. It costs 10 points less than the Tier level on the Power chart. You must spend at least 10 points; in other words, you can't get Tier 1 Glider Membranes for free. Tier 2 would only cost you 10 points.

The Endurance for Glider Membranes is equivalent to walking, or 1 Endurance every hour.

WINGS

Characters with this Power have full wings that allow them to fly.

Area: Self

Range: NA

Power Type: Control/Effect/Elemental

Characters with wings are able to use their hands while flying, unlike gliders. Characters with this Power move as listed under the Movement column of the Power Chart.

Characters with wings are able to gain altitude freely. They can glide, which uses the same Endurance cost as Glider Membranes.



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SENSES

INCREASED SENSES

Shards with this Power have very acute senses that can pick up virtually imperceptible sensory information.

Area: Self

Range: NA

Power Type: Control / Effect / Elemental

This Power gives characters an increase to their Perception rating, much like Modify Characteristic of Alter Bodies - Other and Own. Characters may choose to specialize in one particular sense that their species/race normally possesses. If they do, they can increase the Power level by two Tiers. As such, their Perception remains the same when using their other senses, but when using their increased sense, they get to use their increased Perception rating.

The bonuses to the Perception rating are listed under the Wird Effect column of the Power Chart. This is a bonus on their perception roll. Tier 13 and 14 are listed for characters that specialize in one sense and have this Power at Tier 11 or 12.

ALTERED/INHUMAN SENSES

A Shard with this Power has a sense that a person does not normally possess, such as sonar, infrared vision, ultraviolet vision or the like. Any sense that a normal person does not have that can be explained as a natural sense (no Magic Sense, Danger Sense or the like) is covered by this Power. Each special sense must be purchased separately.

Area: Self

Range: NA

Power Type: Control / Effect / Elemental

This Power gives characters the ability to roll their Perception to detect things with this special sense. This will often enable them to perceive things that most people cannot. Characters' Perception with this Power is increased by its Tier -1 as listed under the Wird Effect column of the Power Chart (Tier 1 gives no bonus to Perception but does allow a roll at the character's base Perception). In some cases, they will automatically perceive something with the specialized sense. For example, a character with infrared vision, the ability to see heat patterns, would clearly see someone in a cold field, even in pitch and total blackness. The person will stand out clearly as a warm spot against the cold background. The GM will have the final say as to how each special sense works.

SOUND BASED

SOUND ARMOUR

Shards with this Power are able to generate armour made of tightly packed sound waves.

Area: Self

Range: NA

Power Type: Control / Effect / Elemental

This Power gives the character armour of an equivalent Tier on the Power Chart as listed in the Defenses column. The armour has modifiers to its effectiveness based on the type of attack. These modifiers are listed below.

GMs may choose to ignore the modifiers if they wish to keep their game simple. The choice is theirs and the modifiers are offered to make the elemental armours more accurately reflect the element they are based on.

Blunt Attack - Tier +1

Edged Attack - Tier -1

Air Based - Tier

Cold Based - Tier -2

Earth Based - Tier +1

Flame Based - Tier -1

Electrical Based - Tier -2

Light Based - Tier -3

Sound Based - Tier +2

Water Based - Tier +1



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SOUND BLAST

Sound waves have the capacity of causing great amounts of damage if used at the right frequency and volume. Characters with this Power are able to generate these damaging sound waves. The major drawback to this Power is that it is very indiscriminate in whom it attacks; sound tends to carry.

Area: Cone of affect, reaching out 15 yards from the character, 5 yards across at its furthest point

Range: NA

Power Type: Ranged / Action / Elemental

This Power does damage to anything within its cone of affect. The amount of damage done is as the Wird Effect column in the Power Chart. This damage is done to everything within the cone, friend or foe alike.

Furthermore, the damage also applies to any objects in the area. If the damage exceeds an object's BPV, the object shatters from the intense vibrations. If the damage does not exceed the BPV, the object is fine and suffers no adverse effects. If this Power is used and the character is in contact (flesh to flesh) with the target, this Power ignores any natural armour that the target may have. As a result, the victims are themselves vibrated violently, rather than being hit by the vibrations.

This Power does Soft damage.

SOUND CONTROL

Shards with this Power have the ability to generate and manipulate sound waves. This Power does not enable one to generate damaging sounds, merely normal sounds.

Area: As far as the sound can be heard

Range: 10 yards

Power Type: Control / Effect / Elemental

This Power generates sounds that can mimic virtually any sound one can imagine. Whether or not characters' control over the sound is sufficient to make the sound believable depends on their Tier rating. Each rating has a bonus associated with it. This bonus is added to their Shard Power - Control + Willpower roll when they attempt to generate a specific sound. Anyone attempting to notice that the sound is a fake must roll Awareness + Intelligence against a Target Number of 7 plus the margin of success from the Shard's roll. People who fail this roll believe that the sound is accurate and will react accordingly. Otherwise, there is some flaw in the sound that gives it away.

Unlike the Skill Imitation, characters can generate any sound that they can imagine. They are not limited to sounds that the human mouth can generate. How well they do this, however, depends entirely on their level and roll. If used to generate a sound show, such as a concert or the like, characters may roll their Shard Power - Control Skill + Willpower against a Target Number of 7. Any margin of success indicates how well received the show is. A margin of success of 19+ indicates a rave reception and 30+ is a legendary performance that is talked about for years.

If used to generate a deafening burst of sound, increase the target's hearing-based perception Target Numbers by the amount listed below.

Tier 1	+1
Tier 2	+2
Tier 3	+3
Tier 4	+5
Tier 5	+8
Tier 6	+11
Tier 7	+14
Tier 8	+18
Tier 9	+23
Tier 10	+28
Tier 11	+33
Tier 12	+39

SOUND SUPPRESSION

This Power gives Shards the ability to diminish and even silence sounds within an area.

Area: 2 yard radius

Range: 10 yards

Power Type: Control / Effect / Elemental

This Power does two things. First, it increases any hearing-based Perception rolls within the area of affect. Note: any attempt to hear in a Sound Suppressed area requires a Perception roll. Any hearing-based Perception roll has its Target Number increased by the amount listed on the Wird column of the Power Chart. Furthermore, it acts as a form of armour against Sound-based attacks of any kind. The amount of armour provided is equal to its Tier on the Power Chart under Defenses.

This Power can be used to counteract Sound Control or similar Spells.

WATER BASED CONTROL WATER

This ability gives the Shard the power to control and animate water, moving it about at their command.

Area: NA

Range: 10 yards

Power Type: Control / Effect / Elemental

This Power gives one the ability to control water as if it were an elemental, moving about freely like a creature. The Shard's level of Power dictates the power levels of this "elemental." The water does not have a Body rating as it will not take any damage. The only way to destroy it is to either break the controlling character's concentration, evaporate it or freeze it. Temperatures above 212° F or any Fire-based attacks doing a total of 5 times the Tier level points of damage will cause the elemental to evaporate completely. Conversely, any temperatures below 32° F or any Cold-based attacks doing a total of 25 points of damage will cause the "elemental" to freeze solid.

Water control also allows the character to possibly take control and injure a character who has become liquid through magic. When targets attempt to resist this Power, characters roll their Control + Willpower + Tier against a Target Number of 7. Targets then roll their Willpower + Aura against a Target Number of 7 plus the margin of success from the characters' roll. Targets who succeed on this roll resist the effects of this attack. Otherwise, they suffer an amount of damage equal to the Wird Effect column on the Power Chart.

Damage done by this elemental is considered Soft.

As for the "elemental," its abilities are listed below.

Tier 1	-3 Strength, Move 1 yard per second
Tier 2	-1 Strength, Move 3 yard per second
Tier 3	0 Strength, Move 6 yard per second
Tier 4	1 Strength, Move 10 yard per second
Tier 5	3 Strength, Move 10 yard per second
Tier 6	6 Strength, Move 10 yard per second
Tier 7	10 Strength, Move 10 yard per second
Tier 8	15 Strength, Move 10 yard per second
Tier 9	21 Strength, Move 10 yard per second
Tier 10	28 Strength, Move 10 yard per second
Tier 11	36 Strength, Move 10 yard per second
Tier 12	45 Strength, Move 10 yard per second



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CREATE WATER

With this ability characters are able to make even a drop of water grow into gallons of water. Shards with this ability are prized on long trips where water is scarce or on city fire-fighting teams.

Area: NA

Range: Contact with any source of water.

Power Type: Control / Action / Elemental

This Power permanently creates water that is pure and drinkable. The only condition is that there must be some minute source of water (about the size of a drop) to begin with. The amount of water created is listed under the *Wird* Effect column of the Power Chart, in gallons.

e.g. Trad Rykitikan is a Shard with Create Water at Tier 2. This means that as long as he's near a water source, he can create 3 gallons of pure, drinkable water. He's very useful on most journeys.

LIQUID FORM

Shards with this Power are able to transform their bodies entirely into water. Most attacks will simply pass through the character's body, doing nothing.

Area: Self

Range: NA

Power Type: Control / Effect / Elemental

Characters that transform their bodies into water are unaffected by virtually any form of attack. They have their Tier times two worth of armour as listed on the Power Chart, modified by the values listed below.

There are two exceptions to this. People in Liquid Form are vulnerable to Cold-based and Electricity-based attacks. Against these, they are treated as if they have no armour whatsoever. They take the normal damage of the attack.

The character is also able to damage opponents but may only do so at basic hand to hand damage with only half the character's Strength bonus being added to the damage.

Any weapon used by a character in Liquid Form to attack will only do as much damage as a punch, as the weapon is also water. Furthermore, characters can pass through any opening that a liquid could pass through. Lastly, characters can move through water as if they had the Power Swimming at 2 Tiers lower (minimum movement 1 yard / second), though the character can breathe while underwater at any Tier of this Power.

Any damage done while in this form is considered Soft.

Blunt Attack - Tier +1

Edged Attack - Tier +2

Air Based - Tier

Cold Based - Special

Earth Based - Tier +1

Flame Based - Tier -2

Electrical Based - Special

Light Based - Tier

Sound Based - Tier

Water Based - Tier +3

SWIMMING

Swimming gives the Shard the ability to move freely and quickly in water along with the ability to see and breathe in water.

Area: Self

Range: NA

Power Type: Control / Effect / Elemental

This Power gives characters the ability to move freely in water, incurring no Coordination penalties. Also, characters can see normal distances in water as well as being able to breathe water as if it were air. Finally, it allows characters to move at greater speeds. The speeds below are added to the base movement. Characters with this Power, however, are not immune or resistant to any Water-based attacks (except drowning).

Tier 1 1 yard / second = 2 mph

Tier 2 3 yards / second = 6 mph

Tier 3 6 yards / second = 12 mph

Tier 4 10 yards / second = 20 mph

Tier 5 15 yards / second = 30 mph

Tier 6 21 yards / second = 40 mph

Tier 7 28 yards / second = 35 mph

Tier 8 36 yards / second = 70 mph

Tier 9 45 yards / second = 90 mph

Tier 10 55 yards / second = 110 mph

Tier 11 66 yards / second = 130 mph

Tier 12 78 yards / second = 155 mph

WALL OF WATER

This ability creates a vertical surface of water that can deflect most melee and missile attacks and even Shard and Spell blasts. The wall must be connected to a surface.

Area: A flat surface of about 16 yards square (4 x 4 yards)

Range: One yard

Power Type: Control / Action / Elemental

The wall created provides an amount of armour equal to the Tier of the Power under the Defenses column on the Power Chart. This wall, however, may not be moved to intercept an attack. Once placed, it stays there. This wall stays up as long as the character pays the Wird for it, continuing to provide armour as long as Wird is spent. The Range for the ability is the range for creating the wall; after that the creator can move as far away as they wish.

This wall is not perfectly clear. Any attacks directed through the wall are made at -1 per Tier of the wall, to a maximum of -4, for anyone firing through it. This includes the character who created the wall.

This amount of protection is modified based on the type of attack directed at the Wall of Water. The modifiers are the same as for Water Armour (see below). GMs may choose to ignore the modifiers if they wish to keep their game simple.



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WATER ARMOUR

Shards with this Power can cause a protective sheath of water to form around themselves.

Area: Self

Range: NA

Power Type: Control / Effect / Elemental

This Power gives characters armour of an equivalent Tier on the Power Chart as listed in the Defenses column. The armour has modifiers to its effectiveness based on the type of attack. These modifiers are listed below.

- Blunt Attack - Tier
- Edged Attack - Tier -1
- Air Based - Tier +1
- Cold Based - Tier -2
- Earth Based - Tier
- Flame Based - Tier +1
- Electrical Based - Tier -3
- Light Based - Tier -2
- Sound Based - Tier -2
- Water Based - Tier +2

WATER BLAST

This Power gives its user the ability to shoot water at a target. The blast of water is capable of inflicting damage as it crashes into a target with a great deal of force.

Area: Target

Range: 10 yards

Power Type: Ranged / Action / Elemental

Characters generate blasts of water doing an amount of damage equal to the Damage rating on the Power Chart. The amount of gallons generated and thrown at the target by this Power is equal to half the damage of the Power. Additionally, this Power can be used to push objects around, much like a fire hose. The equivalent Strength of the water blast is listed below.

When used to push targets, roll the Water Blast's Strength against a Target Number of 7. Targets then roll their Strength against a Target Number of 7 plus the margin of success from the Water Blast's roll. Targets who succeed on this roll have maintained their footing. Otherwise, they are pushed back by the Water Blast. Objects that do not have a Strength rating (such as a chair) are pushed back if they weigh less than the bench press rating for the water blast's Strength. The distance the target is pushed back is equal to the Strength of the Water Blast minus the Strength needed to dead lift the target (minimum of 1) in yards. If this causes a target to crash into something, both objects take damage equal to the distance the object is travelling.

Tier 1	-6 Strength
Tier 2	-3 Strength
Tier 3	-1 Strength
Tier 4	0 Strength
Tier 5	1 Strength
Tier 6	3 Strength
Tier 7	6 Strength
Tier 8	10 Strength
Tier 9	15 Strength
Tier 10	21 Strength
Tier 11	28 Strength
Tier 12	36 Strength

WIRD BASED

WIRD ARMOUR

Wird Armour is a form of mystical armour that protects a character from Wird attacks. Any attack that is listed as a Wird, rather than an Elemental, Power or Spell can be countered with Wird Armour.

Area: Self

Range: NA

Power Type: Control / Effect / Wird

This Power gives the character an amount of mystical armour equal to its Tier level in the Wird Effect column of the Power Chart. This armour is only effective against Spells and Powers that are Wird-based, rather than Elemental based. It offers no protection whatsoever against any form of physical attack. Certain Wird Powers and Spells do not cause "damage." These Powers are usually noted, but if not, their effective level is reduced by the Tier level of this Power.

For example, characters attempting to Decrease the Strength of a target with Wird Armour at Tier 3 will have their Decrease Characteristic reduced by three Tiers when determining its effect. If this reduces it to Tier 0 or lower, then the Power has no effect.

CHAPTER SUMMARY

Powers are abilities that some characters can use without any sort of training. There are a variety of effects that characters can choose from. There are 10 Tiers of Power that can be purchased; the first five Tiers cost 10 points each, the last five cost 20 points each. For each Power, there are several aspects that have to be considered.

- Max level = the Tier level the character has the Power at
 - If less than maximum power is used, Wird used = max power level / (2 x (max level - level used))
- Each Power has an Area, a Range and a set of descriptions of the type of Power it is.
- Area is the Power's area of effect. It ranges from one person to very large areas.
 - Range is from how far away you can project the Power. It varies from Contact to *greatly extended ranges*.
 - Control/Ranged - States whether the Power falls under the Control category or Ranged Attack category. Control Powers tend to be more subtle.
 - Action/Effect - States whether the Power uses Wird every time it is used, or whether it uses Wird every round instead.

- **Elemental/Wird** - States whether the Power has some aspect that fits into the physical world, or whether it is purely magical in nature.

Some Powers can be used to counteract other abilities. If this happens, they either reduce the Tier level of the opposing Power by their Tier level, or negate a Spell, if the Wird of the Power is high enough.

Powers tend to fit into specific elemental categories. Players take one category when designing their PC. Powers can be bought from other categories, but they cost an extra 10 points.

POWER LIST

AIR

Air Armour, Air Sphere, Control Air, Flight, Gaseous Form, Tornado, Vacuum, Wind, Wind Force, Wind Wall

ADHESION / FRICTION BASED

Adhesion, Reduce Friction

ALTER BODIES – OTHER

Change Shape, Decay, Heal, Illness, Increase / Decrease Density, Increase / Decrease Size, Modify Characteristic, Vampiric Touch

ALTER BODIES – OWN

Armour, Change Shape, Increase / Decrease Density, Increase / Decrease Size, Leaping, Modify Characteristic, Natural Body Attacks, Regeneration, Running

COLD BASED

Body of Ice, Cool Area, Freeze Object, Ice Armour, Ice Blast, Resist Cold, Wall of Ice

DARKNESS BASED

Create Darkness

EARTH BASED

Body of Earth, Control Earth, Earth Armour, Earth Blast, Earthswim, Earthquake, Wall of Earth

ELECTRICAL BASED

Body of Electricity, Control Electricity, Electrical Armour, Electrical Blast

FIRE BASED

Body of Fire, Control Flame, Flame Armour, Flame Blast, Flame Sphere, Resist Flame / Heat, Wall of Flame, Warm Area

LIGHT BASED

Invisibility, Light Armour, Light Blast, Light Control

NATURAL FLIGHT

Glider Membranes, Wings

SENSE

Increased Senses, Altered/Inhuman Senses

SOUND BASED

Sound Armour, Sound Blast, Sound Control, Sound Suppression

WATER BASED

Control Water, Create Water, Liquid Form, Swimming, Wall of Water, Water Armour, Water Blast

WIRD BASED

Wird Armour

SAMPLE CHARACTER CREATION

Let's look at choosing the Powers for Ryth Higgai. She has 70 points that can be spent on Powers. After looking through the list, we decide that Light Powers would be interesting, so this becomes the Power grouping for Higgai. Any Powers bought from another Power grouping will cost an extra 10 points. Since she is a scout, the first Power chosen is Invisibility. We give her Tier 3 in this ability. This will make her much more difficult to spot since anybody looking for her will have +6 added to their Target Number. This costs 30 points.

Deciding that she should have some sort of offensive ability, we give her Light Blast at Tier 3. This gives her the ability to do up to 9 points of damage. This also costs 30 points. She has 10 points left.

The last Power she has is Light Control at Tier 1. This isn't very powerful, but it can be increased later, and gives her some versatility. She now can cast very basic illusions. This costs 10 points. All her points are spent.


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The others were pretty concerned when I returned. We had a chance, but it meant a gutsy decision by a very brave man...



Paytor Crel heard the sounds of frenzied combat as he rushed back to the front of the cave. The Horizon Strider, sword drawn, arrived in time to see Harad Braktooth clubbing the last of a group of Green People with his Drummer's Hammer. Everybody looked exhausted. Shreet Cardine was sitting down along the side of the cave entrance, a small sword in his hands. He shook his head as he saw Crel approach.

"Just in time to die with the rest of us," the Rat panted. "I just want to announce that I can't heal people for much longer, so don't get hurt. Please."

"Maybe none of us have to get hurt," Crel said, glancing out past the entrance. "I left because I felt a breeze. Deeper in the hill there's another exit. It's not big, but the Gargoyle can fit. Once we're on the other side of the hill, we might be able to get back to Cry-Star."

"Give me a minute," Alagrim said. He slumped down beside the Rat.

"It won't work," Taran said. "They've been making advances every couple of minutes now. There must be 30 of them out there now. They'll catch us."

"At least they'll have to try to catch us," Crel said. He kept his eyes on the forest, looking for movement. "If we stay here, they won't have to go far."

Taran sighed. "Well, you were right about there being a lot of them out here," he said. "I wish I'd just taken your word for it."

"Me too," Cardine interjected.

The Eagle glared at him, then turned back to Crel. "I can delay them here; that will give you enough time to escape. Tell the council to prepare for war!"

"That's the stupidest idea I've ever heard," stated the Gargoyle, his voice a deep rumble.

"It's my job Harad," Taran answered quietly.

"It's not a good idea for you to stay," said the Dragon as he got to his feet. "I'll stay. That makes a lot more sense." Taran snorted. "I'm a Wylder and I can do things you can't Skor," Alagrim continued confidently. "They'll kill you before you can blast them all. I'll delay them, then escape. Besides, the idea was for you to convince the council there's a problem. That's your job. You can't do that if you're dead." The two of them stared at each other for a moment, then Taran nodded.

"Tell Mom I'll be back in a few days," Alagrim said to Cardine. "Don't let her worry. I think I'll have to take the long way home, so it might be a while." The two gripped hands, and the Rat nodded.

"They're coming," Crel said suddenly.

"Get out of here," Alagrim snapped. As he gestured, glyphs of power appeared around his hands. A large shield suddenly appeared in front of him, floating in the air. He stepped out from behind the rock near the cave entrance and gestured again. Three of the approaching Green People were knocked to the ground as the air around them seemed to explode. The other two, stopped, then retreated back to the woods.

"Go I said!" Alagrim shouted. The other Yas'Wailians followed Crel to the back of the cave, trying hard not to think about the man they had left behind.



SPELLS

About 4-5% of people in Providence are capable of consciously wielding and controlling the energies of Wird. The Alliance of Kings and the Wardens of Bone-Wail each have a testing program designed to discover these adept individuals so that they may be trained to serve their society. Many, however, still do

avoid detection and live out their lives completely unaware of their potential magical power. Others are not given any training at all, because they are not of a caste high enough to warrant it. Still others have refused for personal reasons.

People who can learn how to cast Spells can't have Shard abilities.

Spell Casters work their magic by manipulating a form of energy known as Wird. Wird is a mystical energy that is believed, by some of the Yas'Wallian mages, to link all life. There are different theories about its source, purpose and effects, but it is widely understood by all Spell casters that it exists and that it is the key to magic. Each Caster has a different method of controlling Wird energies around them, but each one has one thing in common; they each think of it in terms of manipulating the four elements: Earth, Air, Fire and Water. Through the manipulation and combining of these four elements, Spell Casters are able to generate a variety of effects which are known as Spells.

RETRIBUTIONS

The problem is that this manipulation of Wird has caused a phenomenon known as Retributions. The fabric of Wird, known as the Tapestry, is tightly woven together and a Spell Caster's manipulation of the Tapestry can eventually cause slight tears, ripples and ruptures. These effects display themselves in the physical world as natural phenomena, such as volcanoes and tornadoes. Each of these violent natural phenomenon results in the Tapestry being returned to a more natural state. Nonetheless, some damage remains. Over time, the severity of the Retributions increases until there is a massive Retribution. There have been two drastic displays of this in Providence recently. One is the region of land known as the Sunderlands, an area of land that is being flooded. The second and most recent Retribution is the volcano that is building in the base of the Sky Torrent Spire. These two Retributions have appeared very close in time to each other, leading many to believe that the delicate Tapestry is close to breaking completely. There are also those who

believe that the concept of Retributions is merely the creation of the Pure in an attempt to control the use of Wird. With the two recent Retributions destroying large portions of Providence, the Alliance of Kings has instituted a ban on frivolous uses of Wird. Those who don't believe in Retributions feel that this ban is a step on the road to the total control and regulation of Wird use.

DISTINCTIONS

There are three main schools or Distinctions of magic that are taught within the Alliance of Kings, Wird Weavers, Wylders and Wird Dancers. These shall be explained in some detail. There is one more Distinction, but it is outlawed by the Alliance of Kings. It shall be described later.

WIRD WEAVER

These magicians subtly coax the natural Wird around them in order to create their spells and are much more nature-based than the others. Their practice of magic rarely has an adverse effect on the Tapestry of Wird as the Weaver works with the natural flow of Wird, rather than against it. Regardless, the Weaver is altering the Tapestry to a degree so there is a disturbance in the Wird energies that can result in minor Retributions from time to time.

The primary Characteristic for Wird Weavers is Psyche.

WYLDER

The next Distinction is that of Wylder, magicians who do not fully believe that their magical energies are tied into the living world surrounding them. Unlike Wird Weavers, Wylders do not coax the Wird in order to accomplish their desired effects. They simply cast the Spell, forcing the Wird to create the desired effect. Their practice of Wird is focused on the blunt control and manipulation of energy and the elements. This is a more violent practice of magic compared to that of Weaving as it can often work against the natural flow of Wird. Still, it rarely has immediate or drastic effects on the surroundings. Wylders, however are believed to be the most at fault within the territory of the Alliance of Kings for Retributions, because their use of Wird has the most drastic effects on the Tapestry.

The primary Characteristic for Wylders is Intelligence.

WIRD DANCER

The last distinction of magic presently practiced within the Alliance of Kings is that of Wird Dancer. These magicians believe that Wird is a unifying energy that links all life, much as the Weavers do. Unlike the Weavers who subtly coax Wird to aid them, Dancers move their bodies in such a way that

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they become harmonized with the Wird around them. They focus Wird internally where Wird Weavers focus outside themselves. Dancers do minimally alter the Wird energies around them but this form of magic is the least violent towards the Tapestry and the least likely to result in Retributions. At the same time it is the least outwardly effective of the Distinctions.

The Primary Characteristic for Wird Dancers is Psyche.

BLIGHT CROW

There is one other form of magic that is practiced in Providence. It is outlawed in the Alliance of Kings' territory and anyone discovered practicing it is instantly branded an Exile, hunted down and killed. These outlaw magicians are known as Blight Crows. Blight Crows believe that Wird is the Tapestry of energy that links all life, in much the same way as a Wird Weaver. They have also discovered that they can become far more powerful if, rather than coaxing the energies, they completely dominate them. Blight Crows drain the Wird from their surroundings in order to power their spells. Similar in theory to the Distinction of Wylder, the main difference is that Blight Crows drain the energy from the life around them where Wylders will use the excess ambient energy of their surroundings. Blight Crows don't just want the excess, they want it all. They will drain powerful sources of Wird, such as plants, animals and people rather than take the Wird flowing around them.

Because this practice of magic results in the death of the surrounding environment over time, the Alliance of Kings has completely banned the practice of this dark art. They are rumoured to have a hit squad of Shards and powerful mages whose responsibility it is to bring these necromancers to justice. Due to this and the fact the Blight Crows cannot work in a group — they will eventually kill their comrades simply by casting their spells — they are to be considered NPCs only. GMs are encouraged to never allow a Blight Crow into a group as their mere presence will eventually kill the group. They are villains of the highest order — the sort of individuals that heroes are often sent after.

The primary Characteristic for Blight Crows is Willpower.

SPELLS

Each Distinction has access to a variety of spells. Initially, Spells strongly reflect the focus of their magical theories; nature for Wird Weavers, personal magic for Wird Dancers, raw energy for Wylders and destructive, draining magic for Blight Crows. Several spells, however, are available to more than one Distinction. Each Distinction casts the same Spell in a slightly different manner. The look of the Spell will be different but the end result will remain the same.

An example of this is the Spell Earth Freedom, which allows the Spell Caster to move through the ground. Wird Weavers gently part the earth and move through it with the ground closing behind them with little trace of passage. Wird Dancers meld with the earth, and move freely through it. Wylders rip the earth apart and simply walk through the hole. Blight Crows will either violently tear the earth out of their way or, more likely, destroy it completely so that they may pass. The differences between how each Spell is cast reflects the Distinction of the caster though the end result remains the same, in terms of game mechanics. Players are encouraged to describe how their spells are cast, keeping in mind their Distinction and how it will affect the Spell.

As Spell Casters gain in experience, earning a greater understanding of magical theories and the manipulation of Wird, they gain the ability to cast spells that were not available to them before, which the other Distinctions could cast. These cross-Distinction spells, usually available at Level 4 and higher, have low-level effects but offer the caster a greater level of diversity.

CHARACTER CREATION

Players that are designing a magic-using character must first purchase the character's Magic skills using Skill points. The skills Magic - Casting and the four elemental Magic skills must be purchased. The one limitation is that the four elemental skills must be equal to or higher than the Casting Skill. Aside from that, there is no restriction to the levels the character may purchase the various skills at (except the normal maximum of Level 6).

After characters have purchased their Magic Skills, they must purchase their Spells. Each Distinction has six Spell

Magic Chart

Level	Point Cost	Damage	Defenses	Wird Effect	Move
Level 1	3	3	2	1	3 / second = 6 mph
Level 2	6	9	7	4	9 / second = 20 mph
Level 3	9	18	14	9	18 / second = 40 mph
Level 4	12	30	23	16	30 / second = 60 mph
Level 5	15	45	34	25	45 / second = 90 mph
Level 6	18	63	48	36	63 / second = 130 mph*
Level 7**	-	-	63	-	-
Level 8**	-	-	81	-	-
Level 9**	-	-	101	-	-

Cost = The Power Point cost for purchasing this Level of Spell.

Damage = The default maximum damage for this Level.

Defenses = The amount of armour against Hard and Soft damage that this Level provides.

Wird Effect = The amount used for several miscellaneous and Wird based spells.

Move = The amount of movement granted by this Level.

* Level 6 movement is equivalent to Terminal Velocity, the fastest a free-falling object will move. Objects can move faster when falling if one increases their speed, but something which is falling will achieve a maximum speed of about 130 mph, or 63 yards per second.

** Levels 7 to 9 are provided only for the Defense rating because several defense spells are better against certain types of attacks, providing greater protection than Level 6.

Levels and characters may select spells that are available to their Distinction. Spells cost three times the Spell's Level (i.e.: a Level 2 Spell costs $(2 \times 3) = 6$ Power Points). Characters may purchase Spells above their casting Level (their Skill in Wird - Casting) but they do not have enough knowledge to be able to use the Spell until they attain that casting Level. Once the character gains enough experience, they will understand the intricacies of the Spell and be able to cast it.

Unlike Powers, which can be used at various levels up to the maximum Tier level, a Spell will accomplish one effect without any possibility for variation. This means that a Spell Caster cannot use their Level 4 Fireball Spell and get a Level 2 effect for less Wird output. The Spell will always be cast at the same effect Level. The flip side to this lack of control over the effect of the Spells is that magicians tend to have a large number of Spells that can accomplish a wide range of effects. This generally makes a magician less powerful than a Shard on a Spell versus Power comparison. Instead they have a far wider range of abilities and variety of effects than Shards.

Spells are designed along a Level system ranging from Level 1 to Level 6. Most spells use the Magic Chart with a few modifications based on the individual Spell.

WIRD COST

When magicians cast a Spell, they use an amount of Wird equal to the Level of the Spell. As such, a Level 3 Spell will use three points of Wird when it is cast. As stated above, Spell casters have a restriction in that they cannot reduce the Wird expenditure of their Spell by casting it at a lower effect Level. A Spell caster may, however, alter one variable in the Spell, its duration. By spending an additional amount of Wird at the time the Spell is cast, the Spell will last longer than it normally would. The magician is infusing more Wird into the Spell to ensure that it remains in effect. This extra Wird must be spent when the Spell is cast. If it is not, the spell's effect ends when its duration normally expires. Furthermore, if the caster decides to release the Spell's effect prematurely, they still lose the extra Wird which was infused into the Spell. It has to be recovered as normal.

Each Spell caster regains magical energies by resting (see page 220). Blight Crows, however, have access to a number of Spells which allow them to drain Wird from their surroundings. As such, they rarely spend their own Wird energies, burning up the drained Wird instead.

SPELL DESCRIPTIONS

Each Spell is described using several terms. The first description is which Distinctions may cast the Spell. The next group of Spell descriptions begins with Type. This describes the Spell as Offensive, Defensive or Miscellaneous and whether or not it is a Wird-effect or Elemental effect Spell. Simply put, Offensive Spells are designed to harm a target. Defensive Spells are designed to protect the character from harm. Miscellaneous Spells are designed to accomplish the different strange Spell effects that magicians are well known for. Wird-effect Spells are purely magical spells that are only resisted by Wird resistance. Physical armours, be they magical or natural, offer no protection from Wird spells. Elemental Spells are Spells that have a physical manifestation. They are not affected by Wird defenses at all, but by physical defenses (again, magical or natural in origin).

Next is the Spell's Element. Each Spell is based on one of the four magical elements. In the Creative System, when characters wish to cast a Spell, they roll their Casting Skill as their primary Skill and the elemental Skill associated with the Spell as the secondary. In some cases, the element associated with the Spell may not be the same as the element the Spell makes use of. For example, the Spell Bolt of Air is a Fire Spell, even though the Spell projects a blast of air. The reason for this is Fire spells are spells which damage a target, be they spells that use fire, or spells that use air.

After that is the Casting Time, this is the amount of time it takes for the magician to cast the Spell. In most cases Offensive spells take 5 to 10 seconds to cast, Defensive spells require 5 or less seconds and Miscellaneous spells require 10 to 15 seconds to complete. Certain powerful spells are Ritual spells that require several minutes or even hours to cast. See page 215 for complete rules on Initiative to see how casting time affects Initiative.

The next description is Range. This is simply the range at which the Spell takes effect. This range is considered Short range, with the exception of Contact, which always has a range of touch. These Spells require contact with the target, which may necessitate a successful hit roll if it is used in combat. Next is Area. This is the area of effect for the Spell. Spells with an area of Self or Target only affect one person and not an area.

The next factor is Duration. This is simply the amount of time the Spell remains in effect from the time its casting is completed. Spells with a duration of Instant have no duration; they take effect immediately after the Spell is completed.

The next description is Effect. This simply explains the effect of each Spell in detailed game terms. Generally, Offensive Spells do an amount of damage equal to their Level on the Magic Chart in the Damage column; Defensive Spells provide an amount of protection equal to the Defense rating for the Spell Level and movement Spells use the Movement column for the Spell Level. There are, however a number of exceptions which are noted in the Spell descriptions.



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LEVEL I SPELLS

ACIDIC TOUCH

This frightening Spell allows casters to secrete a powerful acid from their skin, causing anything they touch to dissolve away.

- Available to:** Blight Crow
Type: Offensive, Elemental
Element: Fire
Casting Time: 8 seconds
Range: Contact
Area: Target
Duration: 3 rounds + 1 round / extra Wird

During the duration of this Spell, anything that Blight Crows touch suffers damage from the acid on their skin. The acid does 3 points of damage upon contact. If the target is protected by armour, the armour's value is reduced by 3 points as the acid dissolves it. GMs may wish to have the acid only affect one section of the armour. Blight Crows are still required to make contact with their target, which will normally require a To Hit roll in combat. It is very obvious this Spell is in effect as the caster's hands are covered with a bubbling green liquid.

ANIMAL LORE

This Spell gives the caster knowledge of a particular animal, its habitat, biology and the like.

- Available to:** Wird Weaver, Blight Crow
Type: Miscellaneous, Wird
Element: Air
Casting Time: 15 seconds
Range: Contact
Area: one animal
Duration: Instant

Casters add any margin of success from casting this Spell to their Biology - Fauna roll when they are attempting to learn about a particular animal.

ARMOUR OF AIR

Casters summon a powerful sheath of wind that surround their body and protects them.

- Available to:** Wird Weaver, Wylder
Type: Defensive, Elemental
Element: Air
Casting Time: 3 seconds
Range: NA
Area: Self
Duration: 3 rounds + 1 round / extra Wird

This Spell allows casters to generate a sheath of armour consisting of quickly moving winds. The following modifiers are applied to the amount of protection that this Spell provides with a base Defense rating of Level one. The air armour does not hinder the caster in any way at all.

- Wird Weaver: -1
 Wylder: no modifier
 Blunt Attack - Level
 Edged Attack - Level -2
 Air Based - Level +2
 Cold Based - Level -1
 Earth Based - Level
 Flame Based - Level -1
 Electrical Based - Level -2
 Light Based - Level -3
 Sound Based - Level +2
 Water Based - Level

This means that if Wird Weavers were to cast this Spell and be attacked by a Blunt attack, they would have Level (1-1-0=0) 0 or no protection from the attack. They would have Level (1-1+2=2) two protection from an Air-based attack.

AWAKEN SELF

Perfect for the lone traveller, this Spell enables the target to get a restful night's sleep while remaining aware of the surroundings.

- Available to:** All Distinctions (Dancers Self only)
Type: Miscellaneous, Wird
Element: Air
Casting Time: 15 seconds
Range: NA / Contact
Area: Self / Target
Duration: One night's sleep

The target of this Spell is able to get a full, restful night's sleep. During this time, they are able to make Perception

rolls without any negative modifiers for being asleep. If they perceive something that they deem important, the target may wake themselves up and take action accordingly. Note: characters without this Spell make their Perception roll at -4 dice when asleep.

BLUR

This Spell causes the caster to suddenly appear very blurry. This only affects visual senses.

Available to: Wird Dancer, Blight Crow

Type: Defensive, Elemental

Element: Air

Casting Time: 3 seconds

Range: N/A

Area: Self

Duration: 3 rounds + 1 round / extra Wird

This Spell causes casters to appear hazy and blurry, making them much harder to hit in combat or to notice. Anyone attempting to attack or notice casters using Blur do so at -1 die.

BOLT OF AIR

A Wylder is able to generate a concentrated blast of air using this quickly-cast Spell.

Available to: Wylder

Type: Offensive, Elemental

Element: Fire

Casting Time: 6 seconds

Range: 10 yards

Area: Target

Duration: Instant

With this Spell, Wylders generate a blast of air which will strike their target for 3 points of damage.



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BREATH OF LIFE

This Spell enables casters to hold their breath for extended periods of time to survive numerous hostile environments, be it under water or the smoky air of a burning building.

Available to: Wird Weaver, Wird Dancer (self only)

Type: Defensive, Wird

Element: Earth

Casting Time: 3 seconds

Range: NA / Contact

Area: Self / Target

Duration: Special

This Spell enables casters to extend the amount of time they are able to hold their breath. An average person is able to hold their breath for about 30 seconds + their Constitution x 10 seconds. This Spell adds an additional 30 seconds to the time casters can normally hold their breath.

e.g. Alagrim is attempting to hold his breath. With a Constitution of +1, he is only able to hold his breath for (30 + (1 x 10)) 40 seconds before he must breathe again. This Spell extends this amount of time for Alagrim by 30 seconds enabling him to hold his breath for 70 seconds.

CAUSE DISEASE

This Spell enables casters to drain away the health of targets, causing them to fall sick.

Available to: Blight Crow

Type: Miscellaneous, Wird

Element: Air

Casting Time: 13 seconds

Range: Contact

Area: Target

Duration: 3 rounds + 1 round / extra Wird

This Spell drains away 1 point of Constitution from a target and causes them to fall ill. While the Spell is in effect, targets are at -1 die on all actions as they suffer from the illness and the nausea that accompanies it. Traits such as High Pain Threshold do not counter this die penalty.

DETECT WIRD

Virtually everything has Wird energies. This Spell allows the caster to determine if an object or person is imbued with more Wird energies than is normal.

Available to: All Distinctions

Type: Miscellaneous, Wird

Element: Air

Casting Time: 15 seconds

Range: 15 yards

Area: Target

Duration: Instant

With this Spell, casters will know if an object or person has more than the normal amount of Wird energies. This will include magical items or artifacts. Casters will not know how the Wird energies have affected the item, merely that they are present. In a person, casters will simply know if the target has an Aura rating higher than 0, or if the person has access to Magic. The caster will not know what the actual rating Aura rating is, or what abilities the person has.

DRAIN WIRD

This Blight Crow Spell is easily one of the most vile Spells known in Providence. Anyone discovered knowing this Spell is instantly branded an Exile and hunted down as a Blight Crow. Drain Wird drains Wird from the environment and feeds Blight Crows with the energy they need to survive.

Available to: Blight Crow

Type: Miscellaneous, Wird

Element: Air

Casting Time: 8 seconds

Range: 10 yards

Area: Target

Duration: Instant

This Spell drains up to 4 points of Wird from a target which Blight Crows can use to increase their own Wird rating. If this takes their Wird rating above their normal maximum, the extra Wird will drain off at one point per round if not used. Sadly, most Blight Crows find a use for this extra energy...

Victims of this Spell regain their lost Wird normally. This Spell can also be used on animals or plant life. If the animal does not have a Wird rating, assume, if the creature is not particularly magical, that its rating is approximately 10. Magical creatures usually have ratings from 10 to 30. Small plants will have 1 to 5 points of Wird while large plants, such as an ancient

oak tree will have upwards of 30 points of Wird. If the Blight Crow drains away all the target's Wird, it will continue to drain energy, but doing damage to the target's Body as normal (4 points of damage) as it drains away the target's life force.

FAR SPEAKING

The caster is able to send a message over huge distances, communicating clearly with people almost a mile away.

Available to: Wird Weaver, Wylder, Wird Dancer

Type: Miscellaneous, Elemental

Element: Air

Casting Time: 12 seconds

Range: Sight

Area: Target

Duration: Half a minute worth of speech + 10 seconds / Extra Wird

Casters may send a verbal message to a single target, so long as the target can be clearly seen. There must be no intervening barriers which can stop sound.

FASTEN

This Spell will seal any closure completely as if it were sealed with a lock.

Available to: Wird Weaver, Blight Crow

Type: Miscellaneous, Wird

Element: Earth

Casting Time: 15 seconds

Range: Contact

Area: Target

Duration: Permanent

This Spell will hold any seal completely closed. This seal can be broken if the Spell is dispelled or if someone is able to overcome the Strength of the Spell. The Spell makes a roll, using its Strength 1 against a Target Number of 7. Anyone attempting to force open the Spell must then roll their Strength against a Target Number of 7 plus the margin of success from the Spell's roll. If the character succeeds, they force the closure open, breaking the Spell. Otherwise, the object remains closed and the Spell remains in effect. Casters can dispel the Spell at any time they choose, which they must do in order to open the object themselves. Any object that can be opened may be fastened (i.e.: a book, a jar, a door, etc.)

FOG

This Spell will cause a cloud of thick fog to fill an area, reducing vision to a few feet.

Available to: Wird Weaver, Wylder, Blight Crow

Type: Miscellaneous, Elemental

Element: Water

Casting Time: 12 seconds

Range: 10 yards

Area: 5 yard diameter sphere

Duration: 3 rounds + 1 round / extra Wird

This Spell creates a thick cloud of fog. Anyone attempting to see through, into or out of this fog must roll their Perception against a Target Number of 7 plus the margin of success the caster gained in casting this Spell.

HEAL SELF / OTHERS

Healing Self and Healing Other are actually two different Spells, but their effects are identical with only one difference. The sole difference is that Self is only usable on the caster and Others is only usable on everyone except the caster. Both spells heal the target of damage that they have taken. Each Spell must be purchased separately.

Available to: Wird Weaver, Wird Dancer (Self only)

Type: Miscellaneous, Wird

Element: Earth

Casting Time: 15 seconds

Range: NA / Contact

Area: Self / Target

Duration: Instant

This Spell works in a special way. Essentially, it is an "attack" against the target doing 3 points of healing. Rather than reducing the target's Body and causing dice penalties, this Spell increases a target's Body and reduces or negates dice penalties. This Spell always works against the target's True Body.

e.g. Alesia Bevane, who has a Body of 8, has taken 2 Slight wounds and 1 Grave wound. Her body is reduced to 4, with -2 dice in wound penalties. Zymeg Kusitorek, a Dragon Wird Weaver who is attempting to heal her, has Heal Others. When he first uses this Spell, he does 3 points (Level 1 damage) of healing. A Slight wound (3 points of "damage" compared to a Body of 8) is healed, increasing rather than decreasing Bevane's Body from 4 to 5. She can be healed one more time

eliminating the second Slight wound and increasing her Body to 6. The healer, however is not powerful enough to heal her Grave wound. It would require a minimum of 9 points of healing (a Grave wound for a character with a Body of 8 is 9-16).

HEARING OF THE BAT

This Spell enables the target to hear much better than normal.

Available to: Wird Weaver, Wird Dancer (Self only), Blight Crow

Type: Miscellaneous, Wird

Element: Air

Casting Time: 15 seconds

Range: NA

Area: Self

Duration: 1 minute +1 minute / extra Wird

Casters with this Spell increase their hearing-based Perception. The bonus to their hearing-based Perception is listed below.

Wird Dancer: +9

Wird Weaver: +4

Blight Crow: +1

HERB LORE

This Spell gives the caster knowledge of a particular plant, its possible uses for medicine, poison, food and the like.

Available to: Wird Weaver, Blight Crow

Type: Miscellaneous, Wird

Element: Air

Casting Time: 15 seconds

Range: Contact

Area: one plant

Duration: Instant

Casters add any margin of success from casting this Spell to their Biology - Flora roll when they are attempting to learn about a particular plant and its possible applications.



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HUNDRED DAY MARCH

This Spell enables the target to run faster for longer periods of time.

Available to: Wird Weaver, Wird Dancer (Self only)

Type: Miscellaneous, Wird

Element: Earth

Casting Time: 15 seconds

Range: NA / Contact

Area: Self / Target

Duration: 1 hour + 1 hour / extra Wird

This Spell reduces the Endurance cost for movement by one category. Sprinting now uses up an amount of Endurance equal to running; running now equals jogging; jogging now equals walking. The speed does not change.

e.g. Gylin Dangro has the Spell Hundred Day March. She discovers that her father is ill and she has to return home. She decides to run home, since she only lives 10 miles away. Before she leaves, she casts the Spell and decides to run. She runs at 5 yards/second, so it would take her 50 minutes to run 10 miles, but she would only be paying Endurance for every minute. She will still run out of Endurance before her time is up, so she spends an extra Wird point to keep the Spell working for another hour. This will allow her to slow down to a jog (3 yards/second) and make it home in about an hour and 20 minutes.

INFRAVISION

Casters are now able to see how much heat is in the various objects around them. This is very similar to Troupial Rat's natural vision.

Available to: Wird Weaver, Wird Dancer, Blight Crow

Type: Miscellaneous, Wird

Element: Air

Casting Time: 12 seconds

Range: NA

Area: Self

Duration: 1 minute + 1 minute/ extra Wird

This Spell makes casters sensitive to the various degrees of temperature that surround them, enabling them to visually perceive heat. This gives them a bonus to their perception when they are attempting to notice something based on heat patterns.

e.g. Gylin Dangro casts this Spell so that she can perceive the Green People moving through the underbrush in complete darkness. She gets a +4 to her Perception rolls to perceive the Green People. Their warm bodies will stand out against the cold backdrop, regardless of the lack of light.

Wird Dancer: +4

Wird Weaver: +1

Blight Crow: +1

IGNITE

Casters are able to cause a flammable object to simply burst into flame. If the fire is not extinguished, the object may continue burning until destroyed.

Available to: Wird Weaver, Wylder, Blight Crow

Type: Offensive, Elemental

Element: Fire

Casting Time: 2 seconds

Range: 5 yards

Area: Target

Duration: Instant

This Spell causes objects to suddenly ignite. The amount of damage done initially is only one point of damage but the speed at which this Spell may be cast often makes it useful. Also, the fire, once started, will continue to burn until it is extinguished. As the Spell has no flashy visual effects (no ball of flame flying at the object), this Spell is very useful when subtlety is needed. See page 248 for the effects of fire damage. This Spell can't cause anything to burn that has an armour value.

LEAP OF THE FROG

This Spell enables casters to leap huge distances.

Available to: Wird Weaver, Wird Dancer

Type: Miscellaneous, Wird

Element: Air

Casting Time: 14 seconds

Range: NA

Area: Self

Duration: 1 minute + 1 minute / extra Wird

Casters with this Spell gain the ability to leap great distances. This ability lasts for a relatively short time, but during this time they can leap freely. The distance listed below is added to their leaping distance from a running start. In order to determine how far they can leap from a standing position, divide the amount by 2. Furthermore, subtract this distance from any falls they may suffer while the Spell is in effect as they can land from these heights as well.

Wird Weaver: +9 feet

Wird Dancer: +27 feet



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LEVITATION

This Spell enables casters to cause an object to levitate off the ground and float in the air. The object does not move, it merely floats in the air about a yard off the ground.

Available to: Wird Weaver, Wylder, Blight Crow

Type: Miscellaneous, Elemental

Element: Water

Casting Time: 15 seconds

Range: Contact

Area: Target

Duration: 10 minute + 10 minute / extra Wird

When casters use this Spell, they cause any object that they touch to levitate and float in the air. The weight of the object that may be levitated is listed below. If they lose contact with the object, it immediately drops to the ground. Otherwise, they are able to move the object around freely as if they are completely unencumbered.

Wylder: Strength 4 Dead lift

Wird Weaver: Strength 1 Dead lift

Blight Crow: Strength 1 Dead lift

LIGHT

This Spell enables casters to generate a globe of light in order to counter darkness, be it natural or magical.

Available to: Wird Weaver, Wylder

Type: Miscellaneous, Elemental

Element: Air

Casting Time: 4 seconds

Range: 3 yards

Area: Light fills a sphere of 15 yards diameter before it diminishes.

Duration: 10 minutes + 5 minutes / extra Wird

This Spell generates a sphere of light. Light must be cast on a specific location. Once cast, the glowing sphere cannot be moved around. The values listed below reduce any penalties due to poor light conditions. This only reduces any penalties. It does not provide any bonus to perception; it merely counters the penalties incurred from darkness.

Wird Weaver: +2

Wylder: +8

NIGHT VISION

This Spell allows casters to see clearly in the dark, as if it were total daylight. In fact, they see better in the dark when this Spell is in effect than they do in normal light conditions.

Available to: Wird Weaver, Wird Dancer (Self only)

Type: Miscellaneous, Wird

Element: Air

Casting Time: 12 seconds

Range: NA

Area: Self

Duration: 1 minute + 1 minute/ extra Wird

The caster receives greatly enhanced visual perception in the dark. Listed below is the modifier which is applied to any visually-based Perception rolls the character makes while the Spell is in effect.

Wird Dancer: +9

Wird Weaver: +4

RESIST HEAT

This Spell protects the target from extremely high temperatures.

Available to: All Distinctions (Wird Dancer - Self only)

Type: Miscellaneous, Wird

Element: Earth

Casting Time: 12 seconds

Range: NA / Contact

Area: Self / Target

Duration: Special

This Spell permits the user to comfortably resist an environment of non-magical heat, up to 140° F for a period of time. Additionally, the target is protected from heat-based attacks with Level 1 protection.

Wird Weaver, Wylder, Blight Crow: 10 minutes + 5 minutes / extra Wird

Wird Dancer: 10 minutes + 10 minutes / extra Wird

RESIST COLD

This Spell protects the target from extreme cold temperatures.

Available to: All Distinctions (Wird Dancer - Self only)

Type: Miscellaneous, Wird

Element: Earth

Casting Time: 12 seconds

Range: NA / Contact

Area: Self / Target

Duration: Special

This Spell permits the user to comfortably resist an environment of non-magical cold, down to 10°F, for a period of time. Additionally, the target is protected from cold-based attacks with Level 1 protection.

Weaver, Wylder, Blight Crow: 10 minutes + 5 minutes / extra Wird

Wird Dancer: 10 minutes + 10 minutes / extra Wird

RESIST PAIN SELF / RESIST PAIN OTHERS

Resist Pain Self and Resist Pain Others are two different Spells that must be purchased separately. They work in exactly the same way except that Resist Pain Self is only usable on the caster and Resist Pain Others is usable on anyone but the caster. The Spell enables the target to ignore pain for a period of time.

Available to: Wird Weaver, Wird Dancer (Self only), Blight Crow

Type: Miscellaneous, Wird

Element: Earth

Casting Time: 12 seconds

Range: NA / Contact

Area: Self / Target

Duration: 5 minutes + 3 minutes/ extra Wird

The target of this Spell can ignore 1 die of modifiers due to injury. The Spell enables the target to ignore the pain from a Slight wound or a comparable level of pain, such as from poisons or magic (1 die of penalty from pain).

REVIVE SELF / REVIVE OTHERS

Revive Self and Revive Others are two identical Spells with one exception. Revive Self is only usable on the caster while Revive Others is usable on anyone else but the caster. Each Spell must be purchased separately. Revive rejuvenates the target of the Spell, restoring Endurance to the character.

Available to: Wird Weaver, Wird Dancer (Self only)

Type: Miscellaneous, Wird

Element: Earth

Casting Time: 15 seconds

Range: NA / Contact

Area: Self / Target

Duration: Instant

This Spell gives the target 3 points of Endurance, up to their maximum.

SANDSTORM

This Spell causes sand, small rocks and other small debris to violently swirl around a target, doing damage and impairing the target's vision.

Available to: Wird Weaver, Wylder

Type: Offensive, Elemental

Element: Fire

Casting Time: 6 seconds

Range: 10 yards

Area: Target

Duration: Instant

Targets of this Spell are suddenly surrounded by a swirling cloud of sand, rock and other small debris. This cloud does 3 points of Soft damage and impairs their vision, giving them a -1 Die penalty on any roll that requires vision (visual Perception rolls, combat, etc.) This penalty only lasts one round.



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SLOW DISEASE SELF / SLOW DISEASE OTHERS

Slow Disease Self and Slow Disease Others are two spells that must be purchased separately. The difference between the two is that Slow Disease Self is only usable on the caster while Slow Disease Others is usable on anybody but the caster. Both spells will halt the effects of a disease in a character. It will not cure the character, but in numerous cases, it will keep the character alive long enough to get a cure for the disease.

Available to: Wird Weaver, Wird Dancer (Self only), Blight Crow

Type: Miscellaneous, Wird

Element: Earth

Casting Time: 12 seconds

Range: NA / Contact

Area: Self / Target

Duration: 1 hour + 1 hour / extra Wird

This Spell completely halts the effects of any disease or poison. The disease or poison is not removed from the target's body and will begin taking effect as soon as the Spell wears off. Neither will the target be cured of any of the disease's effects.

e.g. Paytor Crel, a Horizon Strider, is moving through the dense forests of the Deep. He suddenly realizes he's inhaled the pollen of an Arkin flower, a poisonous plant that can kill in hours. Paytor rushes to the nearest settlement and collapses just as he reaches it. The local healer, Arathist, is a Wird Weaver with Slow Disease Others. Arathist casts the Spell so that he can gain the time needed to blend the cure for the Arkin flower's pollen. Paytor Crel is still weak from the effects of the pollen, but he will not degrade further, until the spell's duration ends.

SCENT OF THE HOUND

This Spell increases casters' sense of smell.

Available to: Wird Dancer

Type: Miscellaneous, Wird

Element: Air

Casting Time: 15 seconds

Range: NA

Area: Self

Duration: 1 minute + 1 minute / extra Wird

Casters with this Spell enhance their sense of smell. The bonus to the character's scent-based Perception is +9.

SPARK TOUCH

This Spell allows casters to transfer a powerful electrical bolt at a target. The bolt is only released upon contact with the target but is compensated for by its damage.

Available to: Wylder, Blight Crow

Type: Offensive, Elemental

Element: Fire

Casting Time: 4 seconds

Range: Contact

Area: Target

Duration: Instant

Casters with this Spell create a powerful static charge in their hands that discharges itself in the first target or object touched by casters. Once the Spell is completed, casters may then touch a target and release the electrical energy. The energy remains stored for three rounds or until they touch a target. After three rounds, the charge violently releases into the closest object, be it a tree, opponent or friend.

This Spell does Level 1 damage.

STRENGTH OF A TUSCANI

This Spell grants the caster increased strength.

Available to: Wird Dancer

Type: Miscellaneous, Wird

Element: Water

Casting Time: 13 seconds

Range: NA

Area: Self

Duration: 2 rounds + 1 round / extra Wird

The Wird Dancer's Strength and Body are increased by 1 while this Spell is in effect.

STONE MISSILE

This Spell allows casters to throw a stone or small rock at a target.

Available to: Wird Weaver, Wylder, Blight Crow

Type: Offensive, Elemental

Element: Fire

Casting Time: 3 seconds

Range: 10 yards

Area: Target

Duration: Instant

Casters magically projects a small rock or stone at a target doing 3 points of damage. There must be a rock or stone available because the Spell does not create the stone.

SUSTENANCE

This Spell enables the target to gain nourishment from anything they eat, such as mud, or other less pleasant things. This does not alter the flavour of the "food"; it merely makes it nourishing. Mud will still taste like mud, but now it'll prevent the target from starving to death.

Available to: Wird Weaver, Wird Dancer (Self only), Blight Crow

Type: Miscellaneous, Wird

Element: Air

Casting Time: 15 seconds

Range: Self or Contact

Area: NA / Target

Duration: 1 minute + 1 minute / extra Wird

Targets can gain sustenance from anything they can eat while the Spell is in effect. The target cannot eat a rock, unless they can swallow it since this Spell does not give the character the ability to chew anything. Also, if the "food" has any poisonous effects, the character will still suffer from the poison as normal.

VISION OF THE EAGLE

Targets of this Spell are now capable of spotting things that most people would miss. Their sense of the visual spectrum is still normal, but they are now able to see much further and with a greater degree of clarity. Furthermore, their sensitivity to light does not change. As such, they still suffer the same penalties due to low light (although the bonus often compensates for that).

Available to: Wird Weaver, Wird Dancer (Self only)

Type: Miscellaneous, Wird

Element: Air

Casting Time: 12 seconds

Range: NA

Area: Self

Duration: 1 minute + 1 minute / extra Wird

The caster receives greatly enhanced visual perception, especially regarding distance. Listed below is the modifier which is applied to any visually-based Perception rolls the character makes while the Spell is in effect.

Wird Dancer: +9

Wird Weaver: +4

WEAPON OF ICE

This Spell creates a weapon of crystalline hard ice. The most common weapon created with this Spell is a sword, though there are different spells that create different weapons. It should be noted that each type of different weapon is a different Spell. As such, there are as many versions of this Spell as there are melee weapons.

Available to: Wylder, Wird Dancer, Blight Crow

Type: Offensive, Elemental

Element: Fire

Casting Time: 10 seconds

Range: NA

Area: NA

Duration: 3 rounds + 1 round / extra Wird

Casters with this Spell create a melee weapon made of ice that can be used in combat. Should they be disarmed or otherwise drop the weapon, the Spell expires, regardless of the duration remaining. The damage done is equal to the damage of the particular weapon plus the bonus listed below based on Distinction. The Ice Weapon has a BPV of 30, regardless of the weapon type.

Wylder: +3

Wird Dancer: +1

LEVEL 2 SPELLS

AIR ELEMENTAL

This Spell enables the caster to create and control air.

Available to: Wird Weaver, Wylder

Type: Miscellaneous, Elemental

Element: Water

Casting Time: 12 seconds

Range: 10 yards

Area: NA

Duration: 1 round + 1 round / extra Wird

Casters with this Spell have the ability to control air as if it were an elemental. The air "elemental" does not have a Body rating as it will not take damage normally. The only way to destroy it is to either break the mage's concentration, burn it away or subject it to a vacuum. Casters' concentration is broken if they take damage from an attack or are forced into an Abortive Action (i.e.: dodging an attack). The air mass can take 10 points of flame or vacuum damage before it is destroyed. If the damage done to it in one round does not destroy it, the "elemental" will regenerate completely in the next round and be back to normal.

As for the "elemental", it moves at a speed of 18 yards per second and has a Strength of 0. Any damage done by the Spell is considered Soft damage. Its Coordination is the mage's Skill in (Magic - Casting) + (Magic - Water). This is further modified by how far away the "elemental" is from the character, as reflected by the normal range penalties. In other words, an air elemental that is within short range is controlled as normal. The "elemental's" Coordination is reduced by 1 at medium range, -2 for long and -4 for extreme range.

ANALYZE WIRD

This Spell enables casters to not only determine if something is magical (see Detect Wird - page 157), but what the magic has done to it.

Available to: All Distinctions

Type: Miscellaneous, Wird

Element: Air

Casting Time: 15 seconds

Range: Contact

Area: Target

Duration: Instant

This Spell will let casters know how an object has been altered by any Wird infused into it. They will know if the object was merely strengthened by Wird, if a Spell is stored in the

object, or if the object is magical itself. The Spell will not inform casters what Spells are in the object, merely the basic enhancements the Wird has given the object. When used on a person, this Spell will inform the caster if the target is a Shard, a Spell Caster (though not which distinction) or if the target is a Lost One. A Lost One is any individual with an Aura higher than zero who is not a Shard or trained in the arts of magic. The Spell will not inform casters how powerful targets are, what their Aura rating is or what their Powers are.

BOLT OF EARTH

This Spell creates a bolt of stone and rock that is projected at a target.

Available to: Wylder

Type: Offensive, Elemental

Element: Fire

Casting Time: 7 seconds

Range: 10 yards

Area: Target

Duration: Instant

With this Spell, Wylders create a blast of Earth which will strike a target doing 9 points of damage.

BOLT OF WATER

This Spell allows casters to project a powerful water blast at a target.

Available to: Wylder

Type: Offensive, Elemental

Element: Fire

Casting Time: 9 seconds

Range: 10 yards

Area: Target

Duration: Instant

Casters with this Spell create a blast of water that will strike their target doing 4 points of damage. The target will also be pushed backwards as if thrown by an attack of Strength 4. If the target weighs more than 450 pounds, they will not be pushed back, although they will still take damage as normal.

CONCEAL OBJECT

Casters with this Spell are able to make an object virtually disappear in its surroundings. The object is not invisible, merely very difficult to find.

Available to: Wird Weaver, Blight Crow

Type: Miscellaneous, Wird

Element: Air

Casting Time: 15 seconds

Range: Contact

Area: Target

Duration: 1 hour + 1 hour / extra Wird

This Spell enables the caster to hide one small object, even in plain sight, so long as it is resting on a stable surface and is not moved. Anyone attempting to find the object must roll against a Target Number of 7 plus the margin of success the caster gained in casting this Spell. If the caster attempts to conceal the object (see Concealment - page 72), add 7 to the margin of success for determining how well hidden the object is.

CREATE WATER

This Spell allows casters to create normal, drinkable water. In many places on Providence this Spell is not needed, but mages with this Spell are sought out throughout the desert regions of the world.

Available to: Wird Weaver, Wylder

Type: Miscellaneous, Elemental

Element: Water

Casting Time: 15 seconds

Range: 1 yard

Area: NA

Duration: Instant

This Spell creates about 1 gallon of pure, clean water.

DARKNESS OF THE DEEP

This Spell will dispel any light from an area, making it as dim as the darkest regions of the Deep.

Available to: Wird Weaver, Wylder, Blight Crow

Type: Miscellaneous, Wird

Element: Water

Casting Time: 12 seconds

Range: 10 yards

Area: 5 yard diameter sphere

Duration: 3 rounds + 1 round / extra Wird

This Spell eliminates the light in a small area, rendering it almost pitch black. Anyone attempting to see through, into or out of this region of darkness must roll their Perception, modified by the amounts listed below.

Wird Weaver and Wylder: -4 Dice

Blight Crow: -9 Dice

DETECT LIFE

This Spell enables casters to detect the Wird energies given off by sentient life around them. They are not able to tell what the life is; they can just tell that something sentient is near them and where it is.

Available to: Wird Weaver, Wird Dancer, Blight Crow

Type: Miscellaneous, Wird

Element: Air

Casting Time: 13 seconds

Range: Self

Area: NA

Duration: Instant

Casters with this Spell automatically sense any sentient life within 10 yards radius of the target. Any creature with an Intelligence rating above -6 is detected with this Spell. Anything with an Intelligence rating below -6 is ignored by this Spell. The character is able to detect where the life is, but not what type of creature it is or any other information about it.

DISGUISE SELF / DISGUISE OTHER

Disguise Self and Disguise Others are two different Spells which must be purchased separately. Self is only usable on the caster while Others is usable on anybody but the caster. The Spell alters the visual appearance of targets. It does not enable them to look like any animal, only another human being.

Available to: Wird Weaver, Wird Dancer (Self only), Blight Crow

Type: Miscellaneous, Wird

Element: Water

Casting Time: 15 seconds

Range: NA / Contact

Area: Self / Target

Duration: 10 minutes + 5 minutes / extra Wird

This Spell enables targets to look like someone else. This gives them a bonus of +10 to their Disguise roll. The change does not alter their voice in any way, only their visual appearance. If they do not want their appearance altered, they may roll Willpower + Aura against a Target Number of 7 + the Spell Caster's margin of success. If they succeed, then they remain unaltered.

DISTIL LIQUID

Ideal for any alchemist, this Spell will cause a liquid mixture to separate into the various components of the liquid.

Available to: Wird Weaver, Blight Crow

Type: Miscellaneous, Elemental

Element: Water

Casting Time: 15 seconds

Range: Contact

Area: 1 litre

Duration: Instant

This Spell separates the various components of a mixed liquid into its component parts. For example, salt water would be separated into salt crystals and clear water.

EARTH ARMOUR

Casters with this Spell are protected by a sheath of earth which wraps itself around them like a thick second skin.

Available to: All Distinctions (Wird Dancer - Self only)

Type: Defensive, Elemental

Element: Earth

Casting Time: 4 seconds

Range: NA / Contact

Area: Self / Target

Duration: 3 rounds + 1 round / extra Wird

Casters are protected by a second skin of earth that provides armour from various attacks. The armour is somewhat cumbersome causing a -1 Coordination modifier while it is in effect. Also, casters are unable to fly with the armour in effect.

This amount of protection is modified based on the type of attack directed at the character. The modifiers are listed below. These modifiers and the Coordination modifier may be ignored by the GM.

Dancer: Level 1 protection

Wylder & Wird Weaver: Level 2 protection

Blunt Attack - Level +1

Edged Attack - Level +1

Air Based - Level +1

Cold Based - Level -1

Earth Based - Level

Flame Based - Level

Electrical Based - Level -1

Light Based - Level

Sound Based - Level

Water Based - Level -1

EXTINGUISH FLAME

This Spell enables casters to reduce or even extinguish completely any flame, magical or otherwise.

Available to: Wird Weaver, Wylder, Blight Crow

Type: Miscellaneous, Elemental

Element: Water

Casting Time: 12 seconds

Range: 5 yards

Area: 1 Fire

Duration: Instant

This Spell reduces the damage done by any fire by 4 points. If this reduces the fire to zero points of damage, the fire has been extinguished. Non-magical fires will remain at



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the lowered damage rating in the next round and may again be reduced by a second casting of this Spell. Magical fires are, unless otherwise specified, regenerated the next round and return to their maximum rating.

FLAMING WEAPON

This Spell creates a weapon of flame. The most common weapon created with this Spell is a sword, though there are different spells that create different weapons. It should be noted that each type of weapon is a different Spell. As such, there are as many versions of this Spell as there are melee weapons.

Available to: Wylder, Wird Dancer

Type: Offensive, Elemental

Element: Fire

Casting Time: 10 seconds

Range: NA

Area: NA

Duration: 3 rounds + 1 round / extra Wird

Casters with this Spell create a melee weapon (not a missile weapon) made of fire that can be used in combat. Should the character be disarmed or otherwise drop the weapon, the Spell expires regardless of the duration remaining. The damage caused is equal to the damage of the particular weapon plus the bonus listed below.

Wylder: +9

Wird Dancer: +3

Since the weapon is made of flame and therefore is not solid, it can not be parried or blocked as a normal melee weapon can. As such, the number of dice used in combat is not modified by the Weapon Skill of either character, attacker or defender. It is calculated using only their levels in Melee and Coordination. Additionally, the weapon cannot be parried or be used to parry another incoming attack.

e.g. Ambrose the Wylder is using a Flaming Staff. With Coordination 0, and Weapon Skill - Staff 2, his number of dice would normally be 2. Since he cannot benefit from his Weapon Skill, the actual number of dice he is using while using the Flaming Staff is 0. His opponent, who has Coordination 1 and Sword 4, uses only one die rather than his normal 5 dice. Furthermore, neither combatant can parry the other's attack.

FLASH

This Spell allows the caster to generate a powerful burst of light which will blind anyone who is not covering their eyes.

Available to: Wird Weaver, Wylder

Type: Offensive, Elemental

Element: Fire

Casting Time: 6 seconds

Range: 10 yards

Area: 90° in front of caster

Duration: Instant

This Spell creates a blast of light which will potentially blind anyone in front of the caster who is looking in the caster's direction and not protecting their eyes. Anyone hit by this blast has any visually-based rolls reduced by the Attacking Blind penalty of -4 Dice. This includes any visual Perception rolls, combat or anything requiring vision. The blindness is only temporary and lasts only two rounds at which point the character's vision returns to normal.

FLIGHT

This Spell gives those who can't fly the ability to move through the air. Characters who could already fly can now move at greater speeds as the winds propel them through the air faster.

Available to: All Distinctions (Wird Dancer - Self only)

Type: Miscellaneous, Elemental

Element: Air

Casting Time: 12 seconds

Range: NA / Contact

Area: Self / Target

Duration: 1 minute + 1 minute / extra Wird

Casters with this Spell have the ability to fly at great speed or increase their natural movement speed. Those that cannot fly gain the ability to fly at the speed indicated on the Spell Chart under movement. Those that can naturally fly have their flight movement increased by half this amount (round up).

Wylder: Level 1 movement

Wird Dancer, Blight Crow: Level 2 movement

Wird Weaver: Level 3 movement



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FREEDOM OF A VROLAGH

This Spell permits the target to move freely in the water.

Available to: Wird Weaver, Wird Dancer (Self only)

Type: Miscellaneous, Wird

Element: Water

Casting Time: 15 seconds

Range: NA / Contact

Area: Self / Target

Duration: 1 minute + 1 minute / extra Wird

This Spell enables the target to move freely in the water. The target is not affected by any Coordination penalties for being submerged. Furthermore, the character can swim at 9 yards per second. The character, however, is not able to breathe water and must still breathe as normal or they will drown.

GRAND FEAST

This Spell allows the target to eat virtually anything and enjoy it.

Available to: Wird Weaver, Wird Dancer (Self only)

Type: Miscellaneous, Wird

Element: Air

Casting Time: 15 seconds

Range: Self or Contact

Area: NA / Target

Duration: 1 minute + 1 minute / extra Wird

While the Spell is in effect the target can gain sustenance from anything they can eat. The target cannot eat a rock, unless they can swallow it since this Spell does not give the character the ability to chew anything. Also, if the "food" has any poisonous effects, the character will still suffer from the poison as normal. Unlike the Spell Sustenance (see page 165), the character does not suffer from the bad taste of the object which they are eating. Anything they ingest will taste mildly favourable to the character.

GLYPH

This Spell allows casters to store any other 1st level Spell in an object.

Available to: Wird Weaver, Wylder, Blight Crow

Type: Miscellaneous, Wird

Element: Earth

Casting Time: 30 minutes

Range: Contact

Area: Target

Duration: Special

The casting of Glyph permits the caster to store one Spell in one non-living object until the Spell is released. The condition for the spell's release must be something easily verifiable (such as a book being opened) and determined at the time of the casting of this Spell. Once released, the stored Spell will immediately take effect. The spell's range is now contact, regardless of its original range. Only Level 1 Spells can be stored in a Glyph Spell.

Once the Glyph is cast, casters will lose Wird for the Glyph Spell as well as the Spell being stored in the object. They will recover their Wird normally except for one point which will not be recovered until the Glyph is released. This point will be recovered once the Glyph is activated.

INVISIBLE SHOVE

Casters with this Spell are able to project a powerful blast of air that will push the target of the Spell.

Available to: All Distinctions

Type: Offensive, Elemental

Element: Fire

Casting Time: 4 seconds

Range: 10 yards

Area: Target

Duration: Instant

With this Spell, the caster projects a blast of air in order to violently push a target back. The target of the Spell is forced back as if they had been thrown by a character with the Strength of the Invisible Shove, listed below. If the Strength is not sufficient to bench press targets, they will not be moved. Characters can resist this push by using Strength. If they decide to do so, they make a Strength roll versus a Target Number of 7, as does the Spell. The highest margin of success wins. This Spell causes no direct damage though it can cause indirect damage if the target is pushed into something else.

Wylder: Strength of 4

Wird Weaver, Wird Dancer and Blight Crow: Strength of 1

LEAVE MESSAGE

Each Distinction has secret ways of communicating with others of their Distinction. This Spell is actually four different spells, one for each Distinction. It is used to leave a message for another of the same Distinction.

- Available to:** All Distinctions
Type: Miscellaneous, Wird
Element: Earth
Casting Time: 1 minute
Range: Contact
Area: NA
Duration: Permanent

This Spell permits the caster to place a short message into an object. A caster of the same Distinction will automatically sense the presence of the message and will automatically be able to read it. Casters of other classes will not sense the message unless they use Detect Wird (see page 157). In order for casters to understand the message would require they cast Analyze Wird. Even then, they would be required to make an Intelligence + Magic Lore roll against a Target Number of 15 to be able to fully understand the secret code used by the other Distinction.

MAGIC RESISTANCE

The caster becomes resistant to numerous Wird-based spells. Spells which could alter the character will have their effect diminished by the amount of Magic Resistance. This includes healing spells and other beneficial spells.

- Available to:** All Distinctions
Type: Defensive, Wird
Element: Earth
Casting Time: 5 seconds
Range: NA
Area: Self
Duration: 3 rounds + 1 round / extra Wird

This Spell gives the character an amount of mystical armour equal to 7 points of armour. This armour is only effective against spells and powers that are Wird-based, rather than Elemental based, and as such it offers no physical protection.

MEND THE BROKEN

This Spell enables the caster to repair any normal object that has been damaged.

- Available to:** Wird Weaver
Type: Miscellaneous, Wird
Element: Air
Casting Time: 17 seconds
Range: Contact
Area: 2 cubic feet of material
Duration: Instant

Casters with this Spell repair one non-living item which has been broken or almost destroyed. So long as the object was not totally destroyed (BPV reduced to negative), the object can be repaired. The Wird Weaver restores 4 points to the object's BPV, up to its maximum BPV.

MIRROR IMAGE

This Spell generates an exact duplicate image of the caster. This image is merely an illusion and can do nothing other than distract and confuse an enemy.

- Available to:** Wylder, Blight Crow
Type: Miscellaneous, Elemental
Element: Air
Casting Time: 8 seconds
Range: NA
Area: Self
Duration: 3 rounds + 1 round / extra Wird

Casters with this Spell create an exact duplicate image of themselves. Opponents attempting to attack or otherwise affect the character have a 50% (1-5 on d10) chance of attacking the correct character. If they guess right, their attack is resolved as normal. If they attack the illusion, their attack occurs without any affect. The illusion can be up to 5 yards away from the real character.

MOULD EARTH

This Spell enables the caster to mould and shape earth, much like a sculptor moulds clay.

- Available to:** Wird Weaver
Type: Miscellaneous, Elemental
Element: Water
Casting Time: 15 seconds
Range: Contact
Area: 1 cubic yard of earth
Duration: 1 Round + 1 Round / Extra Wird

The casting of this Spell permits its wielder to shape and form earth of up to 20 BPV as if it were clay. It does not, in any major way, change the nature of the earth being shaped. It merely permits the caster to mould it. If the final shape formed is stable, it will remain in that form. Otherwise it will crumble.

MOULD PLANT

This Spell enables the caster to control a plant's growth and alter its shape. While not effective for attacks, this Spell can help in the building of objects. This Spell is often employed in the building of homes and other large sites.

- Available to:** Wird Weaver
Type: Miscellaneous, Elemental
Element: Water
Casting Time: 15 seconds
Range: Contact
Area: 1 Plant
Duration: Instant (though it requires several minutes to fully mould most plants)

Casters with this Spell are able to mould a plant's shape and form to suit their purpose. If the new shape is drastically different from what the plant requires to survive, it will die. Otherwise, the plant will continue to live and thrive in its new shape.

NOISE

This Spell generates simple sounds, such as the rustling of an animal, a thud, a quiet voice or the like.

- Available to:** All Distinctions
Type: Miscellaneous, Elemental
Element: Air
Casting Time: 7 seconds
Range: 15 yards
Area: NA
Duration: 1 round + 1 round / extra Wird

This Spell allows the caster to create any simple noise at a distance. The sound is made at about the volume of normal speech and may be heard by anyone within hearing range. Anyone who hears the noise may make an Intelligence + Awareness roll against a Target number of 7 plus the margin of success the caster gains casting this Spell. If targets succeed, they notice the sound isn't quite right. Otherwise they will react to the sound as if it were real. It should be noted that only paranoid or suspicious people will make this roll.

PACK MEMBER

This Spell enables the caster to walk near dangerous animals without fear of being attacked, so long as the caster does not threaten the animals.

- Available to:** Wird Weaver
Type: Miscellaneous, Wird
Element: Air
Casting Time: 13 seconds
Range: NA
Area: Self
Duration: 1 minute + 1 minute / extra Wird

This Spell allows casters to move past an animal that would normally attack them without fear of being attacked. As long as the animal is not intelligent (an Intelligence rating of -4 or less), and the caster makes no threatening gestures, the caster will not be attacked. This Spell will have no effect if the animal has an Intelligence rating of -3 or higher as it is considered intelligent. Also, if the caster attacks or otherwise threatens the animal, the animal will react normally in its defence, becoming immune to the Spell as instinct takes over.

PROTECTION FROM FLAMES

This Spell provides the target with protection from natural and magically-based fire attacks.

Available to: All Distinctions (Wird Dancers - Self only)

Type: Defensive, Elemental

Element: Earth

Casting Time: 4 seconds

Range: NA / Contact

Area: Self / Target

Duration: 1 minute + 1 minute / extra Wird

This Spell gives the target protection from any fire-based damage. This protection is only against fire-based attacks however and offers no protection against other forms of damage.

Wird Dancer, Wird Weaver, Blight Crow: Level 3 protection
Wylder: Level 4 protection

REFLEXES OF THE RILBEC

This Spell increases the target's initiative.

Available to: Wird Weaver, Wird Dancer (Self only), Blight Crow

Type: Miscellaneous, Wird

Element: Water

Casting Time: 11 seconds

Range: NA / Contact

Area: Self / Target

Duration: 3 rounds + 1 Round / extra Wird

This Spell increases the target's Initiative, increasing it by the amount listed below. This increased Initiative will give the target multiple actions, as per the Initiative rules (see page 215).

Wird Weaver, Blight Crow: +4 Initiative

Wird Dancer: +9 Initiative



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RUST

This Spell enables the Blight Crow to cause metals to rust and decay.

Available to: Blight Crow

Type: Miscellaneous, Elemental

Element: Air

Casting Time: 13 seconds

Range: 10 yards

Area: Target

Duration: Instant

This Spell does 4 points of damage to the BPV of a metal object, which suddenly rusts. This reduction in BPV is permanent and can only be repaired with magic. If the BPV of an object is reduced to zero or below, it rusts away completely, crumbling to dust.

SCENT OF THE WIND

This Spell renders casters' scent virtually undetectable, enabling them to evade blood hounds and other animals that track using scent.

Available to: Wird Weaver, Wird Dancer, Blight Crow

Type: Miscellaneous, Wird

Element: Air

Casting Time: 15 seconds

Range: NA

Area: Self

Duration: 10 minutes + 10 minutes / extra Wird

Casters with this Spell greatly diminish their scent, making it much harder to perceive using smell. Anyone attempting to use their sense of smell to perceive the character has their Target Number increased by 14.



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SHATTER

Casters with this Spell are able to cause anything they come in contact with to vibrate violently, shattering most inanimate objects and causing severe damage to living targets.

Available to: Wylder, Wird Dancer, Blight Crow

Type: Offensive, Elemental

Element: Fire

Casting Time: 6 seconds

Range: Contact

Area: Target

Duration: Instant

With this Spell, casters cause anything that they touch to violently vibrate and take damage. This damage ignores any natural armour; however, direct contact must be made with the "skin" of the target. If the caster is unable to make contact with the target's skin, making contact with armour instead, the Spell will do damage to the armour. Anything affected by this Spell takes 18 points of damage. Living targets will take damage as normal; the Spell ignores natural armour. Non-living targets will have their BPV reduced by this amount. If this reduces it below zero, the object shatters from the vibrations.

e.g. Tatyuk Emberleen needs to research some information, but the Grand Library is closed. He finds a side door and casts Shatter on it. The door has a BPV of 5; the 18 points of the Spell are more than enough to remove the door. Emberleen moves inside quickly, hoping there are no guards.

SLEEP

This Spell enables the caster to cause a target to fall into a deep sleep.

Available to: Wird Weaver, Blight Crow

Type: Offensive, Wird

Element: Air

Casting Time: 6 seconds

Range: 3 yards

Area: Target

Duration: Instant

This Spell causes the target to become very sleepy. Targets must make a Willpower + Aura roll against a Target Number of 7 plus the margin of success the caster gained casting this Spell. If targets fail, they fall asleep and will remain that way for 8 hours or until someone wakes them up. If the target succeeds, they feel drowsy, though they are able to remain awake. They act at -1 die the next round but are fine after that.

SONIC BLAST

This Spell enables the Wylder to project a powerful burst of sound that is capable of damaging anything in its path.

Available to: Wylder

Type: Offensive, Elemental

Element: Fire

Casting Time: 7 seconds

Range: 15 yards (maximum range)

Area: cone extending out 15 yards, 5 yards wide at maximum range

Duration: Instant

Casters with this Spell create a burst of sound that damages anything within its cone of effect. Anything within the blast area will take 4 points of damage.

If casters make direct contact with the target, any natural armour the target has will be ignored.

SPARK TOUCH

This Spell allows the caster to project a powerful electrical bolt at a target. The bolt is only released upon contact with the target.

Available to: Wird Weaver, Wird Dancer

Type: Offensive, Elemental

Element: Fire

Casting Time: 4 seconds

Range: Contact

Area: Target

Duration: Instant

This Spell works exactly the same as the Level I Spell of the same name (see page 164).

SPEED OF THE FOX

This Spell grants the caster increased speed and agility.

Available to: Wird Dancer

Type: Miscellaneous, Wird

Element: Water

Casting Time: 13 seconds

Range: NA

Area: Self

Duration: 2 rounds + 1 round / extra Wird

The Dancer's Coordination is increased by 4 and their running profile changes to 2/4/6/8 while this Spell is in effect.

SPIDER'S WALK

The caster's hands and feet gain the ability to magically stick to surfaces, enabling them to climb walls, ceilings or other such surfaces.

Available to: Wird Weaver, Wird Dancer

Type: Miscellaneous, Elemental

Element: Water

Casting Time: 14 seconds

Range: NA

Area: Self

Duration: 1 minute + 1 minute / extra Wird

Casters with this Spell that have cast Spider's Walk on themselves are able to climb virtually any surface with little to no difficulty. The character has a bonus to their Climbing roll. The bonus is listed below.

Wird Weaver: +8

Wird Dancer: +18

TANGLE GROWTH

The Spell enables the caster to cause plants to suddenly entangle a target, holding them in a thick growth of leaves, vines and branches.

Available to: Wird Weaver

Type: Offensive, Elemental

Element: Water

Casting Time: 7 seconds

Range: 10 yards

Area: 3 yard radius

Duration: 3 rounds + 1 round / extra Wird

The caster causes all plant life within an area to entangle anything within the area. Anything within the area is attacked by a Grapple, which has a maximum of Strength 4. This is dependent on the surrounding vegetation. See page 249.



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VILLAGE IDIOT

This Spell drains away the target's ability to think clearly, causing them to act like an idiot.

Available to: Blight Crow

Type: Miscellaneous, Wird

Element: Air

Casting Time: 13 seconds

Range: Contact

Area: Target

Duration: 3 rounds + 1 round / extra Wird

This Spell drains away 1 point of Intelligence while in effect and causes a -3 modifier to Initiative rolls. Additionally, the target suddenly begins to speak with a slur, becoming difficult to understand.

VISION OF THE BAT

This Spell gives the target the ability to sense their surroundings with sonar, much like Troupial Bat.

Available to: Wird Weaver, Wird Dancer (Self only), Blight Crow

Type: Miscellaneous, Wird

Element: Air

Casting Time: 12 seconds

Range: NA / Contact

Area: Self / Target

Duration: 1 minute + 1 minute / extra Wird

Casters with this Spell can sense their surroundings using sound. When characters attempt to use this sense, they make a hearing Perception roll, modified by the amount listed below.

Wird Weaver, Blight Crow: +1

Wird Dancer: +4

VOICE OF A TORRADER

The caster's voice suddenly is extremely loud, capable of being heard over huge distances in all but the loudest of conditions.

Available to: Wird Weaver, Wird Dancer

Type: Miscellaneous, Elemental

Element: Air

Casting Time: 12 seconds

Range: NA

Area: 100 yard radius around the caster

Duration: 1 minute + 1 minute / extra Wird

Casters with this Spell can project their voice. Anyone within 100 yards will be able to hear their voice clearly. Beyond that, the voice becomes harder to hear. Anyone close to the character when they yell will feel as though they were standing beside the speaker bank at a rock concert as the voice belts out at 110 decibels. The casters' voices can also be heard over virtually any noise within the area of effect. Outside this area, casters' voices can be drowned out by particularly loud noises.

WALK ON WATER

This Spell allows the target to levitate and walk on water as if it were solid ground.

Available to: Wird Weaver, Wird Dancer (Self only), Blight Crow

Type: Miscellaneous, Elemental

Element: Air

Casting Time: 12 seconds

Range: NA / Contact

Area: Self / Target

Duration: 1 minute + 1 minute / extra Wird

Casters with this Spell may walk on water at regular walking speeds. They may carry only an additional 50 pounds worth of equipment. If they are carrying more than this, they are too heavy and will sink. Casters who are still walking on water at the end of the Spell, will sink into the water immediately.

WATER ARMOUR

This Spell surrounds the target's body with a layer of water which provides the character with protection.

Available to: Wird Weaver, Wylder, Wird Dancer (Self only)

Type: Defensive, Elemental

Element: Earth

Casting Time: 3 seconds

Range: NA / Contact

Area: Self / Target

Duration: 3 rounds + 1 round / extra Wird

Casters with this Spell are protected by a sheath of water that provides armour from various attacks. While protected by the liquid armour, the character is unable to fly with wings. The amount of protection is modified based on the type of attack directed at the character. These modifiers are listed below. GMs may ignore them if they wish.

Wird Dancer, Wird Weaver: Level 1 protection

Wylder: Level 2 protection

Blunt Attack - Level

Edged Attack - Level -1

Air Based - Level +1

Cold Based - Level -2

Earth Based - Level

Flame Based - Level +1

Electrical Based - Level -3

Light Based - Level -2

Sound Based - Level -2

Water Based - Level

LEVEL 3 SPELLS

ACID BOLT

This frightening Spell allows casters to project a tremendously powerful bolt of acid capable of dissolving away virtually anything.

Available to: Blight Crow

Type: Offensive, Elemental

Element: Fire

Casting Time: 10 seconds

Range: 10 yards

Area: Target

Duration: Instant

The Blight Crow projects a powerful bolt of acid which does 18 points of damage to anything it comes in contact with. If the target is protected by armour, the armour's value is reduced by 18 points as the acid eats through it.

AIR ARMOUR

Casters with this Spell summon a powerful sheath of wind that protects them.

Available to: Wird Weaver, Wylder

Type: Defensive, Elemental

Element: Air

Casting Time: 4 seconds

Range: NA

Area: Self

Duration: 3 rounds + 1 round / extra Wird

This Spell allows the caster to generate a sheath of armour consisting of quickly moving winds.

This amount of protection is modified based on the type of attack directed at the character. The modifiers are listed below. These modifiers may be ignored by the GM.

Wird Weaver: Level 2

Wylder: Level 3

Blunt Attack - Level

Edged Attack - Level -2

Air Based - Level +2

Cold Based - Level -1

Earth Based - Level

Flame Based - Level -1

Electrical Based - Level -2

Light Based - Level -3

Sound Based - Level +2

Water Based - Level

WILDER-BEAST'S SKIN

This Spell gives the target natural armour, toughening their bodies so that they may better resist damage.

Available to: Wird Weaver, Wird Dancer (Self only), Blight Crow

Type: Defensive, Wird

Element: Earth

Casting Time: 4 seconds

Range: Contact

Area: Self / Target

Duration: 1 minute + 3 rounds / extra Wird

Casters with this Spell can harden their skin, providing them with protection from a variety of attacks. The amount of protection provided for the various distinctions is given below.

Wird Weaver: Level 1

Blight Crow, Wird Dancer: Level 2

AIR BOLT

A caster is able to generate a concentrated blast of air using this quickly-cast Spell.

Available to: Wird Weaver, Wird Dancer

Type: Offensive, Elemental

Element: Fire

Casting Time: 6 seconds

Range: 10 yards

Area: Target

Duration: Instant

Casters with this Spell generate a blast of air which will strike their target for 3 points of damage.

ALTER BODY SELF

Casters with this Spell can alter their bodies into a variety of natural shapes, such as an animal, transforming their hands into claws and the like.

Available to: Wird Dancer

Type: Miscellaneous, Wird

Element: Air

Casting Time: 15 seconds

Range: NA

Area: Self

Duration: 3 rounds + 1 round / extra Wird

Casters with this Spell are able to transform part or all of their body into a variety of forms. Any Power gained as a result of the Spell being cast will be at Tier 3 or lower. The GM has the final say on the exact Tier level of the natural Power. The character is able to make one change per casting of this Spell, though that change can have numerous facets. For example, Wird Dancers can alter their body so that they have tough skin (armour), long sharp claws (natural weaponry), larger ears (enhanced hearing) and a tail (extra limb/natural weaponry). This is all considered one change; casters are not able to later change their body shape to include fangs unless they cast the Spell again. When the Spell's duration ends, they will revert to their normal form.

Also, the GM has final say on whether or not a change is possible, though any "natural" alteration is possible so long as the general body size and mass remains the same. The character cannot shape change into a door and likewise they cannot shape change into a rat. Well, they can, but it will be a very large rat...



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ANIMATE PLANT

This Spell enables the caster to control a plant as if it were a living creature. The control over the plant is somewhat limited, but few people expect to be attacked by a plant...

Available to: Wird Weaver
Type: Offensive, Elemental
Element: Water
Casting Time: 3 seconds
Range: 8 yards
Area: 1 Plant
Duration: Instant

The caster causes all plant life within an area to entangle anything within the area. Anything within the area is attacked by a Grapple which has a maximum of Strength 9, or a Strike that does 18 points of damage. This is dependent on the surrounding vegetation (see page 249).

BLAST OF AIR

Casters with this Spell are able to generate a concentrated blast of air using this quickly cast Spell.

Available to: Wylder
Type: Offensive, Elemental
Element: Fire
Casting Time: 6 seconds
Range: 15 yards
Area: Target
Duration: Instant

Wylders generate a blast of air which will strike their target for 18 points of damage.

BOLT OF FLAME

This Spell allows the caster to project a powerful bolt of fire at a target.

Available to: Wylder
Type: Offensive, Elemental
Element: Fire
Casting Time: 8 seconds
Range: 10 yards
Area: Target
Duration: Instant

Casters with this Spell create a blast of flame that will strike their target for 18 points of damage.

COUNTER SPELL

Counter Spell is similar to Magic Resistance (see page 172) except that it can be used to potentially negate any Spell, regardless of who it is being cast at.

Available to: All Distinctions
Type: Defensive, Wird
Element: Earth
Casting Time: 3 seconds
Range: 30 yards (no extended ranges)
Area: NA
Duration: Instant

Counter Spell is used to negate the Wird energies of another Spell Caster's Spell. Against other spells, it will negate up to Level 2 or lower spells that are directed at the caster.

The character, once they realize that another mage is casting a Spell they wish to prevent, must begin casting Counter Spell. If the character is able to complete Counter Spell before the other mage completes their Spell, Counter Spell takes effect. Otherwise, Counter Spell occurs too late to be effective. Counter Spell may be used as an Abortive Action (see page 216).

CURE DISEASE SELF / CURE DISEASE OTHERS

Cure Disease Self and Cure Disease Others are two similar spells that must be purchased separately. The difference between the two is that Self is only usable on the caster while Others is usable on anybody but the caster. Both spells will completely cure any disease or poison in a character.

Available to: Wird Weaver, Wird Dancer (Self only), Blight Crow
Type: Miscellaneous, Wird
Element: Earth
Casting Time: 12 seconds
Range: NA / Contact
Area: Self / Target
Duration: Permanent

The Spell will cure most non-magical disease or poison, preventing any further harmful effects from occurring. Any harm that has already been inflicted will heal as normal with rest or a Healing Spell or Power. Any magical disease or poison with an effective rating of up to Level 3 or Tier 6 will be cured. Any disease above these ratings cannot be healed with this Spell as they are too potent.



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DECOMPOSE

This Spell allows the Blight Crow to destroy inanimate objects.

- Available to:** Blight Crow
- Type:** Offensive, Wird
- Element:** Fire
- Casting Time:** 6 seconds
- Range:** 10 yards
- Area:** Target
- Duration:** Instant

This Spell does 45 points of damage to inanimate objects, reducing their BPV drastically. If the object's BPV is reduced to zero or lower, the object crumbles to dust and is destroyed. This Spell has no effect at all on living targets.

DISPEL MAGIC

Dispel Magic is used to remove any temporary Wird enhancements in an object. Any permanent enhancements are not affected by this Spell. Furthermore, this Spell has no effect on a Spell being cast. It only affects Glyphs or other temporary Wird enhancements in a non-living object.

- Available to:** All Distinctions
- Type:** Miscellaneous, Wird
- Element:** Earth
- Casting Time:** 15 seconds
- Range:** Contact
- Area:** Target
- Duration:** Instant

Dispel Magic will remove any Glyph (see page 171) from an object, dispelling it harmlessly.

EARTH ELEMENTAL

This Spell enables the caster to create and control earth.

- Available to:** Wird Weaver, Wylder
- Type:** Miscellaneous, Elemental
- Element:** Water
- Casting Time:** 14 seconds
- Range:** 10 yards
- Area:** NA
- Duration:** 1 round + 1 round / extra Wird

This Spell gives the caster the ability to control earth as if it were an elemental, moving it about freely like a creature.

The earth has a BPV of 45. If it takes more damage than this, it is destroyed. Damage will reduce the BPV on a point for point basis. Also, the "elemental" has a maximum movement speed of 6 yards per second.

The Coordination of the "elemental" is the mage's Skill in (Magic - Casting) + (Magic - Water). This is further modified by how far away the "elemental" is from the character, as reflected by the normal combat range modifiers (see page 225). In other words, if the earth being controlled is within short range (10 yards) of the character, it is controlled as normal. At medium range (10-20 yards), the elemental's Coordination is reduced by 1, etc. The "elemental" has a Strength of 6. Any damage done by the "elemental" is considered Hard damage.

EARTH TO STONE

This Spell allows the caster to harden earth into stone. Any form of earth, such as mud, clay or simple dirt will become as hard as bedrock.

- Available to:** Wird Weaver
Type: Miscellaneous, Elemental
Element: Water
Casting Time: 15 seconds
Range: Contact
Area: 3 cubic feet of earth
Duration: Instant

This Spell transforms normal earth into solid stone. The BPV of the earth will quadruple (maximum 25) as it hardens into rock.

ENCHANT ITEM

Enchant Item will enhance an object, infusing it with Wird. This infusion will not grant the object any Spell abilities. It will make armour stronger, a sword sharper and the like. Each enhancement type (damage increase, armour increase, BPV increase) is a different Spell which must be purchased separately.

- Available to:** Wird Weaver, Wylder, Blight Crow
Type: Miscellaneous, Wird
Element: Earth
Casting Time: 3 hours minimum
Range: Contact
Area: Target
Duration: Permanent

Enchant Item will infuse Wird into an object, enhancing its natural properties beyond its normal limits. If used to make an object harder, increase its BPV by 9 (maximum of double its normal BPV). If used to make armour more protective, increase its Basic Protective Rating by 4. This can be divided as the caster chooses in regard to the Advanced Protective Ratings. When used to make a weapon do more damage, increase the weapon's damage profile by 4 (maximum of double).

For example, a dagger that has a normal damage profile of 1/2/3/4 is enhanced with Enchant Item. The new profile of the dagger would be 2/4/6/8. The extra four points cannot be added to the first three ratings as it can only double the damage. The fourth rating can be increased by four, which happens to be double the normal rating. A sword with a damage profile of 2/4/6/8 enchanted with the same Spell would have its damage profile increased to 4/8/10/12. The first rating can only be doubled, while the second rating can have the full four points added (which also happens to be double the normal rating). The final two ratings have four points added to them.

Only one Enchantment of each kind may be applied to an object. An object may not have its damage enhanced twice, though it may have its damage enhanced and its BPV increased.

FIRE BALL

This Spell allows the caster to generate a ball of flame that will hit an entire area, damaging virtually everything in the area.

- Available to:** Wylder
Type: Offensive, Elemental
Element: Fire
Casting Time: 10 seconds
Range: 10
Area: 2 yard radius
Duration: Instant

The Wylder creates a blast of fire that strikes anyone or anything in the target area. The blast does 9 points of damage to anyone caught in the blast area.

FLAME ARMOUR

Casters with this Spell are surrounded by a burning coat of flame that protects them from attacks and does damage to anyone foolish enough to touch them.

Available to: Wird Weaver, Wylder, Wird Dancer (Self only)

Type: Defensive, Elemental

Element: Earth

Casting Time: 5 seconds

Range: NA / Contact

Area: Self / Target

Duration: 2 rounds + 1 round / extra Wird

Targets of this Spell are protected by a second skin of flames that provides armour from various types of attacks. The armour also does Level 1 Wird Effect as damage to anyone that comes into contact with it, either by being hit in combat by the character or by hitting the character themselves. Targets can fly with the armour on, but it won't protect their wings.

This amount of protection is modified based on the type of attack directed at the character. The modifiers are listed below. GMs may choose to ignore the modifiers if they wish to keep their game simple. The choice is theirs and the modifiers are offered to make the elemental armours more accurately reflect the element they are based on.

The damage done when someone comes in contact with this armour is considered Hard.

Wird Weaver & Wird Dancer: Level 1 protection
Wylder: Level 2 protection

- Blunt Attack - Level -1
- Edged Attack - Level -2
- Air Based - Level
- Cold Based - Level +1
- Earth Based - Level -1
- Flame Based - Level
- Electrical Based - Level -1
- Light Based - Level -1
- Sound Based - Level -3
- Water Based - Level -1

GIANT'S GROWTH

Casters with this Spell have the ability to enlarge their body to giant sizes.

Available to: Wird Dancer

Type: Miscellaneous, Wird

Element: Earth

Casting Time: 12 seconds

Range: NA

Area: Self

Duration: 3 rounds + 1 round / extra Wird

Characters with this Spell increase greatly in size, gaining the modifiers listed below. It must be remembered that casters are now larger and also weigh much more than they previously did. As such, their flight is different and most floors are not designed to hold that amount of weight. They are also capable of running much more quickly. This Spell will enlarge 150 pounds worth of equipment, starting with the smallest and lightest equipment and working its way up.

X 2.5 height, x 14 mass, +15 Strength & Body, x 2.5 movement, x 1.75 Flight

See size modifications, page 225.

HEAL SELF / OTHERS

Healing Self and Healing Other are similar spells, with one difference. The difference is that Heal Self is only usable on the caster and Heal Others is usable on anybody but the caster. Both spells heal the target of damage that they have taken. Each Spell must be purchased separately.

Available to: Wird Weaver, Wird Dancer (Self only)

Type: Miscellaneous, Wird

Element: Earth

Casting Time: 15 seconds

Range: NA / Contact

Area: Self / Target

Duration: Instant

This Spell works exactly like the Level 1 Spell of the same name (see page 158) except that it does 9 points of healing damage.



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ICE BOLT

The Wylder generates a blast of intense cold and ice.

Available to: Wylder, Blight Crow

Type: Offensive, Elemental

Element: Fire

Casting Time: 8 seconds

Range: 10 yards

Area: Target

Duration: Instant

Casters with this Spell can do 18 points of damage to a target with a blast of ice.

LEECH WIRD

Leech Wird drains Wird from anything in the environment and feeds Blight Crows with energy. Anyone discovered knowing this Spell is instantly branded an Exile and hunted down.

Available to: Blight Crow

Type: Miscellaneous, Wird

Element: Air

Casting Time: 8 seconds

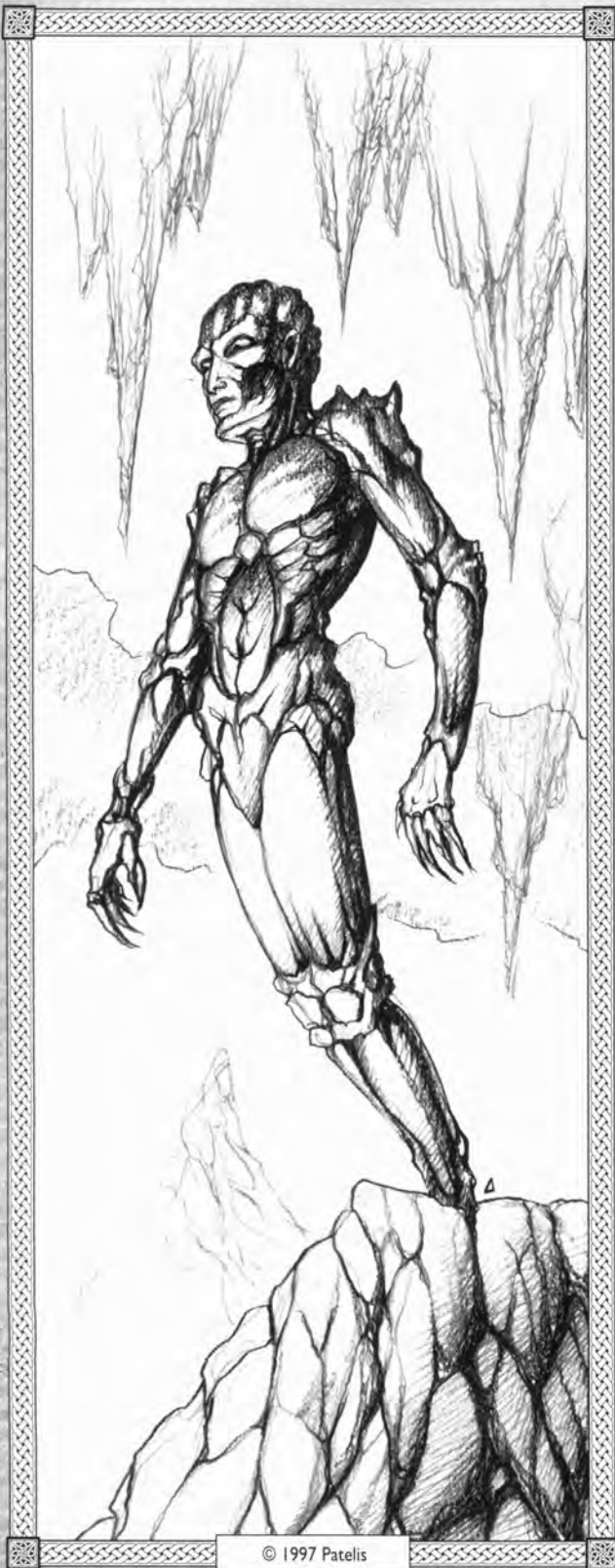
Range: NA

Area: 10 yard radius around caster

Duration: Instant

This Spell drains 1 point of Wird from any target within 10 yards of Blight Crows, which they can use to increase their own Wird. They gain 9 points of Wird with each use of this Spell. If this takes their Wird rating above their normal maximum, the extra Wird will drain off at one point per round if not used. Sadly, most Blight Crows find a use for this extra energy. The targets of this Spell regain their lost Wird normally.

This Spell can also be used on animals or plant life. If the animal does not have a Wird rating, assume, if the creature is not particularly magical, that its rating is around 5. Magical creatures usually have ratings around 10 to 15. Small plants will have 1 or 2 points of Wird while large plants, such as an ancient oak tree, will have upwards of 10 points of Wird. If the Blight Crow drains away all of a target's Wird, it will continue to drain energy, but doing damage to the target's Body as normal (1 point of damage) as it drains away the target's life force.



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LIGHT ARMOUR

The mage is protected by a sheath of solid light.

Available to: Wylder, Wird Dancer, Blight Crow

Type: Defensive, Elemental

Element: Earth

Casting Time: 4 seconds

Range: NA

Area: Self

Duration: 1 minute + 1 minute / extra Wird

Casters with this Spell gain a powerful suit of armour made of solid light.

The amount of protection provided by this armour depends on the Distinction of the caster.

This amount of protection is also modified based on the type of attack directed at the character. These modifiers are listed below. GMs may choose to ignore the modifiers if they wish to keep their game simple. The choice is theirs and the modifiers are offered to make the elemental armours more accurately reflect the element they are based on.

Wird Dancer: Level 2

Blight Crow, Wylder: Level 3

Blunt Attack - Level

Edged Attack - Level -1

Air Based - Level +1

Cold Based - Level

Earth Based - Level -1

Flame Based - Level

Electrical Based - Level -2

Light Based - Level +2

Sound Based - Level -2

Water Based - Level -1

LOCK

This Spell will seal any closure completely as if it were sealed with a lock.

Available to: Wird Weaver, Blight Crow

Type: Miscellaneous, Wird

Element: Earth

Casting Time: 15 seconds

Range: Contact

Area: Target

Duration: Permanent

This Spell will hold any seal closed completely. This seal can be broken if the Spell is dispelled or if someone is able

to overcome the Strength of the lock. The Spell makes a roll, using its Strength 9 against a Target Number of 11. Anyone attempting to force open the lock must then roll their Strength against a Target Number of 11 plus the margin of success from the spell's roll. If the character succeeds, they force the closure open, breaking the Spell. Otherwise, the object remains closed and the Spell remains in effect. The caster can dispel the Spell at any time they choose, which they must do in order to open the object themselves. Any object that can be opened may be locked (i.e.: a book, a jar, a door, etc.)

sufficient Wird to use the Spell. If they do not have sufficient Wird to cast the Spell, the Spell fizzles out and disappears from the Scroll without taking effect. If the character has sufficient Wird, the Spell disappears from the Scroll and immediately take effect as per normal.

Once the Scroll is cast, the caster will lose Wird for the Scroll Spell as well as the Spell being cast into the text. They will recover their Wird normally except for one point which will not be recovered until the Scroll is released. This point will be recovered once the Scroll is activated.

The making of the parchment used for a Scroll requires very rare and expensive materials and as such, it is used very rarely by those that know this Spell. Scrolls are very expensive as it requires a great deal of time, effort and money to prepare the Scroll. Many adventurers pay the price for a few Healing Scrolls to ensure they return alive.

PACK MEMBER

This Spell enables the caster to walk near dangerous animals without fear of being attacked, so long as the caster does not threaten the animals themselves.

Available to: Wird Dancer

Type: Miscellaneous, Wird

Element: Air

Casting Time: 13 seconds

Range: NA

Area: Self

Duration: 1 minute + 1 minute / extra Wird

This Spell works exactly like the Level 2 Wird Weaver Spell Pack Member (see page 173).

SILENCE

This Spell generates an area of complete silence. It is nearly impossible to hear anything within the affected area and any sound-based Powers or Spells have their effectiveness reduced greatly.

Available to: Wird Weaver, Wylder, Blight Crow

Type: Miscellaneous, Elemental

Element: Air

Casting Time: 12 seconds

Range: 10 yards

Area: 5 yard radius sphere

Duration: 3 rounds + 1 round / extra Wird

This Spell creates an area of near total silence. Any hearing based perception rolls in the area are made at -14 dice and any sound-based attacks are reduced by 14 points of damage. Sound-based Powers or Spells that are not offensive in nature are reduced by 5 Tiers (for Powers) or 3 Levels (for Spells). Also, any Power which has the Power modifier Linked to Circumstance requiring a verbal command, will suffer a -4 dice penalty. The sphere of Silence cannot be moved once it is cast. The sphere also provides level 3 armour against sound based attacks.

SCROLL

This Spell allows the caster to cast a Spell into text, similar to a Glyph. The difference is that this text may be read by anyone. Once the text is read, the Spell stored in the Scroll is released.

Available to: Wird Weaver, Wylder, Blight Crow

Type: Miscellaneous, Wird

Element: Air

Casting Time: 5 hours or more

Range: Contact

Area: Target

Duration: until the text is read

Scroll allows the caster to place any Level 1 or Level 2 Spell onto a piece of paper with text. Anyone is able to read this Spell and activate the Spell stored in it. They do not need to have an Aura higher than zero or any magical training whatsoever. They must merely be able to read and have

SIMPLE ILLUSION

This Spell allows the caster to create an illusion that is incapable of moving or generating any sound. Illusions of doors, a (closed) chest or the like are possible while a monster would appear more as a painted statue than the real thing.

Available to: Wylder, Blight Crow

Type: Miscellaneous, Elemental

Element: Air

Casting Time: 15 seconds

Range: 10 yards

Area: 5 foot cubic area

Duration: 1 minute + 1 minute / extra Wird

Simple Illusion creates one visual, static image. The image will easily stand up to casual inspection, though under close visual inspection it is possible to notice that it is an illusion. Also, any contact with the illusion will immediately reveal that it is a fake. In order to notice that Simple Illusion is a fake requires a Perception roll against a Target Number of 7 plus the margin of success the caster gained when casting this Spell.

SIZE OF THE MITE

This Spell allows the caster to shrink to minuscule sizes.

Available to: Wird Dancer

Type: Miscellaneous, Wird

Element: Earth

Casting Time: 12 seconds

Range: NA

Area: Self

Duration: 3 rounds + 1 round / extra Wird

This Spell allows the caster to shrink down to a very small size. At this size, the character is much weaker, having their Strength and Body reduced (minimum Body of 1). Also, at these sizes, the character finds it much easier to hit normal sized targets, if they are in range of their attack.

x 0.08 height, x 0.02 mass, - 6 Strength & Body

See Size, page 225.



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SLEEP

This Spell enables the caster to cause a target to fall into a deep sleep.

- Available to:** Wird Dancer
Type: Offensive, Wird
Element: Air
Casting Time: 6 seconds
Range: Contact
Area: Target
Duration: Instant

This Spell works exactly as the Level 2 Spell of the same name (see page 176) except that it works only at a range of Contact.

SPEED OF THE SLOTH

This Spell drains a target's agility and speed, slowing them down drastically.

- Available to:** Blight Crow
Type: Offensive, Wird
Element: Water
Casting Time: 8 seconds
Range: Contact
Area: Target
Duration: 3 round + 1 round / extra Wird

This Spell drains a target's ability to move quickly. The target must be touched with skin to skin contact for the Spell to take effect. If contact is made, the target's Coordination and Initiative are reduced by 9 and the character's maximum movement is now 1 yard per round. In addition, they are completely incapable of natural flight.

SPELL SHIELD

This Spell creates a more powerful, area version of Magic Resistance (see page 172).

- Available to:** All Distinctions
Type: Defensive, Wird
Element: Earth
Casting Time: 6 seconds
Range: NA
Area: 1 yard radius sphere around caster
Duration: 3 rounds + 1 round / extra Wird

Spell Shield creates a barrier around the caster reaching out 1 yard in all directions. This barrier blocks any Spell

which is attempting to move through it. This barrier functions exactly like Magic Resistance but at Level 3 effect. The drawback to the area of affect is that this barrier blocks any Spell moving through it, including the caster's own spells as well as those of any allies.

STRENGTH OF A BAWK'SHA

This Spell grants the caster increased strength.

- Available to:** Wird Dancer
Type: Miscellaneous, Wird
Element: Water
Casting Time: 13 seconds
Range: NA
Area: Self
Duration: 2 rounds + 1 round / extra Wird

The Wird Dancer's Strength and Body is increased by 9 while this Spell is in effect.

e.g. Gylin Dangro is being chased by a Ward Dog while running home. She casts Strength of a Bawk'sha on herself just before it catches her, spending twice the Wird to make it last for 3 extra rounds. It should have found another creature for dinner.

VIGOUR OF THE BAWK'SHA

This Spell grants the caster increased stamina and resistance.

- Available to:** Wird Dancer
Type: Miscellaneous, Wird
Element: Earth
Casting Time: 13 seconds
Range: NA
Area: Self
Duration: 2 rounds + 1 round / extra Wird

The Wird Dancer's Constitution and Body are increased by 9 while this Spell is in effect.

WALL OF AIR

This Spell creates a wall of quickly moving air that provides protection for anything on the other side. This wall also provides some concealment as it picks up dust and debris, blocking vision through it. The wall must be anchored to a surface.

Available to: Wird Weaver, Wylder

Type: Defensive, Elemental

Element: Earth

Casting Time: 4 seconds

Range: 3 yards

Area: 10' x 10' x 1'

Duration: 3 rounds + 1 round / extra Wird

This Spell generates a powerful wall of air that is capable of absorbing damage. It also causes a -2 die penalty to any visually-based rolls directed through it, be they combat or Perception rolls. The wall provides Level 3 protection modified by the type of attack directed through it. This wall regenerates every round.

Blunt Attack - Level

Edged Attack - Level -2

Air Based - Level

Cold Based - Level -1

Earth Based - Level

Flame Based - Level -1

Electrical Based - Level -2

Light Based - Level -3

Sound Based - Level +2

Water Based - Level

WALK ON AIR

This Spell allows the target to levitate and walk on air as if it were solid ground.

Available to: Wird Weaver, Wird Dancer (Self only), Blight Crow

Type: Miscellaneous, Elemental

Element: Air

Casting Time: 14 seconds

Range: NA / Contact

Area: Self / Target

Duration: 1 minute + 1 minute / extra Wird

Targets of this Spell may float on air and move about at a walking speed. They may carry up to their carried Strength in weight of equipment. If they are carrying more than this, they are too heavy to be able to levitate. If characters are still walking on air at the end of the Spell, they will fall, taking normal falling damage (see page 224).

WALL RUNNER

This Spell gives the target full freedom to move on any surface, be it a wall, ceiling or whatever.

Available to: Wird Weaver, Wird Dancer (Self only)

Type: Miscellaneous, Elemental

Element: Air

Casting Time: 14 seconds

Range: NA / Contact

Area: Self / Target

Duration: 1 minute + 1 minute / extra Wird

Targets of this Spell are able to move freely on any surface at any speed up to their sprinting movement. They can only carry an amount of weight equal to their unencumbered weight or they will fall off of any non-horizontal surfaces. Otherwise, casters can move with total freedom and no climbing roll is needed.

WATER ARMOUR

This Spell surrounds the target's body with a layer of water which provides the character with protection.

Available to: Wird Weaver, Wylder, Wird Dancer (Self only)

Type: Defensive, Elemental

Element: Earth

Casting Time: 3 seconds

Range: NA / Contact

Area: Self / Target

Duration: 3 rounds + 1 round / extra Wird

Targets of this Spell are protected by a sheath of water that provides armour against various attacks. While protected by the liquid armour, the character is unable to use wings or glider membranes to fly.

The amount of protection is modified based on the type of attack directed at the character. The modifiers are listed below.

Wird Dancer & Wird Weaver: Level 2 protection

Wylder: Level 3 protection

Blunt Attack - Level

Edged Attack - Level -3

Air Based - Level +1

Cold Based - Level -2

Earth Based - Level

Flame Based - Level +1

Electrical Based - Level -3

Light Based - Level -2

Sound Based - Level -2

Water Based - Level +2

WATER ELEMENTAL

This Spell enables the caster to create and control water.

- Available to:** Wird Weaver, Wylder
Type: Miscellaneous, Elemental
Element: Water
Casting Time: 12 seconds
Range: 10 yards
Area: NA
Duration: 1 round + 1 round / extra Wird

This Spell gives the caster the ability to control water as if it were an elemental, moving it about freely like a creature. The water "elemental" does not have a Body rating as it will not take damage normally. The only way to destroy it is to either break the mage's concentration, burn it away or freeze it. Casters' concentration is broken if they take damage from an attack or are forced into an Abortive Action (i.e.: dodging an attack). The water can take 20 points of flame damage before it evaporates or 20 points of cold damage before it freezes.

As for the "elemental", it moves at a speed of 18 yards per second and has a Strength of 3. The Coordination of the "elemental" is the mage's Skill in (Magic - Casting) + (Magic - Water). This is further modified by how far away the water is from the character, as reflected by the normal combat range modifiers. In other words, an "elemental" that is within short range of the character is controlled as normal. The "elemental's" Coordination is reduced by 1 at medium range, -2 for long and -4 for extreme range. Any damage done by the "elemental" is considered Soft damage.

LEVEL 4 SPELLS

ALTER BODY OTHERS

This Spell enables the caster to alter the body shape of someone else into a variety of natural shapes, transforming their hands into claws and the like.

- Available to:** Blight Crow
Type: Miscellaneous, Wird
Element: Air
Casting Time: 15 seconds
Range: Contact
Area: Target
Duration: special

Casters with this Spell can attempt to attack a target's body and force it to change. Casters do 16 points of magical damage. This damage is done to the target's True Body. As such, any modification from magically increased or decreased Strength (though NOT Constitution) is ignored. Furthermore, it always works against the character's maximum True Body, regardless of how wounded they are.

The type of change that occurs depends on the severity of the "wound" done to the target. A Slight wound will only allow cosmetic changes to be made. The character's Beauty statistic may be increased or decreased by 3. A Grave wound will allow the character to make more drastic changes to a character, altering their appearance perfectly to match that of anyone else, giving them natural abilities such as wings or claws. Any abilities given which mimic a Power are at Tier 2 or lower. The GM has the final say on the exact Tier of the Power gained. If a Devastating wound is done, drastic changes may be made, altering the target tremendously. The target may be changed into any non-humanoid animal shape. Any natural abilities granted this way are at Tier 3 or lower (again, the GM has the final say). If the target takes a killing wound due to this Spell, the character may do anything they wish to the target, including drastic changes that will instantly kill the target.

Targets heal from this wound as if it were Soft damage. A Slight wound would cause a change that would only last for an hour, for example.

There are two types of targets: willing or unwilling target.

A willing target will not resist this change and is automatically affected by it. When targets attempt to resist this Power, characters roll their Wird Casting + Willpower against a Target Number of 7. Targets then roll their Willpower + Aura against a Target Number of 7 plus the margin of success from the characters' roll. Targets who succeed on this roll resist the effects of this attack. Otherwise, they are affected as normal.

As a Wird-based Spell, it must be remembered that this damage completely ignores *normal physical armour*. Wird Armour protects against this Spell.

ALTER BODY SELF

This Spell enables the caster to alter their body shape into a variety of natural shapes, transforming their hands into claws and the like.

Available to: Wird Weaver, Blight Crow

Type: Miscellaneous, Wird

Element: Air

Casting Time: 15 seconds

Range: NA

Area: Self

Duration: 3 rounds + 1 round / extra Wird

This Spell works as the Level 3 Spell (see page. 180) of the same name.

AVALANCHE

This Spell creates a bolt of stone rock that is projected at a target, smashing into them with a great deal of force.

Available to: Wylder

Type: Offensive, Elemental

Element: Fire

Casting Time: 7 seconds

Range: 10 yards

Area: Target

Duration: Instant

The Wylder creates a blast of Earth which will strike a target doing 30 points of damage.

ARMOUR OF THE WORLD

The target of this Spell is protected by a sheath of earth which wraps itself around the character like a thick second skin.

Available to: Wird Weaver, Wylder, Wird Dancer (Self only)

Type: Defensive, Elemental

Element: Earth

Casting Time: 4 seconds

Range: NA / Contact

Area: Self / Target

Duration: 3 rounds + 1 round / extra Wird

The target of this Spell is protected by a second skin of earth that provides armour from various attacks. The armour is somewhat cumbersome causing a -1 Coordination modifier while it is in effect. Also, the character is unable to fly with the armour in effect.

The amount of protection is modified based on the type of attack directed at the character. The modifiers are listed below.

Wird Dancer: Level 3 protection

Wylder & Wird Weaver: Level 4 protection

Blunt Attack - Level +1

Edged Attack - Level +1

Air Based - Level +1

Cold Based - Level -1

Earth Based - Level -2

Flame Based - Level

Electrical Based - Level

Light Based - Level

Sound Based - Level

Water Based - Level -1

BODY OF AIR

This Spell allows the caster to change their body into air.

Available to: Wird Dancer

Type: Miscellaneous, Elemental

Element: Air

Casting Time: 15 seconds

Range: NA

Area: Self

Duration: 3 rounds + 1 round / extra Wird

Characters that transform their bodies into air are unaffected by virtually any form of attack. They have Level 6 protection, altered by the modifiers listed below based on the type of attack. They are, however, unable to damage opponents likewise. Furthermore, the character can pass through any opening that a gas could pass through. Lastly, the character benefits from a +16 die bonus on any Stealth rolls they make as they leave virtually no trace of their passing.

Casters with this Spell fly at their normal walking speed, which is their maximum speed while gaseous. Walking with the wind increases their speed by the speed of the wind. Likewise, walking against the wind reduces the characters speed by the speed of the wind. This does mean they can be blown away in strong winds.

Against Fire and Vacuum attacks, Air targets are treated as if they have no armour.

Blunt Attack - Level +2

Edged Attack - Level +3

Air Based - Level, with Special

Cold Based - Level -1

Earth Based - Level +2

Flame Based - Special

Electrical Based - Level -2

Light Based - Level

Sound Based - Level

Water Based - Level

CAUSE DISEASE

This Spell enables the caster to drain away all the health from a target, causing them to become violently ill.

Available to: Blight Crow

Type: Miscellaneous, Wird

Element: Air

Casting Time: 13 seconds

Range: Contact

Area: Target

Duration: 3 rounds + 1 round / extra Wird

This Spell drains away 16 points of Constitution from a target and causes them to fall violently ill. While the Spell is in effect, the character is at -4 dice on all actions as they vomit uncontrollably and stumble about. Traits such as Pain Resistance do not counter this die penalty.

This Spell won't lower the target's Body below 0, despite the effect of the Spell.

COMMUNE WITH PLANT LIFE

This Spell enables the Wird Weaver to communicate with the plant world.

Available to: Wird Weaver

Type: Miscellaneous, Wird

Element: Air

Casting Time: 15 seconds

Range: NA

Area: Self

Duration: 1 minute + 1 minute / extra Wird

This Spell enables the caster to communicate with the web of life that is the plant world. The caster is able to discover virtually anything that the plant world could be aware of. This Spell does not give casters any control over the plants used to extend their senses.

Casters with this Spell gain an additional +10 dice with any Perception rolls. This Spell simulates an ability the Green People have naturally. If there are Green People in the area (about one mile), they will instantly be aware of the caster who uses this Spell. What their reaction to this is, is up to the GM.



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COMPLEX ILLUSION

This Spell generates a believable, moving illusion, complete with sound.

Available to: Wylder, Blight Crow

Type: Miscellaneous, Elemental

Element: Air

Casting Time: 15 seconds

Range: 10 yards

Area: 15 foot cubic area

Duration: 1 minute + 1 minute / extra Wird

Complex Illusion creates one illusion, complete with sound. The illusion is capable of moving about, though it is still an illusion and will have no effect at all on its surroundings. Likewise, its surroundings will have no effect on it as anything will pass harmlessly through it. In order to notice that the illusion is a fake requires a Perception roll against a Target Number of 13 plus the margin of success the caster gained when casting this Spell.

EARTH FREEDOM

This Spell allows the caster to move through the earth, either by moulding with it and flowing through the earth or by creating a tunnel.

Available to: All Distinctions

Type: Miscellaneous, Elemental

Element: Water

Casting Time: 15 seconds

Range: NA

Area: Self

Duration: 1 minute + 1 minute / extra Wird
(Concentration)

The recipient of this Spell can move through the earth. They are able to move through an amount of BPV of earth per second, indicated below based on Distinctions. The maximum speed that the character can move is equal to their running speed, regardless of the BPV of the material and the amount of material they can move through. Soft earth and sand will usually have a BPV of about 2 or 3. More firmly packed earth will range around 5 or 6. Hard packed earth can range upwards of 10 to 15 while rock generally begins around 20 or more. Processed rock, such as a castle wall will usually have a BPV of about 25 or 30. It is up to the GM to determine what the BPV of the ground is but the above should be used as a rough guideline. Note: This Spell, does enable the character to slip out of metal restraints, as

long as the restraint is made of an earthen material (i.e.: steel). If the Spell's duration ends before the character gets through the material, they become trapped and die instantly.

Wylder: 9 BPV

Wird Weaver, Blight Crow: 18 BPV

Wird Dancer: 30 BPV

FATAL VIBRATION

Casters with this Spell cause anything they come in contact with to vibrate violently, destroying most inanimate objects and doing drastic damage to living targets.

Available to: Wylder, Wird Dancer, Blight Crow

Type: Offensive, Elemental

Element: Fire

Casting Time: 6 seconds

Range: Contact

Area: Target

Duration: Instant

With this Spell, casters cause damage to anything that they touch. This damage ignores any natural armour; however, direct contact must be made with the "skin" of the target. If the caster is unable to make contact with the target's skin, the Spell will do damage to the armour. Anything affected by this Spell takes 45 points of damage. Living targets will take damage as normal. Non-living targets will have their BPV reduced by this amount. If this reduces it below zero, the object shatters from the vibrations.

FIRE ELEMENTAL

This Spell enables the caster to create and control fire.

Available to: Wird Weaver, Wylder

Type: Miscellaneous, Elemental

Element: Water

Casting Time: 15 seconds

Range: 10 yards

Area: NA

Duration: 1 round + 1 round / extra Wird

This Spell gives the caster the ability to control fire as if it were an elemental, moving it about freely like a creature. The fire "elemental" does not have a Body rating as it will not take damage normally. The only way to destroy it is to either break the mage's concentration or extinguish

the fire. Characters' concentration are broken if they take damage from an attack or are forced into an Abortive Action (i.e.: dodging an attack). The fire can take 16 points of water, cold or vacuum damage before it is destroyed. Each gallon of water thrown on the fire does one point of damage. If the damage done to it in one round does not destroy it, the "elemental" will regenerate completely in the next round, less one point of damage. It is possible to destroy it slowly over time.

As for the "elemental," it moves at a speed of 10 yards per second and does 16 points of Hard damage per attack. Its Coordination is the mage's skill in (Magic - Casting) + (Magic - Water). This is further modified by how far away the fire is from the character, as reflected by the normal range modifiers. In other words, fire that is within short range of the caster is controlled as normal. The "elemental's" Coordination is reduced by 1 at medium range, -2 for long and -4 for extreme range.

e.g. Tatyuk Emberleen is being chased by a group of Watchers after leaving the library. He casts Fire Elemental, spending an extra 8 Wird to keep it active for another 8 rounds. The fire attacks the Watchers, hitting the first one for 16 points of damage. As Emberleen backs away, his control of the "elemental" really becomes very loose, but it doesn't matter because it's already done its job. The Watchers are much too preoccupied now to follow him.

ICE SPHERE

This Spell allows the Wylder to project a ball of intense cold that, upon impact with its target, will explode in a ball of ice.

Available to: Wylder, Blight Crow
Type: Offensive, Elemental
Element: Fire
Casting Time: 8 seconds
Range: 10 yards
Area: 3 yard radius
Duration: Instant

This Spell generates a ball of intense cold that will explode in a sphere of ice particles upon impact with its target. Everything within the area of effect will take 16 points of damage.

INVISIBILITY

This Spell renders the target almost completely invisible to any visual detection. The character can still be sensed using any non-visual senses.

Available to: All Distinctions (Wird Dancer - Self only)
Type: Miscellaneous, Elemental
Element: Air
Casting Time: 12 seconds
Range: NA / Contact
Area: Self / Target
Duration: 1 minute + 1 minute / extra Wird

This Spell renders the target nearly totally invisible. Anyone attempting to perceive the target visually must roll Perception at -16 dice. If they fail, they are completely unaware of the target. If they succeed, they are vaguely aware of the target as they notice things like foot prints.

LEAP THE MOUNTAIN

This Spell enables the caster to leap tremendous distances.

Available to: Wird Weaver, Wird Dancer
Type: Miscellaneous, Wird
Element: Air
Casting Time: 14 seconds
Range: NA
Area: Self
Duration: 1 minute + 1 minute / extra Wird

Casters with this Spell gain the ability to leap great distances. This ability lasts for a relatively short time. The distance listed below is added to the character's leaping distance from a running start. In order to determine how far the character can leap from a standing position, divide the amount by 2. Furthermore, subtract this distance from any falls the character may suffer while the Spell is in effect as a character can land from these heights.

Wird Weaver: +90 feet
 Wird Dancer: +155 feet

e.g. Djoolius Irveng is a Wird Dancer with Leap the Mountain. He has to get past a very large Gargoyle guard to speak to the leader of the local Gargoyle tribe. Rather than fight the guard, he casts Leap the Mountain. Irveng can now jump over the guard at will. In fact, he can jump right into the centre of the Gargoyle tribe, because it is only 130 feet away.

LIGHTNING BOLT

The caster is able to generate a powerful blast of electricity that can strike several targets within an area.

Available to: Wylder, Blight Crow

Type: Offensive, Elemental

Element: Fire

Casting Time: 10 seconds

Range: 10 yards

Area: 1 or more targets

Duration: Instant

The caster generates a powerful bolt of electricity. This bolt does Level 4 damage to one target. The caster can, however, have the lightning bolt split and fork, striking more than one target without the normal penalties for attacking multiple targets. For each additional target, the damage of the lightning bolt goes down by one Level. As such, the lightning bolt can hit a maximum of 4 targets before it is rendered useless. Each target must be in the same arc as the first. An arc is described as in front of, in back of, to the left of or to the right of the caster. Each target requires a separate To Hit roll.

e.g. Tatyuk Emberleen casts a lightning bolt at a Green Person that is attacking him. The lightning bolt does 30 (Level 4) points of damage. In the next round, Emberleen finds a large group of Green People charging his position. This time he decides to attack three of them in the hopes of driving them off. Each Green Person is attacked with a lightning bolt that can do 9 (Level 4 -2 extra targets) points of damage if they hit. Emberleen better hope it's enough to scare the Green People off...

MAGIC RESISTANCE

The caster becomes resistant to numerous Wird-based spells. Any Spell which will alter the character, will be diminished by the amount of Magic Resistance. This does include healing Spells and other beneficial Spells.

Available to: All Distinctions

Type: Defensive, Wird

Element: Earth

Casting Time: 5 seconds

Range: NA

Area: Self

Duration: 3 rounds + 1 round / extra Wird

This Spell gives the character an amount of mystical armour equal to 23 points of armour. This armour is only effective against Spells and Powers that are Wird-based, rather than Elemental based, and as such it offers no physical protection whatsoever from any form of physical attack. Certain Wird powers and spells do not do "damage." These powers are usually noted, but if not, their effective Level or Tier is reduced by 4. For example, a character attempting to use the Power Alter Body - Other on a character with Magic Resistance active will have the power of their attack reduced by four Tiers when determining its effect. If this reduces it to Tier 0 or lower, then the Power has no effect at all.

REFLEXES OF LIGHTNING

This Spell increases the target's Initiative.

Available to: Wird Weaver, Wird Dancer (Self only), Blight Crow

Type: Miscellaneous, Wird

Element: Water

Casting Time: 11 seconds

Range: NA / Contact

Area: Self / Target

Duration: 3 rounds + 1 round / extra Wird

This Spell gives the target greatly enhanced Initiative, increasing it by the amount listed below. This increased Initiative will give the target multiple actions, as per the Initiative rules (see page 215).

Wird Weaver, Blight Crow: +16 Initiative

Wird Dancer: +25 Initiative

SHAPE STONE

This Spell enables the caster to mould and shape hard stone, much like a sculptor moulds clay.

Available to: Wird Weaver

Type: Miscellaneous, Elemental

Element: Water

Casting Time: 15 seconds

Range: Contact

Area: 1 cubic yard of stone or rock

Duration: 1 round + 1 round / extra Wird

The casting of this Spell permits its wielder to shape and form stone or rock of up to 30 BPV as if it were soft clay. It does not, in any major way change the nature of the stone being shaped. It merely permits the caster to mould it like clay. If the final shape formed is stable, it will remain in that shape. Otherwise it will crumble and fall.

SPEED OF THOUGHT

This Spell grants the caster increased speed and agility.

Available to: Wird Dancer, Blight Crow

Type: Miscellaneous, Wird

Element: Water

Casting Time: 13 seconds

Range: NA

Area: Self

Duration: 2 rounds + 1 round / extra Wird

The Wird Dancer's Coordination is increased by 16 and their running profile changes to 4/8/12/16 while this Spell is in effect.

e.g. She-Head-Butts-Hard is out for a walk when she sees a man getting attacked by a Ravager some 300 yards away. She decides to cast Speed of Thought, spending one extra Wird so that it lasts an extra round. She will get there by the end of the second round.

STORE SPELL

This Spell allows the caster to store one Spell in an item to be released at a later date. It is very similar to Glyph (see page 171) but more powerful.

Available to: Wylder, Wird Weaver, Blight Crow

Type: Miscellaneous, Wird

Element: Earth

Casting Time: 3 hours

Range: Contact

Area: Target

Duration: Special

The casting of Store Spell permits the caster to store one Spell in one non-living object. The condition for the spell's release must be something easily verifiable (such as a command word being uttered) and must be determined at the time of the casting. Once released, the stored Spell will immediately take effect.

Only Spells of Level 3 and lower can be stored in an object and only one Spell may be stored in one object at a time. Once the Store Spell is cast, the caster will lose an amount of Wird for this Spell and the Spell being stored in the object. They will recover their Wird normally except for one point which will not be recovered until the Stored Spell is released.

STRENGTH OF THE NEWBORN

This Spell drains a target's Strength and Constitution, weakening them drastically.

Available to: Blight Crow

Type: Offensive, Wird

Element: Water

Casting Time: 8 seconds

Range: Contact

Area: Target

Duration: 3 round + 1 round / extra Wird

This Spell drains a target's Strength and Constitution. The target must be touched with skin to skin contact for the Spell to take effect. If contact is made, the target's Strength and Constitution are reduced by 9 and their Body rating is re-calculated accordingly.

THOUSAND DAY MARCH

This Spell enables the target to run without becoming tired.

Available to: Wird Weaver, Wird Dancer (Self only)

Type: Miscellaneous, Wird

Element: Earth

Casting Time: 15 seconds

Range: NA / Contact

Area: Self / Target

Duration: 1 hour + 1 hour / extra Wird

While this Spell is in effect, the character spends no Endurance for movement of any speed. As such, the character could sprint for a full hour and not become exhausted

VACUUM

This powerful Spell destroys all air within an area, creating a vacuum which will cause most objects to explode from the violent decompression.

Available to: Wylder, Blight Crow

Type: Offensive, Elemental

Element: Fire

Casting Time: 10 seconds

Range: 10 yards

Area: 5 yard radius

Duration: Instant

This Spell destroys all atmosphere within an area, creating a vacuum. Anything living within the area immediately takes 16 points of damage. Furthermore, it completely ignores Air and Flame Armour while reducing the effectiveness of Earth, Water and natural Armour by one Tier or Level. Additionally, anyone that is in Gaseous Form or Body of Fire will take 63 points of damage without benefit of armour.



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WALL OF EARTH

This Spell creates a wall of earth and stone which provides protection for anything on the other side. It must be anchored to a surface.

Available to: Wird Weaver, Wylder

Type: Defensive, Elemental

Element: Earth

Casting Time: 4 seconds

Range: 3 yards

Area: 10' x 10' x 2'

Duration: Instant

This Spell generates a sturdy wall of earth that is capable of absorbing great amounts of damage. The wall has a BPV equal to Level 4 on the Defense column on the Magic Chart.

WATER CANNON

This Spell allows the caster to project a powerful bolt of water at a target, possibly pushing the target backwards.

Available to: Wylder

Type: Offensive, Elemental

Element: Fire

Casting Time: 9 seconds

Range: 10 yards

Area: Target

Duration: Instant

The Wylder creates a blast of water that will strike their target doing 16 points of damage. The target will also be pushed backwards as if they had been thrown by an attack of Strength 16. If the target weighs more than 2310 pounds, they will not be pushed back, though they will still take damage as normal.

WEIGHTLESS

This Spell enables the caster to cause objects to levitate. The objects do not move, merely float in the air about a yard off the ground.

Available to: Wird Weaver, Wylder, Blight Crow

Type: Miscellaneous, Elemental

Element: Water

Casting Time: 15 seconds

Range: Contact

Area: Target

Duration: 10 minute + 10 minute / extra Wird

Casters with this Spell can cause any object that they touch to levitate and float in the air. The weight of the object that may be levitated is listed below. If casters lose contact with the object, it immediately drops to the ground. Otherwise, they are able to move the object around freely as if they are completely unencumbered.

Wylder: Strength 25 Deadlight

Wird Weaver: Strength 16 Deadlight

Blight Crow: Strength 16 Deadlight

WHIRLWIND

This Spell allows the caster to create a whirlwind that is capable of doing terrible damage to the countryside. The whirlwind is not under the control of the caster once created, so this is a highly dangerous and unpopular Spell.

Available to: Wird Weaver, Wylder, Blight Crow

Type: Miscellaneous, Elemental

Element: Fire

Casting Time: 15 seconds

Range: 10 yards

Area: An inverted funnel or cone, 3 yards wide at its base, 36 yards high and 12 yards across at its top

Duration: special

This dangerous Spell is able to create a whirlwind. The whirlwind created will try to pick up anything that is in its path weighing less than 1320 pounds. The whirlwind rolls its Strength 6 against a Target Number of 7. Targets then roll their Strength against a Target Number of 7 plus the margin of success gained in the whirlwind's roll. If they fail, they are lifted off the ground and pulled into the whirlwind's centre. Flying characters within five yards of the whirlwind are automatically drawn into the whirlwind.

Characters drawn into a whirlwind are completely at its mercy. If they can use a Spell or Shard Power to stop the whirlwind, they may be able to free themselves. Otherwise, they must hope that the whirlwind blows itself out or expels the character. There is a 1 in 5 chance that the character will be thrown from the whirlwind. If they are thrown from the whirlwind, or when the whirlwind finally blows itself out, they take falling damage equal to a fall of $d10 \times 3$ yards, unless they can stop their fall before they hit the ground. Additionally, when in the grip of the whirlwind, a character takes 6 points of Soft damage per round as they are buffeted with debris and high-speed winds.

A whirlwind tests once per round to see if it dissipates, rolling a $d\%$. On a roll under 28%, the whirlwind will dissipate. Casters only create the whirlwind. Once it is created, it remains as long as the winds continue to swirl and casters have no control over it unless they use other spells.

The whirlwind moves at a speed equal to 6 yards per round in a completely random direction.



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LEVEL 5 SPELLS

ALTER BODY OTHERS

This Spell enables the caster to alter the body shape of someone else into a variety of natural shapes.

Available to: Wird Weaver
Type: Miscellaneous, Wird
Element: Air
Casting Time: 15 seconds
Range: Contact
Area: Target
Duration: special

Casters with this Spell are attempting to attack a target's body and force it to change to their will. They do 16 points of magical damage. The damage is done to the target's True Body. Furthermore, it always works against the character's maximum True Body, regardless of how wounded they are.

The type of change that occurs depends on the severity of the "wound." A Slight wound will only allow cosmetic changes to be made. The target's Appearance Characteristic may be increased or decreased by 3. A Grave wound will allow casters to make more drastic changes to targets, altering their appearance perfectly to match that of anyone else or giving them natural abilities such as wings or claws. Any abilities given which mimic a Power are at Tier 2 or lower. The GM has the final say on the exact Tier of the Power gained. If a Devastating wound is done, drastic changes may be made, altering the target tremendously.

Targets may be changed into any animal shape. Any natural abilities granted this way are at Tier 3 or lower; again, the GM has the final say. If targets take a Killing wound due to this Spell, casters may do anything they wish to targets, including drastic changes that will instantly kill them.

There are two types of targets: willing or unwilling target.

A willing target will not resist this change and is automatically affected by it. When targets attempt to resist this Power, characters roll their Wird Casting + Willpower against a Target Number of 7. Targets then roll their Willpower + Aura against a Target Number of 7 plus the margin of success from the characters' roll. Targets who succeed on this roll resist the effects of this attack. Otherwise, they are affected as normal.

ARMOUR ABLAZE

Casters of this Spell are surrounded by a burning coat of flame that protect them from attacks and does damage to anyone foolish enough to touch them.

Available to: Wird Weaver, Wylder, Wird Dancer (Self only)

Type: Defensive, Elemental

Element: Earth

Casting Time: 5 seconds

Range: NA / Contact

Area: Self / Target

Duration: 2 rounds + 1 round / extra Wird

Casters with this Spell are protected by flames that provide armour from various types of attacks. The armour also does damage to anyone that comes into contact with it. Also, they are unable to fly with the armour in effect with wings or glider membranes.

This amount of protection is modified based on the type of attack directed at the character. The modifiers are listed below. GMs may choose to ignore the modifiers if they wish to keep their game simple. The choice is theirs and the modifiers are offered to make the elemental armours more accurately reflect the element they are based on.

The damage taken when someone comes in contact with this armour is considered Hard.

Wird Weaver & Wird Dancer: Level 3 protection, Level 3 Wird Effect as damage

Wylder: Level 4 protection, Level 4 Wird Effect as damage

Blunt Attack - Level -1

Edged Attack - Level -2

Air Based - Level

Cold Based - Level +1

Earth Based - Level -1

Flame Based - Level

Electrical Based - Level -1

Light Based - Level -1

Sound Based - Level -3

Water Based - Level -1

BODY OF WATER

This Spell allows casters to transform their body into water.

Available to: Wird Dancer

Type: Miscellaneous, Elemental

Element: Air

Casting Time: 15 seconds

Range: NA

Area: Self

Duration: 3 rounds + 1 round / extra Wird

Characters that transform their bodies into water are unaffected by virtually any form of attack. They have Level 6 armour as listed on the Magic Chart, modified by the values listed below.

There are two exceptions to this. People with Body of Water cast on them are vulnerable to Cold-based and Electricity-based attacks. Against these, they are treated as if they have no armour.

The character is also able to damage opponents but may only do so with basic hand to hand damage. Only half the character's Strength bonus is added to the damage. Any weapon used to attack while liquid will only do damage as a punch would, since the weapon is also water. Furthermore, the character can pass through any opening that a liquid could pass through. Lastly, the character can move through water at 18 yards per second as well as breathe while underwater.

Any damage done while in this form is considered Soft.

Blunt Attack - Level +1

Edged Attack - Level +2

Air Based - Level

Cold Based - Special

Earth Based - Level +1

Flame Based - Level -2

Electrical Based - Special

Light Based - Level

Sound Based - Level

Water Based - Level +3



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DRAIN LIFE

This Blight Crow Spell is easily the most feared known in Providence. Drain Life drains the life energy from a target and feeds the Blight Crow with energy.

Available to: Blight Crow

Type: Miscellaneous, Wird

Element: Air

Casting Time: 15 seconds

Range: Contact

Area: Target

Duration: Instant

This Spell drains up to 16 points of Wird from a target which Blight Crows can use to increase their own Wird rating. If this takes their Wird rating above their normal maximum, the extra Wird will drain off at one point per round. Sadly, most Blight Crow's find a use for this extra energy....Targets of this Spell regain their lost Wird normally.

This Spell can also be used on animals or plant life (see Drain Wird - page 157 for more information). If the Blight Crow drains away all the target's Wird, it will do damage to the target's Body as it continues to drain away the target's life force.

The Spell also does an additional 16 points of damage to the target. This damage represents the life energy of the target being drained away. As such, if Blight Crows want to use this to heal themselves, they get 16 points of Healing (see Heal Self - page 158). This energy is not added to the Blight Crow's store of Wird.

EMPOWER

Empower will bestow upon an enchanted object (see Enchant Item - page 183) a magical ability, such as the ability to cast a Fireball three times a day. Each magical ability that may be instilled in an item is a different Spell which must be purchased separately. The caster does not necessarily need to know the Spell being empowered into the item, though it does make the casting of this Spell much easier.

Available to: Wird Weaver, Wylder, Blight Crow

Type: Miscellaneous, Wird

Element: Earth

Casting Time: 6 hours minimum

Range: Contact

Area: Target

Duration: Permanent

Empower allows casters to bestow magical abilities to an object that has been enchanted with the Enchant Item Spell. They do not need to know the Spell being placed into the item, but if they don't, they will make their roll for this

Spell at -4 dice. If they know the Spell, they make this roll without penalty. Each time the Spell is cast, they spend their normal five points of Wird. They lose one point permanently, regardless of whether or not the Spell is successfully cast.

When they cast the Spell, they determine how many "charges" the item will have. Each charge is one use of the Spell ability per specified time period. For example, a sceptre with 3 charges per day for a Level 2 Fireball Spell is able to cast a Level 2 Fireball three times in a 1 day period (32 hours for Providence). After any use of the Spell ability, the item needs to be recharged by inactivity for its charge period. Using the above example, the character uses one Fireball to deal with a White Crow attack and decides to let the sceptre recharge as there are more White Crow in the area and she might need the Fireball. If she does not use the sceptre for 32 hours (1 Providence day), the lost charge will be regained. Sadly the White Crow attack again, forcing her to use the sceptre's Fireball again after 20 hours of inactivity. This means that she is down to one Fireball left in the sceptre. It will be 12 hours before she recovers one, and another 32 hours before the sceptre has a full charge.

The caster may instill any number of charges, but the more charges in the item, the harder it is to cast the Spell. The Target Numbers for this Spell are listed below based on the number of charges being placed into the item. The Target Numbers increase by two for each Spell that is placed in the item.

Only spells of Level 3 or lower may be Empowered into an item.

- 1 charge per year: Target Number of 15
- 1 charge per month: Target Number of 16
- 1 charge per day: Target Number of 18
- 3 charges per day: Target Number of 22
- 1 charge per hour: Target Number of 26
- At will (no charges or recharge time): Target Number of 31

IMMOLATION

This Spell allows the caster to project a powerful bolt of fire at a target.

- Available to:** Wylder
- Type:** Offensive, Elemental
- Element:** Fire
- Casting Time:** 8 seconds
- Range:** 10 yards
- Area:** Target
- Duration:** Instant

Casters with this Spell create a blast of flame that will strike their target for 45 points of damage.

PERFECT ILLUSION

This Spell allows the caster to create a perfect illusion, complete with sound, visual effect, smell and even the feeling of a solid form. The illusion, however, is not solid and cannot truly have any effect on the world.

- Available to:** Wylder, Blight Crow
- Type:** Miscellaneous, Elemental
- Element:** Air
- Casting Time:** 15 seconds
- Range:** 10 yards
- Area:** 15 foot cubic area
- Duration:** 1 minute + 1 minute / extra Wird

Perfect Illusion creates one illusion. If people attempt to touch the illusion, they will feel it as if it were physical and real. However, it is still an illusion and is incapable of truly affecting its surroundings, though it may take some time for people to realize this.

If a Perfect Illusion is used to attack characters, it will not do any damage, but so long as they do not realize that the illusion is having no effect, they are likely to act as if it were the real thing.

If the illusion is of something static, such as a building or the like, the caster does not need to control it and it remains for the duration of the Spell with no assistance from the caster. If it is used to create something which is animated, such as a creature or a person, the caster must concentrate on the illusion in order to control it. So long as the caster concentrates on the illusion, it moves as though it has a Coordination of zero. The caster must maintain full concentration, doing nothing else and taking no damage. If the caster only partially concentrates on the illusion, the illusion's Coordination drops to -3 for any actions it takes.

In order to notice that the illusion is a fake requires a Perception roll against a Target Number of 17 plus the margin of success the caster gained when casting this Spell.

SHATTERING SOUND

This Spell enables the Wylder to project a powerful burst of sound that is capable of damaging anything in its path.

Available to: Wylder

Type: Offensive, Elemental

Element: Fire

Casting Time: 7 seconds

Range: 25 yards (maximum range)

Area: cone extending out 25 yards, 10 yards wide at maximum range

Duration: Instant

The Wylder creates a burst of sound that damages anything within its cone of effect. Anything within the blast area will take 30 points of damage.

TOTAL HEALING SELF / TOTAL HEALING OTHERS

This Spell will heal the target of virtually any and all injuries they may have.

Available to: Wird Weaver, Wird Dancer (Self only)

Type: Miscellaneous, Wird

Element: Earth

Casting Time: 12 seconds

Range: NA / Touch

Area: Self / Target

Duration: Instant

This Spell works exactly like Heal Self / Others (see page 158) but at Level 5, therefore doing 45 points of healing.

LEVEL 6 SPELLS

BODY OF STONE

This Spell allows the caster to transform their body into stone, becoming as hard and strong as rock

Available to: Wird Dancer

Type: Miscellaneous, Elemental

Element: Air

Casting Time: 15 seconds

Range: NA

Area: Self

Duration: 3 rounds + 1 round / extra Wird

Wird Dancers with this Spell transform their bodies into stone. With this change in form, they gain +16 to their Body and +21 to their Strength (which does not further increase their Body). The bonuses for their Body are done in a special way. Their Body rating is modified by the amount listed but they do not take damage in the same way. Their body now has a BPV, rather than a Body rating. The BPV is equal to three times their new Body rating. If casters take damage that exceeds this amount, they crumble to dust and die. Any damage below this amount is considered a Slight wound.

For example, Niel Piart who normally has a Body of 6 transforms himself into stone. This gives him an effective Body of (6+16) 22. This means that his BPV is (3 x 22) 66. If he takes 67 points of damage or more, he cracks and dies. Anything less than 67 points of damage is considered a Slight wound, reducing his Body by 1 (and his BPV by 3). Lastly, with his jagged rock fists, Piart now does Hard damage.

The Spell does have a vulnerability. Characters hit with Electricity-based attacks will not get the Body bonuses due to the Spell. Also, any damage taken will affect them as if they have taken a Grave wound, reducing their Body by 2 (and their BPV by 6).

BODY OF FLAME

This Spell allows casters to transform their body into fire.

Available to: Wird Dancer

Type: Miscellaneous, Elemental

Element: Air

Casting Time: 15 seconds

Range: NA

Area: Self

Duration: 3 rounds + 1 round / extra Wird

Wird Dancers that transform their bodies into fire with this Spell are unaffected by virtually any form of attack.

Body of Flame does have a couple of vulnerabilities. A character with Body of Fire will take damage from Water-based or Vacuum attacks without getting any of the armour bonuses for the Body of Flame.

The caster has Level 6 armour as listed on the Magic Chart, modified by the amounts listed below based on the type of attack. Additionally, the character is able to damage opponents simply by touching them, doing 36 points of damage with a touch. This damage is done to anything that the character comes in contact with while in the fiery state. In this flame form, the character is unable to hold anything physical. The caster can now move through gaps.

The damage done is considered Hard damage.

- Blunt Attack - Level +1
- Edged Attack - Level +2
- Air Based - Level (with Special)
- Cold Based - Level -2
- Earth Based - Level +1
- Flame Based - Level
- Electrical Based - Level -1
- Light Based - Level +2
- Sound Based - Level +3
- Water Based - Special

CONTROL PLANT LIFE

This Spell enables the Wird Weaver to control the plant life around them.

Available to: Wird Weaver

Type: Miscellaneous, Wird

Element: Air

Casting Time: 15 seconds

Range: 12 yards (maximum range)

Area: NA

Duration: 1 minute + 1 minute / extra Wird

This Spell enables the caster to control all plant life within 12 yards of the character. This effect of this near total control of all plant life depends entirely on the type and amount of plant life in the area. The maximum that the caster can use with this Spell is Strength 10. See Page 249 for vegetation descriptions.

The caster can use this Strength for Strikes, Grapples and Throws. Each of these attacks is used with a Coordination equal to the number of dice the caster has in Wird - Casting and Wird - Water.



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EARTHQUAKE

This Spell enables the caster to cause a severe Earthquake which violently shakes the entire area, doing drastic amounts of damage to everything.

Available to: Wird Weaver, Blight Crow

Type: Miscellaneous, Elemental

Element: Air

Casting Time: 30 seconds

Range: 100 yards

Area: NA

Duration: Instant

This Spell causes the ground within 100 yards of the character to violently shake. All structures in the area take 36 points of damage, possibly bringing them crashing to the ground. Characters in the area affected must make a Coordination roll against a Target Number of 13 to remain on their feet. They do not take any damage from the earthquake, though they may take damage from structures falling on top of them.

The caster is not affected by this Spell.

FIRE STORM

This Spell allows the caster to generate a massive ball of flame that will hit an entire area, incinerating virtually everything in the area.

Available to: Wylder

Type: Offensive, Elemental

Element: Fire

Casting Time: 15 seconds

Range: 20 yards

Area: 10 yard radius

Duration: Instant

Casters of this Spell create a blast of fire that strikes anyone or thing in the target area. The blast does 36 points of damage.

FREEZE LIFE

The Wylder generates a blast of tremendous cold and ice that can freeze a target.

Available to: Wylder, Blight Crow

Type: Offensive, Elemental

Element: Fire

Casting Time: 10 seconds

Range: 15 yards

Area: Target

Duration: Instant

The Wylder generates a blast of cold that will do 63 points of Soft damage to a target.

KILL

This terrifying Spell gives Blight Crows the ability to kill almost instantly, taking the life of their target with but a touch.

Available to: Blight Crow

Type: Offensive, Wird

Element: Fire

Casting Time: 10 seconds

Range: Contact

Area: Target

Duration: Instant

The target of this Spell takes 63 points of Hard damage instantly, regardless of any armour the character may have. The only protection from this Spell is the Power Wird Armour or any of the Spells which provide protection from magically-based attacks. These Spells and Powers provide armour from the attack, though it is rarely enough to protect the target.

Note: This Spell is VERY powerful. As such, it is highly recommended that it only be used as a story element rather than a weapon against characters. Blight Crows are naturally very powerful and dangerous to player characters. This Spell makes them exceptionally powerful and should be handled with care.

TORNADO

This Spell allows casters to create a tornado which is capable of tearing apart the countryside. Once the tornado is created, it is uncontrollable. This is a highly dangerous and unpopular Spell.

Available to: Wird Weaver, Wylder, Blight Crow

Type: Miscellaneous, Elemental

Element: Fire

Casting Time: 15 seconds

Range: 10 yards

Area: An inverted funnel or cone, 3 yards wide at its base, 36 yards high and 12 yards across at its top

Duration: special

This dangerous Spell is a more powerful version of the Whirlwind Spell (see page 199). The tornado has a Strength rating of 15 and is capable of picking up things that weigh 4200 pounds. Also, the Tornado does 15 points of damage to anything in its grip and has a 15% chance of blowing itself out per round. Otherwise, it works exactly as the Whirlwind Spell.

CHAPTER SUMMARY

There are three main Distinctions of Spell Casters, Wird Weavers, Wylders and Wird Dancers. Each one has a different approach to their use of Wird.

Wird Weavers are nature-based mages, and believe that the use of Wird should blend into the natural harmony.

Wylders simply force the Wird to their will, using the excess Wird that is available. They are more scholarly in their approach.

Wird Dancers believe that altering themselves to fit into the environment is better than altering the environment to suit them. They tend to focus their use of Wird inwards.

There is another Distinction, which is usually hunted down and killed by most societies, that of Blight Crow. These selfish users of Wird believe that Wird is there for the taking, and they take it, whether it is part of another creature or not. Blight Crows drain life from the area around them to make themselves more powerful.

Each Distinction has access to different Spells, although there is some overlap. Each Spell has different aspects that must be considered.

Offensive/Defensive/Miscellaneous - what the focus of the Spell is.

Wird-effect/Elemental - whether the Spell is purely magical or whether it has some aspect in the physical world.

Element - which element is best reflected in the Spell.

Casting Time - how long it takes to cast the Spell.

Range - what the short range of the Spell is.

Area - the area that the Spell can affect.



WARD

Ward is an exceptionally powerful magical circle which provides the caster with protection from all but the most powerful magical attacks.

Available to: Wird Weaver, Wylder, Blight Crow

Type: Defensive, Wird

Element: Earth

Casting Time: 6 hours

Range: N/A

Area: 10' radius circle

Duration: Permanent

Ward creates a powerful circle of magical symbols which provides protection from magical attacks. This circle will retain its power as long as the symbols remain unblemished. So long as the circle retains its power, anyone within the circle benefits from this Spell. The circle provides Level 5 protection as per the Spell Magic Resistance (see page 172). Once this Spell is cast, the caster permanently loses one point of Wird from their maximum potential Wird. Should the Ward be destroyed, the invested point of Wird is still lost.

SPELL LIST

WW = Wird Weaver

WD = Wird Dancer

BC = Blight Crow

LEVEL 1

Acidic Touch - BC
 Animal Lore - WW, BC
 Armour of Air - WW, Wylder
 Awaken Self - All Distinctions (Wd Self only)
 Blur - WD, BC
 Bolt of Air - Wylder
 Breath of Life - WW, WD (self only)
 Cause Disease - BC
 Detect Wird - All Distinctions
 Drain Wird - BC
 Far Speaking - WW, Wylder, WD
 Fasten - WW, BC
 Fog - WW, Wylder, BC
 Heal Self / Others - WW, WD (Self only)
 Hearing of the Bat - WW, WD (Self only), BC
 Herb Lore - WW, BC
 Hundred Day March - WW, WD (Self only)
 Ignite - WW, Wylder, BC
 Infravision - WW, WD, BC
 Leap of the Frog - WW, WD
 Levitation - WW, Wylder, BC
 Light - WW, Wylder
 Night Vision - WW, WD (Self only)
 Resist Cold - All Distinctions (WD - Self only)
 Resist Heat - All Distinctions (WD - Self only)
 Resist Pain Self / Resist Pain Others - WW, WD (Self only), BC
 Revive Self / Revive Others - WW, WD (Self only)
 Sandstorm - WW, Wylder
 Slow Disease Self / Slow Disease Others - WW, WD (Self only), BC
 Scent of the Hound - WD
 Spark Touch - Wylder, BC
 Strength of a Tuscani - WD
 Stone Missile - WW, Wylder, BC
 Sustenance - WW, WD (Self only), BC
 Vision of the Eagle - WW, WD (Self only)
 Weapon of Ice - Wylder, WD, BC

LEVEL 2

Air Elemental - WW, Wylder
 Analyze Wird - All Distinctions
 Bolt of Earth - Wylder
 Bolt of Water - Wylder
 Conceal Object - WW, BC
 Create Water - WW, Wylder
 Darkness of the Deep - WW, Wylder, BC
 Detect Life - WW, WD, BC
 Disguise Self / Disguise Other - WW, WD (Self only), BC
 Distil Liquid - WW, BC
 Earth Armour - All Distinctions (WD - Self only)
 Extinguish Flame - WW, Wylder, BC
 Flaming Weapon - Wylder, WD
 Flash - WW, Wylder
 Flight - All Distinctions (WD - Self only)
 Freedom of a Vrolagh - WW, WD (Self only)
 Glyph - WW, Wylder, BC
 Grand Feast - WW, WD (Self only)
 Invisible Shove - All Distinctions
 Leave Message - All Distinctions
 Magic Resistance - All Distinctions
 Mend the Broken - WW
 Mirror Image - Wylder, BC
 Mould Earth - WW
 Mould Plant - WW
 Noise - All Distinctions
 Pack Member - WW
 Protection from Flames - All Distinctions (WDs - Self only)
 Reflexes of the Rilbec - WW, WD (Self only), BC
 Rust - BC
 Scent of the Wind - WW, WD, BC
 Shatter - Wylder, WD, BC
 Sleep - WW, BC
 Sonic Blast - Wylder
 Spark Touch - WW, WD
 Speed of the Fox - WD
 Spider's Walk - WW, WD
 Tangle Growth - WW
 Village Idiot - BC
 Vision of the Bat - WW, WD (Self only), BC
 Voice of a Torrader - WW, WD
 Walk on Water - WW, WD (Self only), BC
 Water Armour - WW, Wylder, WD (Self only)
 Wilder-beast's Skin - WW, WD (Self only), BC

LEVEL 3

Acid Bolt - BC
 Air Armour - WW,Wylder
 Air Bolt - WW,WD
 Alter Body Self - WD
 Animate Plant - WW
 Blast of Air - Wylder
 Bolt of Flame - Wylder
 Counter Spell - All Distinctions
 Cure Disease Self / Cure Disease Others - WW,WD (Self only), BC
 Decompose - BC
 Dispel Magic - All Distinctions
 Earth Elemental - WW,Wylder
 Earth to Stone - WW
 Enchant Item - WW,Wylder, BC
 Fire Ball - Wylder
 Flame Armour - WW,Wylder,WD (Self only)
 Giant's Growth - WD
 Heal Self / Others - WW,WD (Self only)
 Ice Bolt - Wylder, BC
 Leech Wird - BC
 Light Armour - Wylder,WD, BC
 Lock - WW, BC
 Pack Member - WD
 Scroll - WW,Wylder, BC
 Silence - WW,Wylder, BC
 Simple Illusion - Wylder, BC
 Size of the Mite - WD
 Sleep -WD
 Speed of the Sloth - BC
 Spell Shield - All Distinctions
 Strength of a Bawk'sha - WD
 Vigour of the Bawk'Sha - WD
 Wall of Air - WW,Wylder
 Walk on Air - WW,WD (Self only), BC
 Wall Runner - WW,WD (Self only)
 Water Armour - WW,Wylder,WD (Self only)
 Water Elemental - WW,Wylder

LEVEL 4

Alter Body Others - BC
 Alter Body Self - WW, BC
 Armour of the World - WW,Wylder,WD (Self only)
 Avalanche - Wylder
 Body of Air - WD
 Cause Disease - BC
 Commune with Plant Life - WW
 Complex Illusion - Wylder, BC
 Earth Freedom - All Distinctions
 Fatal Vibration - Wylder,WD, BC
 Fire Elemental - WW,Wylder
 Ice Sphere - Wylder, BC
 Invisibility - All Distinctions (WD - Self only)
 Leap the Mountain - WW,WD
 Lightning Bolt - Wylder, BC
 Magic Resistance - All Distinctions
 Reflexes of Lightning - WW,WD (Self only), BC
 Shape Stone - WW
 Speed of Thought - WD, BC
 Store Spell - Wylder,WW, BC
 Strength of the Newborn - BC
 Thousand Day March - WW,WD (Self only)
 Vacuum - Wylder, BC
 Wall of Earth - WW,Wylder
 Water Cannon - Wylder
 Weightless - WW,Wylder, BC
 Whirlwind - WW,Wylder, BC

LEVEL 5

Alter Body Others - WW
 Armour Ablaze - WW,Wylder,WD (Self only)
 Body of Water - WD
 Drain Life - BC
 Empower - WW,Wylder, BC
 Immolation - Wylder
 Perfect Illusion - Wylder, BC
 Shattering Sound - Wylder
 Total Healing Self / Total Healing Others - WW,WD (Self only)

LEVEL 6

- Body of Stone - WD
- Body of Flame - WD
- Control Plant Life - WW
- Earthquake - WW, BC
- Fire Storm - Wylder
- Freeze Life - Wylder, BC
- Kill - BC
- Tornado - WW, Wylder, BC
- Ward - WW, Wylder, BC

SAMPLE CHARACTER CREATION

JONE PHILEMON

Let's choose the Spells for Jone Philemon. Philemon has 100 points which can be used on Spells. That's a good amount, but not as many as you might first think. Since Philemon is a Level 3 caster, we won't choose any Spells higher than Level 3. We could, but he wouldn't be able to cast them anyway.

Philemon's Level 1 Spells look like this:

Armour of Air, Bolt of Air, Detect Wird, Far Speaking, Ignite, Light, Resist Cold, Sandstorm and Spark Touch.

That's nine Spells. Each Level 1 Spell costs three points, so that's 27 points that have been spent so far. So far, he has some slight offensive capability, a bit of defense and he has some versatility.

Philemon's Level 2 Spells look like this:

Air Elemental, Analyze Wird, Earth Armour, Flash, Magic Resistance, Mirror Image, Protection From Flames, Shatter and Sonic Blast.

That's another nine spells. Level 2 Spells cost 6 points each, so that's an extra 54 points. So far 81 points have been spent on his Spells. He doesn't have many points left.

Philemon's Level 3 Spells look like this:

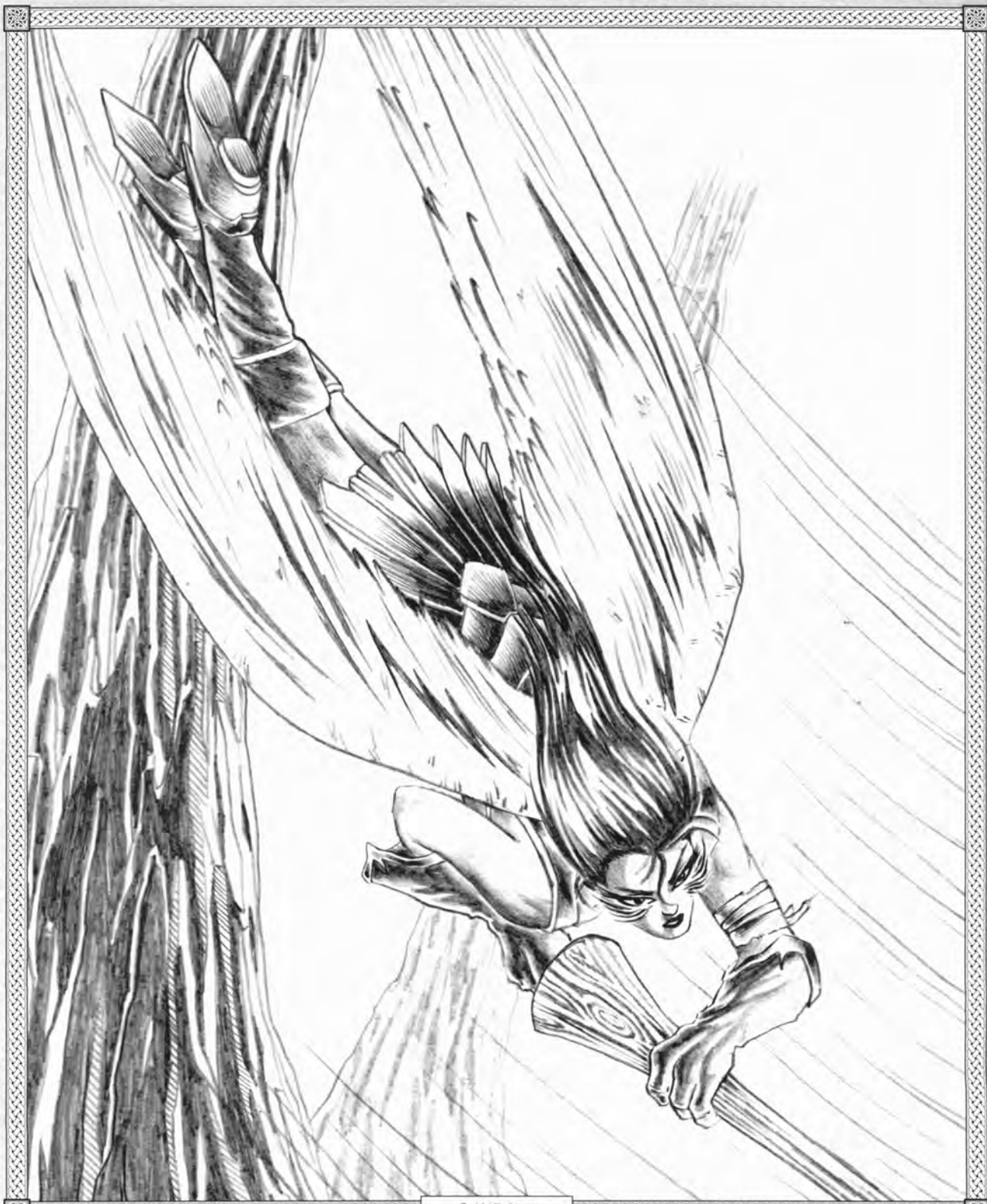
Ice Bolt, Light Armour.

This gives him a little more punch and defense, which he'll probably need. Level 3 Spells cast 9 points each, so that's 18 more points that have been spent. That brings the total up to 99. There is one point left over, which we'll leave for now. When the character gets some experience points, we'll be able to use this point for something.



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PROVIDENCE



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211 Spells



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Getting back wasn't going to be easy. We knew we had to worry about other patrols. We figured we'd still have to fight our way back...

Paytor Crel moved silently along the forest floor, mentally cursing the noise the Gargoyle was making. He could see the rest of his companions in the dying light of the day. Most of them were following quietly, but Braktooth seemed to be going out of his way to step on every branch that had ever fallen to the ground. Crel stopped before a small incline and held up his hand. The people behind him froze.

"There are a few patrols in the area. I've seen signs of them," the Hawk said. "I think that they've spread themselves out to cover a large area. We've got to move quickly before we get cut off."

"What happens if we are?" Skor Taran asked. There was still part of an arrow visibly stuck in his left shoulder; he'd insisted that Cardine leave it in.

"You'll see more of the woods than you've ever wanted to," Crel said. "We get through as quietly and quickly as possible," he continued. "The longer we stay out here, the more certain it is that we'll get caught."

"Let's hurry then," Braktooth suggested.

The Hawk nodded. He turned and slowly moved up the hill, the others following.

The sight that greeted Crel when he got to the top wasn't very reassuring. There was a clearing at the bottom with two Green People. They were looking around, as if something had just disturbed them.

"Trouble," he whispered as the others joined him. "If they haven't spotted us yet, they will in a second. The woods are their eyes."

"Forget this," Braktooth muttered. He rose to his feet and charged down the hill straight at the two tribesmen. The rest of the party looked at each other in shock, then scrambled after him.

The two Green People pivoted to see the massive form approaching them. Braktooth smashed into the first before the Green Person had a chance to swing his club; the second one managed to dodge.

The Green Person still standing swung his curved weapon, raking it across the Gargoyle's chest. Braktooth grunted in response, lashing out with his heavy Drummer's Hammer. The crack of bone was clearly heard over the tribesman's moan as he dropped to the ground.

The second tried to get to his feet. Before he had a chance to even try and escape, a bolt of fire knocked him back to the ground, where he remained.

"What did you think you were doing?" Taran demanded, approaching Braktooth. The Drummer was looking down at a *thin* scratch on his chest.

"Weren't you paying attention?" Braktooth replied. "The Strider said that they were going to find us. Maybe now they didn't get time to warn anybody."

"Could you at least let us know the next time you're going to do that?" the Rat asked, wiping his forehead with the back of his still shaking hand.

"We don't have time for this," Crel broke in. The Hawk looked around. "I think Braktooth bought us some more time. We'd better make use of it." They moved quickly across the clearing and back into the woods. It was time to go home.



CONFLICT RESOLUTION

In a perfect world, there would be no conflicts. Everybody would get along, and nobody would ever fight.

Providence is a lot of interesting things, but it is not a perfect world. There is a lot of conflict, between humans and nature, and between

different groups of humans. People fight, people struggle to control territory, and they try to gain power over each other, through force, wits and magic. Providence is a world of heroes, but as in any world with heroes, there is conflict.

This chapter will discuss how you can deal with different types of conflicts, and how you can use your character's Skills to make sure that if there's going to be a fight, the good guys are going to win the day.

COMBAT

Combat is the clearest expression of conflict. In combat, there are a lot of things to worry about. Who goes first? What happens if someone moves? From how far away can I hit someone with my sonic blast?

Combat works pretty simply in the Creative System; in fact, it works the same way as every other Skill we've discussed. You take two d10s and attempt to equal a Target Number.

We've discussed methods of how to determine whether you succeed in a roll in The System section. Since combat is such an important part of many game scenarios (after all, not many evildoers will come meekly along when you ask them to), we're going to explain it again, in more detail.

One method asks you to compare the dice totals of the two characters and then have them make an Opposed roll. In combat, both characters might not be attempting to strike each other at the same time, or the same way; one may be attempting a grapple while the other attempts a strike. That doesn't matter. Each character uses the characteristic and Skill appropriate for what they are attempting to do, be it grapple, strike, or dodge.

e.g. Hane Lynnix and Harad Braktooth are sparring again at the Guild of Drummer's compound. They are practicing fighting without weapons. Lynnix has Hand to Hand 2 and Coordination 1, giving him three dice with a punch. Braktooth has Strike 3 and Coordination 1 for a total of four dice.

Lynnix subtracts Braktooth's dice from his own, leaving him with -1 dice. Lynnix has to add three additional dice in order to roll two d10s. This means his Target Number against Braktooth, as long as both are trying to punch each other, is 13. Lynnix has a modifier of +6 to his Target Number due to the three extra d10s he needs. Braktooth is left with a single d10 after subtracting his practice partner's dice. This means he has to buy one d10, increasing his Target Number to 9. His odds are slightly better than Lynnix's.

The second method is slightly different, but leaves you with exactly the same results in game terms. You add up the opponent's dice and add two to your Target Number for each one. Then you roll attempting to make your Target Number.

e.g. Using this method, Lynnix takes Braktooth's dice total of four and doubles it, leaving a total of eight. Lynnix adds this modifier to his base Target Number of 7, leaving him a Target Number of 15, which he will try to hit with his three dice.

Braktooth adds six to his Target Number (2 times Lynnix's three dice), putting his modified Target Number at 13. Braktooth will have to roll 13 with his four dice.

If both characters subtract the bonuses they receive for their extra dice (above the two needed for every roll), their Target Numbers will be exactly the same in both examples. In the second method where Lynnix is rolling three dice at a Target Number of 15, his Target Number would decrease to 13 (modified Target Number of 15 - 2 for the extra die) if he "sold off" his extra die and only rolled two dice. Likewise, Braktooth in the second example is rolling four dice at a Target Number of 13. If he "sold off" his extra two dice and only rolled the minimum two dice required, his Target Number would decrease to 9 (modified Target Number of 13 - 4 for the extra two dice). Either method will leave you with the same result, so it doesn't really matter how you choose to do it.

Versus ranged weapons, not all Skills will help the target. If characters are being shot at, then an appropriate defensive Skill, such as Dodge will help. The general combat Skills, such as Melee or Hand to Hand, can be added to increase your dice pool. Specific weapon Skills, such as Sword Skill, will not help. Neither will ranged combat Skills.

e.g. Braktooth is fighting a Green Person. He is using his Hand to Hand of 3 plus his Coordination 1, giving him four dice to counter the shooter's attack.

A COMBAT ROUND

A combat round is made up of ten segments, each segment being one second long. The higher the number, the sooner in the round it takes place. There are a lot of things that can happen in one round. We'll go over, in order, the things you have to factor into a typical combat round.

INITIATIVE

The first thing to determine when combat starts is the order of Initiative, or who goes first. Initiative is determined by rolling a d10; the higher you roll, the earlier in the round you can go. You get to add your Coordination to your Initiative roll, since quicker people react faster. People who have the Skill Multiple Strike get to add it to their Initiative as well. The number you roll for Initiative determines when you can start an action; characters can start later than their Initiative if they want.

e.g. Dieve Runbirt has Coordination 2. He is attacked by the home owner he happens to be robbing. Runbirt rolls a seven, to which he adds his Coordination. His opponent rolled a four. With an Initiative of 9, Runbirt gets to go first, and decides he will head out the window.

NUMBER OF ACTIONS

The number of actions you get in a round is your Initiative/10 rounded up.

If you end up having more than one action, you will get your first action on segment 10 and your additional actions on following segments. Which segments depends on the number of actions you get.

e.g. Dieve has Coordination 2. If he rolled a nine, he would have an Initiative of 11, giving him two actions. He would act on segments 10 and 5.

Most characters will get one, perhaps two actions at most. Only characters whose Coordination are magically enhanced will be able to get more actions.

If two characters are acting on the same segment, they go at the same time.

If characters are attempting something that requires several seconds to complete (such as casting a Spell), it will take several segments of a round to complete. They will begin the action when their Initiative allows them to take an action, as indicated above. The action will not be completed until the elapsed time has passed. For example,

a character attempting to cast a Spell that requires 3 seconds to cast rolls an Initiative of 7. On segment 7, the character begins to cast the Spell. The Spell will not take effect until segment 4 (7-3).

If characters are interrupted while performing an action, they might be prevented from completing the action. In the example above, if the Spell caster were attacked and rendered unconscious on segment 5, the caster's Spell would not take effect as it was not completed.

Furthermore, if an extended action runs past the end of a round, it will continue into the next round and be completed once the time needed elapses. The character performing the extended action rolls Initiative but they can't act before the action they started last round is over, or they'll forfeit the action.

For example, if the Spell has a casting time of 12 seconds, the caster would begin it on segment 7. The character would still be casting the Spell as the round finished. In the next round, after five seconds (12 second casting time - 7 segments from the first round), the Spell would take effect. As such, the Spell would take effect on segment 5 of the second round. The Caster would not be able to act before segment 5.

The same is true for characters who have multiple actions. If they hold an action past their next action, they lose one.

Number of Actions	
Number of Actions	Act on Segment...
One Action	your Initiative roll
Two actions	10 & 5
Three actions	10, 7 & 3
Four actions	10, 8, 5 & 3
Five actions	10, 8, 6, 4 & 2
Six actions	10, 8, 7, 5, 3 & 1
Seven actions	10, 9, 8, 6, 4, 2 & 1
Eight actions	10, 9, 8, 7, 5, 4, 2 & 1
Nine actions	10, 9, 8, 7, 6, 4, 3, 2 & 1
Ten actions	every segment



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ACTIONS

What is considered a combat action? Any attempt to perform a combat manoeuvre, to initiate the use of a Power, to begin movement, or to cast a Spell is a combat action. Getting to your feet also takes an action, unless one has a Skill that reduces this time.

e.g. Harad Braktooth attacks two Green People. He rolls a nine on his Initiative, which allows him to go first. He charges the two of them, knocking one of them to the ground. That takes up his action for the round.

ABORTIVE ACTIONS

Several defensive manoeuvres, such as dodging, parrying and clearing an area are considered Abortive Actions. An abortive action does use up a character's action, but it may be performed at any point in a round, so long as the character has at least one action remaining.

CLEARING AN AREA

Some attacks do damage to an area, as opposed to specifically targeting a person. If characters want to get out of such an area (a good idea), they can perform an Abortive Action called Clearing an Area. Characters Clearing an Area will have one second's worth of movement to try and get out of the area. In other words, for a normal person, the furthest they could travel in one second would be 7 yards – their sprinting speed. If the character doesn't have an action left, and as such cannot perform the Abortive Action, they better hope the attack misses.

e.g. Breetan Alagrim casts a Fireball Spell at a couple of Green People. One of them has an action left and moves seven yards out of the way. The other can't move as he does not have any actions remaining and suffers the consequences.

DODGING AND PARRYING

Clearing an area isn't the only Abortive Action that can be done to save yourself. Characters can also attempt to Parry or Dodge if need be. Each Skill is explained in detail in the Skill section (page 70 for Dodge and 71 for Parry).

e.g. Alesia Bevane is getting attacked by a Rock Beetle as she travels to Cliff Spider. The Beetle wins Initiative and attempts to bite her on segment 6. Bevane doesn't act until segment 5 but decides to Dodge. She gets to roll her Dodge on segment 6, which she does well enough to avoid the Beetle's attack. She loses her action on segment 5, but she doesn't lose her leg to the creature.

DAMAGE

When characters try to hit an opponent, how much damage they do doesn't just depend on how strong they are, or how powerful their blast is. It also depends on how well they hit their opponent.

All offensive Powers are given a Damage Rating, which is the maximum damage the Power can do. Characters do a percentage of their maximum damage, depending on their margin of success. There are four categories of success. If they just hit the target by rolling their required Target Number, then they will do minimal damage, around 25% of their maximum. If they make their roll by 1 or 2, then they will do approximately 50% of their maximum damage. If the roll is made from 3 to 5, they will do approximately 75% of their maximum, and a success of 6 or higher will mean they do maximum damage.

Damage Percentages

Success	Damage Percentage
0	25%
1-2	50%
3-5	75%
6+	100%

You will notice that this damage chart is taken from the first four success categories from the success table on page 29. The damage for a weapon is usually based upon this calculation. The weapons chart is located on page 250.

Weapons are presented showing the amount of damage they do for each degree of margin of success. For example, a broad sword does (2/4/6/8) damage. This means that if characters make their roll by zero, they will do two points of damage. If they hit by one or two, they do four points of damage. Should they make their roll from three to five, they will do six points of damage. If they make the roll by six or more, they do eight points of damage.

Certain weapons, however, are more likely to do a higher percentage of their damage, even with a poor attack while others do minimal damage unless a fantastic hit is made. This will be reflected by weapons that do not adhere to the 25/50/75/100 percent damage categories.

Ok, now your character has blasted the villain in an attempt to stop him. What affect does that 16 point blast have? The amount of damage that Powers and Spells do are covered in those specific sections but what does it all mean? What we're going to talk about now are the effects those abilities, and normal weapon damage, has on characters.

ARMOUR

Whenever characters get hit by an attack, there is the chance they will take damage. If a target has armour, subtract the amount of armour from the damage. If the result is zero or less, no damage is done; if the result is positive, the target is injured. The amount of damage taken is the number left over from the calculation.

BODY

One of the Secondary Characteristics discussed in the Character Creation section was Body. This determines the amount of basic damage that a character can withstand. Obviously, the higher the Body, the better off the character is.

TYPES OF DAMAGE

There are two different types of damage, Hard damage and Soft damage. Hard damage is more likely to kill someone. A sword, gun or a crowbar would be considered to cause Hard damage. Soft damage comes from an attack that will still hurt, but isn't inherently designed to kill. Damage from punches or from a wooden club, would be considered Soft damage.

WOUNDS

There are different wound categories, which depend on the amount of damage taken relative to the amount of Body possessed by the character. If the damage is less than or equal to the Body rating the character has, that's considered a Slight wound. If the damage is between one times plus one and two times of the character's Body, that's considered a Grave wound. If the damage is between two times plus one and three times the character's Body, that is a Devastating wound. More than three times the amount of Body will kill the character instantly if it's Hard damage. If the damage is Soft, the character is knocked out. Soft damage, however, will kill a character if it is more than six times plus one their body. This is called an Overkill result. The chart below demonstrates the wound levels based on Body ratings.

e.g. Hane Lynnix has a Body of 21. This means that he can take up to 21 points of damage and still only take a Slight wound. Anything doing 22 to 42 points of damage would be a Grave wound, while from 43 to 63 points of damage would be a Devastating wound. If

Lynnix took 64 or more points of Hard damage in one shot, it would kill him. If the attack was Soft damage, he would be knocked out by anything doing from 63 to 126 points of Soft damage. Any Soft damage attack doing 127 points of damage will kill him.

e.g. Alesia Bevane has a Body of eight. This means that up to eight points of damage is a Slight wound, from 9 to 16 points is a Grave wound, and from 17 to 24 points is a Devastating wound. For her, 25 points of Hard damage will kill her. If Bevane took 49 points of Soft damage or more, she would be killed.

DAMAGE TABLE

To use the Damage Table, the first move is to find your Body. To learn what category of damage your PC took, move down the chart until you find the amount of damage taken. Then, simply read across the chart to the left to find the wound category.

When a character takes damage, the wound category will have a couple of effects on your character. First, taking damage will end up lowering the Body, causing your PC to slide to the right on the Damage Table. How far it slides depends on the wound category. A Slight wound will cause your character to lose one Body and a slide of one to the right. A Grave wound will mean a loss of two Body and a slide of two to the right, while a Devastating wound will drop the PC's Body by three and a slide of three to the right. Every time the PC takes damage, the Body total will decrease.

The other effect of taking a wound is that it is painful and debilitating. A character with a wound will have modifiers to any actions because of pain, discomfort and distraction caused by the injury. A Slight wound causes a -1 die penalty on all actions; a Grave wound has a -2 penalty; and a Devastating wound means that the PC now suffers a -4 die penalty on all actions. These penalties are not cumulative; if you have 3 Slight wounds, your penalty isn't -3 dice, it's still -1. Likewise,

characters who have taken a Slight wound and a Devastating wound, don't have a -5 die penalty. The penalty they suffer from is the worst wound category they have taken, in this case, -4 dice.

Wound Penalties

Wound	Penalty	Body
Slight	-1d	-1
Grave	-2d	-2
Devastating	-4d	-3

e.g. Hane Lynnix is fighting against some troops from another city. During the course of the fight, Lynnix takes a Grave wound and a Slight wound.

The penalty for the worst wound he has is -2 dice, for his Grave wound. He lost three Body as well, two for the Grave wound and one for the Slight wound. This is a tough fight for the Drummer.

Knock Out

Aside from reaching a knockout value, there are a couple of ways that characters can be knocked out. If the GM wishes, he can make use of a rule that characters will have to make a Constitution roll if they take a Devastating wound. The Target Number would be 7, including any penalties from the wound they have suffered; if the character fails, they will fall unconscious.

The other way that characters can fall unconscious is if they take sufficient damage. If their Body falls to or below 0, they have to make a Constitution roll against a Target Number of 7 every round, again including any wound penalties they are suffering. If they fail this roll, their body can't take the strain anymore and they fall unconscious.

Damage Table

Body	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
Slight	1-15	1-14	1-13	1-12	1-11	1-10	1-9	1-8	1-7	1-6	1-5	1-4	1-3	1-2	1	0	0	0	0
Grave	16-30	15-28	14-26	13-24	12-22	11-20	10-18	9-16	8-14	7-12	6-10	5-8	4-6	3-4	2	1	0	0	0
Devastating	31-45	29-42	27-39	25-36	23-33	21-30	19-27	17-24	15-21	13-18	11-15	9-12	7-9	5-6	3	2	1	0	0
Dead/KO	46+	43+	40+	37+	34+	31+	28+	25+	22+	19+	16+	13+	10+	7+	4+	3+	2+	1+	0
Overkill	91+	85+	79+	73+	67+	61+	55+	49+	43+	37+	31+	25+	19+	13+	7+	5+	3+	2+	1+

Please note that even though we have presented Body ratings up to 15, the Body rating can go well above 15 in some exceptional cases.

Hit Location

To better describe the combat, the GM can use the following table to determine the location struck by the attack by rolling 2 d10. This adds a die roll to combat but can make the scene more descriptive and memorable.

The first d10 will decide which location is struck, the second will further localize the hit.

Damage is not increased nor decreased by the location itself - this simply adds to the description. There are optional rules that can alter the damage for locations in the critical hit rules written below.

1-2 Upper Body

- 1-2: Head
- 3: Face
- 4-5: Neck
- 6: Left Shoulder
- 7: Left Wing (if winged; else Left Shoulder)
- 8: Right Shoulder
- 9: Right Wing (if winged; else Right Shoulder)
- 10: Upper Chest or Back

3-6 Arm (3-4 - left, 5-6 - right)

- 1: Fingers
- 2-3: Hand/Wrist
- 4-5: Forearm
- 6: Elbow
- 7: Upper Arm
- 8: Glider Membrane (if Glider; else Upper Arm)
- 9-10: Right Shoulder

7-8 Lower Body

- 1-3: Chest
- 4-6: Lower Chest
- 7: Abdomen
- 8: Crotch
- 9: Left Inner Thigh
- 10: Right Inner Thigh

9-10 Leg (9 - left, 10 - right)

- 1-2: Hip
- 3-6: Upper Leg
- 7: Knee
- 8-9: Lower Leg
- 10: Foot

Critical Hits

Some strikes do more permanent and drastic damage. When characters are wounded, they make a Constitution roll against a Target Number of 7 (remember to include Wound penalties). If the roll is failed, the wound may leave a permanent effect. This table is colourful for role-playing purposes.

If injured by a Grave wound, the area is unusable for two rounds if it is a limb. Otherwise, consult the table.

Abdomen – Characters empty contents of stomach, losing their next combat action.

Chest – Character suffers severe loss of breath and has laboured breathing. Endurance reduced by 8.

Crotch – Characters need to make a Constitution roll against a Target Number of 11. If failed, they lose all actions for one round, and all actions are at -4 dice for the following three rounds.

Face – Characters are blinded by a nasty cut above the eyes which hampers vision (-3 on combat actions).

Head – The character is stunned. For the next minute, all actions are at -4 dice (instead of the normal -2 from a Grave wound).

Neck – Characters have serious trouble turning their head in any way, but suffer no additional negatives.

If the injury is a Devastating wound, and the Constitution roll is failed, then the GM may use these results.

Limb – The limb is unusable until the injury is healed at least one wound level. At that point, actions with the limb have an additional -2 die penalty until characters have fully healed.

Head, Face, Neck – Characters are unconscious

Chest – Laboured breathing due to a collapsed lung or broken ribs. Combat will cause an additional slight wound every round.

Abdomen – An internal organ was damaged. Medical attention is required as soon as possible. Any attempt at combat will result in the loss of 1 point of Constitution. Character suffers one Slight wound per minute.

Crotch – Character is unconscious.



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ENDURANCE

Powers and Spells cost Endurance. Each round of combat will cost a point of Endurance, unless the character is doing nothing. In this case, anybody trying to hit them will get a bonus of +6 to their roll. As well, the resting character will not be able to use any dice to counter the attacker.

Movement costs Endurance. Each movement has a different Endurance cost. Characters who walk spend one Endurance per hour. If they are jogging, they spend one every minute. If they are running, they lose one per round (ten seconds), and if they sprint, it's one per second. Characters who can swim use one Endurance per round. Jumping also costs one Endurance. The costs for Flight are covered in Powers on page 140. Lifting heavy objects uses an amount of Endurance equal to the Encumbrance penalty for the object's weight.

Characters don't get a chance to recover Endurance until they are resting. Resting is considered a state where the character is not spending any Endurance. In other words, you have to stop spending energy before you can start recovering it.

When characters have no Endurance left, they are exhausted and can't perform any actions. Characters recover Endurance at different time intervals.

MOVEMENT

There are times when you can't just stand still and watch a battle develop; you have to move. Movement can help get characters out of tough situations, but it can also hurt a character's accuracy.

As stated earlier, characters can't start to move until their segment in the Initiative is reached. Once they start, they can keep moving until they decide to stop. Once they stop, they can't restart until their next action.

Characters can attempt actions while they are moving, although there are penalties for it. Characters suffer no penalty for any action tried while walking. They take a -1 die penalty while jogging and a -2 die penalty while running. Characters can not attempt actions while sprinting. The exception to these penalties is if characters attempt a Charge with the Charge Skill. When characters Charge an opponent, they suffer no movement penalties if they have the Skill. Furthermore, a character can Charge when sprinting. This is the only action that may be performed when sprinting.

PCs with flight are at -2 dice when moving at their maximum, -1 die for the next lower Tier's movement rate and no penalty for any flight speed below that. The

movement chart with the Tier levels can be found in the Power Chart on page 102.

e.g. Shyla Escevado has Wings 3. When using her full flight, she suffers a -2 die penalty on any actions she attempts. At Tier 2, she suffers a -1 die penalty. Below that, she suffers no penalties at all.

MOVING IN WATER

Moving in water will hinder a character. If you're 25% underwater (up to your knees), you will suffer a -1 die penalty for all actions. If you're 50% underwater (about your waist), you have to work with a -2 dice penalty. If you're completely underwater, the penalty is -4 dice.

e.g. Shyron Myntan is chasing a fugitive from the law. She decides to tackle him while he is trying to run across a river. Because the water is hip deep, Myntan has a -2 dice penalty on her attempted Grapple. This would be very difficult, except he has the same penalty. If the thief was on the river bank and Myntan was in the water, she would be at a decided disadvantage.

DOGFIGHTING

In the World of Providence, many fights will take place in the air. When this occurs, the two combatants have three choices. The first is a simple slugfest. The two square off against each other and fight. They just happen to be doing it in the air. In this case, combat occurs as normal and the two fighters lose altitude because they are not focusing on flying. They will fall at half the normal falling speed (see page 224).

The second option is ranged combat. The two try to stay away from each other and take out their opponent from a distance. Again, this is resolved as normal and the two combatants do not lose altitude (unless they would otherwise).

The last method, and the most common is an aerial dogfight. This is when combatants attempt to out-manoeuvre each other; the normal close-quarters slugfest turns into an aerial dogfight. If neither opponent makes an attempt to dogfight, it is a normal slugfest. Once one character attempts to make the dogfighting roll, the dogfight begins. At that point, the target can avoid this only by landing or fleeing.

To figure out who has the better position between two flyers in a dogfight, you have to take a look at a number of factors, including their Coordination and how skilled they are at flying. The number of dice for Dogfighting takes all of these factors into consideration.



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Flight Combat dice = Coordination + Flight + Flight Tier

If the character has Gliding instead of Flight, subtract 1.

Dogfighting is an Opposed roll made by both combatants; in other words, the target's Number of Dice is subtracted from the attacker's. Combatants who succeed on their Dogfighting roll may make an attack of their choice. If they fail Dogfighting, they have not been able to gain an advantageous position on their opponent in order to make an attack. As you can well guess, agile fliers will rarely be hit once an aerial combat turns into a Dogfight.

Dogfighting is considered close combat. As such, the two combatants must be within striking distance of each other in order to be able to Dogfight. If they are not close enough to strike their opponent, they may not enter a Dogfight. Also, Dogfighting is a special action. It uses up an action, but allows for the follow-up attack to be made as a part of the same action if a successful roll is made. Characters must have an action available to make a Dogfighting roll. If they do not, they cannot Dogfight. If they do and fail, the action is lost. If they do and succeed, they may still make their attack as part of the Dogfighting action.

Dogfight Modifier

Adding a greater degree of realism (and hence complication) to Dogfighting requires that you take into account that how well characters do against each other this round will affect their results next round. If you wish to deal with this increased level of realism, compare the characters' margin of success with the chart at the bottom.

Characters with the highest margin of success will gain a bonus to their attack, which will increase their chances of hitting and decrease their opponent's chances of hitting. This is all still contingent on the fact that they must still succeed on their Dogfighting roll in order to attack in combat. If they do not succeed, they may not make an attack at all.

For example, Rand has a margin of success of 2 while Yauch has a margin of success of 9. As such, Yauch will gain a +1 die modifier to his combat roll as the difference in their margin of success is 7. If Yauch had a margin of failure of 5 and Rand had a margin of success of 8, the difference would be 13. Rand would gain a +2 dice modifier to his attack roll while Yauch could not make an attack roll because he failed his dogfighting roll.

Difference in Margins of Success/Failure	Bonus to Combat
0-3	no modifier
4-10	+1 die
11 or higher	+2 dice



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DAMAGE FROM MOVING OBJECTS

To figure out how much damage a moving object causes, take the speed it's travelling at in yards per second. Add to that number the damage modifier of the Strength that is needed to Dead Lift the object (see the Strength chart on page 37) up to a maximum of twice the velocity. That's the total damage that the object does.

Max Damage = yards per second + Damage modifier of Strength needed to dead lift the object.

It should be remembered that this is relative velocity. If you are moving at 20 yards per second beside a character that is moving also at 20 yards per second, there is no velocity damage being factored in. On the other hand, if you pass the same character in opposite directions, the relative speeds would actually be 40 yards per second.

e.g. A vehicle that weighs 2100 pounds is moving at 20 miles per hour, or 9 yards per second. Let's figure out what the maximum damage the vehicle can do if it hits someone.

The damage that comes from the speed is equal to the yards per second it does, or 9. Looking at the Strength table, it takes 9 Strength to dead lift 2100 pounds, the weight of the vehicle. That means the bonus damage it does is 18. However, it can only add 9 points of damage because the maximum that can be added due to the weight of an object is the velocity the object is moving. Therefore, the vehicle does a total of 18 points of damage.

THROWN DAMAGE

The damage for a thrown object is a little different. That damage is equal to the Strength Damage modifier of the person throwing the object + the damage for the object thrown. For example, a fist-sized rock does 2 points of damage. If someone with Strength 2 throws a rock, they will do 4 points plus 2.

Thrown damage = Strength Damage modifier of thrower + damage for object thrown

THROWN DISTANCE

To figure out the distance that a character can throw objects depends on the strength of the character, the weight of the object, how stable it is and whether it is made to be a projectile.

The weight of the object is compared to Dead Lift weights on the Strength Table. When it is located, this is the Strength needed to lift it. The character's effective Strength is altered by the form of the object. If an object has its weight evenly proportioned, then it is stable. If it is designed to be thrown, or is close to that form, it is a projectile.

If an object is not stable, the character's effective Strength is reduced by one. If the object is not a projectile, the character's effective Strength is also reduced by one.

The distance is the square of the total of the character's modified Strength minus the Strength needed to lift the object, in yards.

e.g. Gylin Dangro is trying to throw a rock. She has Strength 1. The rock weighs 2 pounds; Strength -7 is needed to lift it. The rock is stable and is a natural projectile.

The distance she can throw the rock is her (Strength - Strength needed to lift the rock)² = (1 - (-7))² = 8² in yards. That's 64 yards.

Distance = (Strength - Strength needed to lift Object)² in yards.

ATTACKING WHILE MOVING

When characters who are moving attack an opponent, they add their relative speed to the damage being done. It should also be remembered, however, that characters will still suffer from the movement penalties when they make their attack.

For example, Braktooth is running past a Green Person and takes a swing at him. The Drummer will add 5 points of damage (running speed is 5 yards per second) to the damage of his attack, but he makes his attack at -2 dice (the penalty for running).

It should be clearly understood that the damage added from movement is added to the maximum damage of the attack. The bonuses added to the damage record is done at 25% / 50% / 75% / 100% as normal.

ATTACKING A MOVING TARGET

Hitting a character who is moving at high speed is exceptionally difficult. When characters attempt to hit a moving target, their Target Number is increased based on the relative speed of their target. The relative speed means how quickly the target appears to be moving to the

character. If you are moving at 20 mph beside a character that is running 25 mph, the target has a relative speed of 5 mph. Conversely, if the two characters were to run in opposite directions beside each other, the relative speed would be 45 mph. Also, it should be understood that if a character is racing along at 300 mph straight at a character, their relative speed is zero, as they are moving in a straight line towards the character. It would be like standing on a train track and shooting at a train.

Moving Target Penalties

Relative Speed	Penalty to Attack
9 yards / second = 20 mph	+2 to Target Number
16 yards / second = 35 mph	+4 to Target Number
25 yards / second = 50 mph	+6 to Target Number
36 yards / second = 75 mph	+8 to Target Number
49 yards / second = 100 mph	+10 to Target Number
64 yards / second = 130 mph	+12 to Target Number
81 yards / second = 165 mph	+14 to Target Number
100 yards / second = 205 mph	+16 to Target Number
121 yards / second = 250 mph	+18 to Target Number
144 yards / second = 300 mph	+20 to Target Number

TURNING

Providence isn't a tactical game; it's a role-playing game. Because of this, we don't have rules in the Creative System for things such as turn modes in flight, or for the directions PCs might be facing after a fall. We suggest that GMs be reasonable in their approach; a character with Flight 6 will be better at turning a corner than someone with Flight 1. Make sure that difference is shown in your description of events.

FALLING DAMAGE

If an object is falling, it takes one point of damage per yard fallen, up to a maximum of 64 points of damage. This damage is usually Hard, but might be considered Soft if falling on certain surfaces such as water, at the GM's discretion. Also, characters with wings that fall take half damage as their wings tend to create a great deal of wind resistance and slow their fall.



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COMBAT MODIFIERS

There are a number of different actions or situations that can modify a roll. Knowing the situation can make the difference between a PC being able to win the day or having to watch a villain walk away in triumph. In a close fight, every little bit helps. Here are some things to think about that may keep your characters on the winning side.

SIZE

Characters are different sizes. Most of the time, this isn't going to make much of a difference in combat. If there are extreme differences in height between opponents, then the size difference could be extremely important.

It is the difference in size that is actually important, not the size of the individuals in question. If a character is 100 feet tall, he will have no modifiers at all to another person his size.

The table given below shows what the effects are from differences in size. Let's explain what the different columns mean.

Moving Target Penalties

Size Difference	Range	Hand to Hand	Area Attack
500	+18	+16	—
250	+16	+14	—
125	+14	+12	—
64	+12	+10	—
32	+10	+8	—
16	+8	+6	—
8	+6	+4	—
4	+4	+2	—
2	+2	0	—
0	0	0	—
1/2	-2	0	—
1/4	-4	-2	—
1/8	-6	-4	1 yard
1/16	-8	-6	2 yards
1/32	-10	-8	4 yards
1/64	-12	-10	8 yards
1/125	-14	-12	16 yards
1/250	-16	-14	32 yards
1/500	-18	-16	64 yards

Size Difference is the relative size of the characters involved. Normal characters are considered to be the same height. Everybody starts at row 0. The differences only start to be considered when one person is at least twice as tall as

the other. Shorter characters would slide one position up the table to get to the modifiers they would be using. Taller characters would slide one position down the table to see how they consider their opponent.

The Range/Perception column gives the roll modifiers characters would have when to hit or see another character at range.

The Hand to Hand column gives the roll modifiers a character would have in Hand to Hand combat.

Once certain differences in height have been reached, characters will be able to do area attacks against others in hand to hand combat. The Area Attack column gives the size of the area attack in hand to hand combat. At this point, if characters don't have the movement to avoid such an attack, they will be hit. Conversely, attacking characters don't have a choice; their attack will be considered an area attack.

When considering whether a character can clear an area, it is important to remember that characters who have had their size decreased have had their natural movement lowered as well.

e.g. Let's look at the modifiers if a character who is 4 times normal height (24 feet tall) fights someone who is 1/2 normal size (3 feet tall). In this case, Alise is 8x the size of Britan. This means that, from Alise's perspective, he will slide down to the 1/8 row of the table. He will subtract 6 from any perception or ranged combat rolls. He also has a 1 yard area attack against Britan.

Britan slides up to row 8 on the table. She has +6 when trying to hit Alise, or to see him. She has +4 modifier when fighting Alise in hand to hand.

RANGE

One of the first things to remember in a fight is that range is important. If you're fighting someone who is tougher than you are, you should try to keep them at range and blast away. There are negatives for the range but they are usually much better than the wound penalties from having a Drummer pound on you in close combat. Try to keep within optimum ranges.

The divisions for range are short, medium, long and extreme. The actual distance might change, but each ranged attack will undergo the same penalties due to range. A weapon or attack range is listed in its description is their short range. The medium range is twice the short range, the long range is twice medium range and extreme range is twice the long range.

The range penalties are no modifier for short, -1 die for medium, -2 dice for long and -4 dice for extreme.

Senses take the same negatives for range. The short range for sight is 10 yards. The short range for hearing is 5 yards. The short range for smell is 3 yards. Taste and touch obviously have no range, although you can pick up vibrations with touch. The range for feeling vibrations depends on the medium that's carrying the vibration.

Most Altered/Inhuman senses have a short range of 10 yards.

COVER

Using cover is a good idea, for those heroes who don't feel confident that they can take everything the enemy is throwing at them. It's a good thing for everyone to remember, if only because it might be used against your character sometime. Depending on how much of your character is behind cover, you get a bonus that increases the Target Number of anybody trying to hit your character. The bonuses are below:

Cover Penalties

% of body covered	Penalty for incoming attacks
25% Cover	+2 to Target Number
50% Cover	+4 to Target Number
75% Cover	+6 to Target Number
90% Cover	+8 to Target Number

SURPRISE

Surprising someone can have devastating results. A character who is unaware that he's even in a fight situation, can add nothing to increase any opponent's Target Number. That means anybody trying to hit a character out of combat only has to roll against a Target Number of 7.

On the other hand, if a character is in a fight but is attacked by someone from an unexpected direction, then the attacker gets three extra dice to use when attempting to hit the character. It's a good move to try and surprise someone when they're in the middle of a fight.

Your character can decide to concentrate on fighting one person, whether there are other people around or not. If your PC is that focused on one opponent, the character will gain +3 dice on any rolls to hit that specific target. The problem is that any other character trying to hit

your PC will have +3 dice on their roll because you will not be aware of the incoming attack. The character you are focusing on doesn't get that bonus. However, they can focus on you in return.

Knockdown

Most people don't fight as well when they're lying down on the ground. Your PC may wish to put an opponent in just that position. The GM may want to include these rules on knockdown.

Characters who take a Grave or Devastating wound have to resist being knocked down. They roll their Coordination against a Target Number of 7 (modified by wounds) to remain on their feet. It takes an action for a PC to get back to their feet; if they don't, then they have a -2 dice penalty for fighting on the ground.

ENCUMBRANCE

Carrying too much weight, or encumbering your character, is a good way to reduce the effectiveness of any character. Your character should try and ensure that this situation never occurs. Check your character's Strength against his carrying capacity on the Strength chart on page 37.

Encumbrance Penalties

Unencumbered	no penalty
Carried	-1 die
Bench press	-2 dice
Dead lift	-4 dice

MULTIPLE OPPONENTS

Characters who are in combat with more than one person will take a -1 die penalty for every additional two people that they are fighting against. i.e. If they're fighting three people, they will lose a die, if they are fighting 7 people, they will lose three dice. The maximum penalty for this is -5 dice.

TAKING AIM

If your character has the time, take aim at your opposition. Aiming will give your character a +1 die bonus when your character attempts to hit an opponent. This only works for ranged attacks, and it takes an action to perform.

DRAWING A WEAPON

Drawing a weapon is a -3 penalty to Initiative. If a character has the Skill Quick Draw, they may be able to avoid this penalty.

OFF HANDED ACTIONS

Trying an action with the wrong hand can make things much more difficult. Any action taken with the wrong hand will suffer a -2 die penalty.

SWEEP ATTACK

Characters can attempt to hit more than one target with an attack. They suffer a -1 die penalty for each extra target they attempt to attack. Each attack is rolled separately. Once characters miss one target, they automatically miss the remaining ones.

MORALE

Morale is used when one side in a conflict might consider leaving the fight. When checking the morale of an individual, the character's Willpower + Psyche is rolled against a Target Number of 11. This Target Number can be increased, depending on just how much of a perceived disadvantage the character is at. When checking the morale of a group, use the average number of dice as a basis.

A character's Behaviours can help to modify this result. If they have behaviours that would make them more inclined to run, increase their Target Number. If their behaviour makes them less inclined to run, lower their Target Number. Behaviours that are extreme will have an increased effect.



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Combat Manoeuvres

Manoeuvre Effect

Acrobatics	A Skill roll. The character can abort to this action.
Charge	Physically ramming an opponent. Damage equals the character's speed in Yards/sec + Strength Damage Modifier/2 (maximum damage = 2 x Strength). Speed modifiers apply.
Clear an Area	This allows one second of movement to try and avoid an area attack. The character can abort to this action.
Disarm	Strength roll to keep weapon in hand. If disarmed, weapon flies d10/3 in yards away.
Dodge	A Skill roll. The higher the success, the harder the character is to hit. Can abort to this action.
Drawing a weapon	Character takes a -3 penalty on Initiative
Escape	Opposed Strength roll to Escape a Grapple
Getting Up	Regaining your feet from a prone position. Takes an action
Grapple	Grab an opponent and squeeze them. Damage equals Strength Damage Modifier/2
Multiple Strike	This Skill increases the character's Initiative.
Parry	Attempts to block an attack. Can abort to this action
Strike	Opponent is physically struck. Damage equals 2 + Strength Damage Modifier
Throw	Throw opponent to the ground. Damage equals Strength Damage Modifier/2 + yards/second, if victim was already moving.

HEALING

After a conflict, it's entirely possible that characters will have taken several injuries; if life was too easy, it wouldn't be heroic, would it? Now let's examine how easy it is to recover from injuries.

In the Creative System, you recover your Wounds. The rates of recovery for Hard and Soft damage are shown on the table below. The number in the Time column refers to the length of time it takes for that particular wound to downgrade to the next lower wound category (Devastating to Grave; Grave to Slight; Slight to nothing). The Total column is the time for the wound to completely heal. For example, a Devastating wound needs 16 days to downgrade to a Grave. A Grave needs 4 days to downgrade to a Slight and a Slight takes 1 day to heal. The total healing time of all of these is 21 days, which is the total time needed for the Devastating wound to heal.

Healing Rates

Damage	Wound Type	Time	Total
Hard	Devastating	16 days	21 days
Hard	Grave	4 days	5 days
Hard	Slight	1 day	1 day

Soft - After 1 hour, downgrade the wound 1 category and treat it as Hard Damage.

The above is with rest and care. Strenuous exercise will slow healing down considerably, and may prevent a wound from healing. If characters don't take care of their wounds, it will slow their healing down.

It should be noted that all wounds heal at the same time. When characters receive several wounds at the same time, the time it will take to be healed is the length of time it takes the worst wound to heal.

When wounds heal, characters' Body increase. As any wound shifts to the next category, characters recover one Body. For example, when a Devastating wound becomes a Grave wound, the Character gains one Body back.

ENDURANCE AND WIRD RECOVERY

To figure out how much Endurance or Wird a character can recover, divide the characteristic by 4. This number is the character's Recovery value.

Characters get one Recovery after the first minute of rest. After another 10 minutes of rest, they recover their Recovery value again. They recover a third amount after an hour and they get the last one after 6 hours.

PROVIDENCE

Modifier/Effect Table

Modifier	Effect	Modifier	Effect
WOUND PENALTIES		TARGET BEHIND COVER	
Slight	Character suffers -1 dice penalty	25% Cover	Character suffers +2 to Target Number
Grave	Character suffers -2 dice penalty	50% Cover	Character suffers +4 to Target Number
Devastating	Character suffers -4 dice penalty	75% Cover	Character suffers +6 to Target Number
ENCUMBRANCE		90% Cover	Character suffers +8 to Target Number
Unencumbered	Character suffers no penalty	CHARACTER IN WATER	
Carried	Character suffers -1 die penalty	25% in water	Character suffers -1 die penalty
Bench press	Character suffers -2 dice penalty	50% in water	Character suffers -2 dice penalty
Dead lift	Character suffers -4 dice penalty	100% in water	Character suffers -4 dice penalty
RANGE MODIFIERS		OTHERS	
Short	Character suffers no penalties	Out of Combat	Opponent rolls against Target Number of 7 to hit character
Medium	Character suffers -1 die penalty	Unaware	Opponent's gain 3 dice to attack the unaware character
Long	Character suffers -2 dice penalty	Focus on Opponent	Character gains +3 on their roll to hit opponent; others hit character at +3 on their roll
Extreme	Character suffers -4 dice penalty	Multiple Opponents	-1 die per two people above 1
LIGHT CONDITIONS		Morale	Psyche + Willpower versus Target Number 11
Good light	Character suffers no penalty	Off-handed	Character suffers -2 dice penalty on action
Bad light	Character suffers -1 die penalty	Sweep Attack	Character may hit more than one target with one attack but suffers -1 die per extra target, used versus Extra Targets
Very bad light	Character suffers -2 dice penalty	Taking Aim	Character gains +1 die; for ranged attacks only; costs an action
Total darkness	Character suffers -4 dice penalty	Throwing damage	Strength Damage modifier of thrower + damage for object thrown
CHARACTER MOVING		Thrown objects	Stable and Projectile: No modifier Unstable: -1 to Strength nonprojectile: -1 to Strength
Walking	Character suffers no penalty	Velocity damage	yards per second + Damage modifier of Strength needed to Dead lift object.
Jogging	Character suffers -1 dice penalty	Recovery rates	one recovery after 1 minute, 10 minutes, hour and 6 hours of rest.
Running	Character suffers -2 dice penalty		
Sprinting	No actions are possible while sprinting (except a Charge)		
TARGET MOVING			
9 / second	Character suffers +2 to Target Number		
16 / second	Character suffers +4 to Target Number		
25 / second	Character suffers +6 to Target Number		
36 / second	Character suffers +8 to Target Number		
49 / second	Character suffers +10 to Target Number		
64 / second	Character suffers +12 to Target Number		
81 / second	Character suffers +14 to Target Number		
100 / second	Character suffers +16 to Target Number		
121 / second	Character suffers +18 to Target Number		
144 / second	Character suffers +20 to Target Number		


PROVIDENCE



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When we got back, Skor Taran immediately asked to meet with the council. It was late, but he had to let them know what was happening. The problem was that nobody wanted to hear what he had to say.

When he gave his report, a few of the council members questioned his sources. Then they questioned his veracity. None of them seemed to be impressed. He managed to change their minds...



Taran stared at the council members. He was standing in the centre of the main council room, the remaining members of his group seated behind him. Although he was arguing mostly with Trexon Danlion, a stern-faced Hawk, it was Wyn'dahl Karistikant that he was really trying to speak to. The Dragon was probably the second most powerful member of his house, and he was the one who had King Gunther's ear.

Unfortunately, it was mostly Danlion who was demanding answers, and the old man was traditionally difficult to deal with, especially at this time of night.

"I don't understand why you're letting a few tribesmen worry you so much," the Hawk said in his nasal tone. "Surely they're no threat."

Taran raised a flaming eyebrow, then tried again. "There are more than a few of the Green People close to the city, my lord Danlion," he replied. "There are far too many for it to be a casual intrusion, and they were far too antagonistic to be coming here for peaceful purposes. I believe they're here to start the war they've been promising us all along."


"That's just ridiculous," Danlion said loudly, dismissively waving a jewelled hand. "Assuming they were even present in the numbers you're claiming, you must have annoyed them somehow," he added. "Fellow council members, I believe that we've heard enough here."

"No, I don't believe you have!" Taran shouted. Taran's shirt vanished in a flash of flame, exposing the battle scars on his chest and the arrow stump still clearly visible in his shoulder. His hair burned furiously, closely matching his mood.

"A good man may well have died making sure that you received this information," he snarled. "That doesn't matter nearly as much as the fact that if you don't make preparations, a lot more people are going to die. The Green People are not a myth. You know that. They're dangerous and they're here." He stared at Danlion, who had leaned back in his chair at Taran's display of power.

"My job was to bring this information to you," the Eagle told the council firmly. "It's your job to do something with it. I'd prefer it if you came to some decision before they're pulling down the walls." He bowed curtly and stepped back.

A new voice spoke up. "I trust it won't come to that," Wyn'dahl Karistikant said dryly. "You have our thanks," the Dragon added, his mouth curling into a little smile. "You may leave now."



"I guess they finally decided to take us seriously," Paytor Crel said to Costan Swendath. "Everybody's going to be busy for a while."

The Dove slapped him on the shoulder. "We'd all get fat and lazy if we didn't have to work," he said. "Now I've got things to do. Thank you for the story."

Crel looked back over the city walls as Swendath walked off. His friend was right; it was time to get to work.



THE WORLD OF PROVIDENCE

"So you wish to learn more about my world, and perhaps through it, gain an understanding of my people and myself. Rest assured we share a great deal in common: the fulfilment of an infallible ideology, the belief that

there is inherent good in everything around us, the pursuit of valour, the drive to excel and bring about more than just personal change. We also share the desire to help the world through our actions. It is about trial, struggle and triumph, but most of all, it is all about being a hero."

"...it is all about being a hero." These words epitomize the soul of Providence. It is the *raison d'être* for the world you are about to glimpse, a return to the belief that humanity is made of chivalric fibre and our intentions can be noble. In a society where people have begun believing that there are no positive virtues left to extol, nothing of who we are to celebrate, Providence is a work of fiction meant to challenge that notion. Words have power, and rather than falling into the malaise, hopeless, angst-ridden and "blame-the-other-guy" mentality that current fiction seems to emulate and perpetuate, we strive to inspire and bring out the potential in all of us.

Before you can understand the attitudes of its inhabitants, it is necessary to visualize the world. Providence is markedly different from most settings in terms of populace, history and the surrounding environment. Everything is interconnected.

BACKGROUND

It all began on a world called Yas'Wail. First, the natives won an incredibly lengthy war against a creature called the Elothorin and its avatars. The monster wasn't defeated, but was eventually banished through a series of magical gates. Soon after, a caste system was set up that regimented the society and served to isolate the rulers from their subjects. Millennia passed until the priests stepped forward and claimed that the gods had spoken to them in visions and demanded that this injustice be halted. This became a full-fledged crusade, a war that forced various sects and their deities against one another. The rebels and the gods that supported them lost and with them fled the hopes for a new world of just rulers. Religion died that day on Yas'Wail as the gods were exposed as simply more powerful mortals.

Those among the losers that could wield the powers of the Wird were stripped of that ability, many were executed and the remainder of the rebels were shuffled through gates to a prison world. This penal colony became known as Providence. There the rebels were left under the jurisdiction of Warden Families who had been sent to keep watch and to ensure that the prisoners were properly punished. Thus was born Providence.

Separated into various internment camps within the hollow world, prison life proceeded to enslave several generations of exiles. Over time, however, lines of communication between the various areas dwindled to the point of snapping. The Wardens discovered that the gates that had led them there were one-way only, and they were as much prisoners as the exiles they watched. Paranoia reigned supreme and the Wardens isolated their various penal colonies.

The Wardens, as the only practitioners of the Wird on Providence, hoarded their particular mystical skills and even took to inbreeding to protect their power base. After several generations of inbreeding, monsters were created rather than offspring. Worse yet, while these aberrations were brimming with malignant Wird that twisted their souls with power, the Warden families refused to control or slay their own children. Various penal colonies came under the threat of destruction from these creatures.

Many years later some Warden families freed their prisoners when they realized that their family lines would stagnate if they did not begin interacting with their prisoners. The new liberation began.

THE PRESENT

Much has changed for the descendants of the prisoners since the first days on Providence. Most of the former penal colonies have become established as a society of city-states with rulership that is markedly different from that of their ancestors. The colonies that are still prisons possess enough power to withstand the united forces of the liberated cities.

Now isolated from their original home for two millennia, the descendants of these prisoners have been engrained with the desire, known as the Reckoning, to return to their original lands and reconquer them as their birthright. There are many obstacles preventing this from happening. Ancient enemies known as the Lost Tribes threaten the current alliance of city-states with what can only become a brutal war. While the newest immigrants prepare for battle, the world around them threatens to fall apart. Geological instability is cracking the jungle world, flooding regions and dimming the sun behind

thickening volcanic clouds. These are tremendous problems, but the biggest obstacle may be that the gates are the only way home, and no one knows how to make them work. Providence may yet become the death trap it was intended to be.

SETTING

Providence is a jungle realm spread across the interior of a bubble. The terrain is awash in a variety of rich colours, from the stoic grey of stone pillars that stretch from one face of the world to the opposite hemispheres like monumental bridges, to the green of the verdant jungle and blues of her two bodies of seawater. While many large portions remain unexplored, it has become a home to its alien inhabitants.

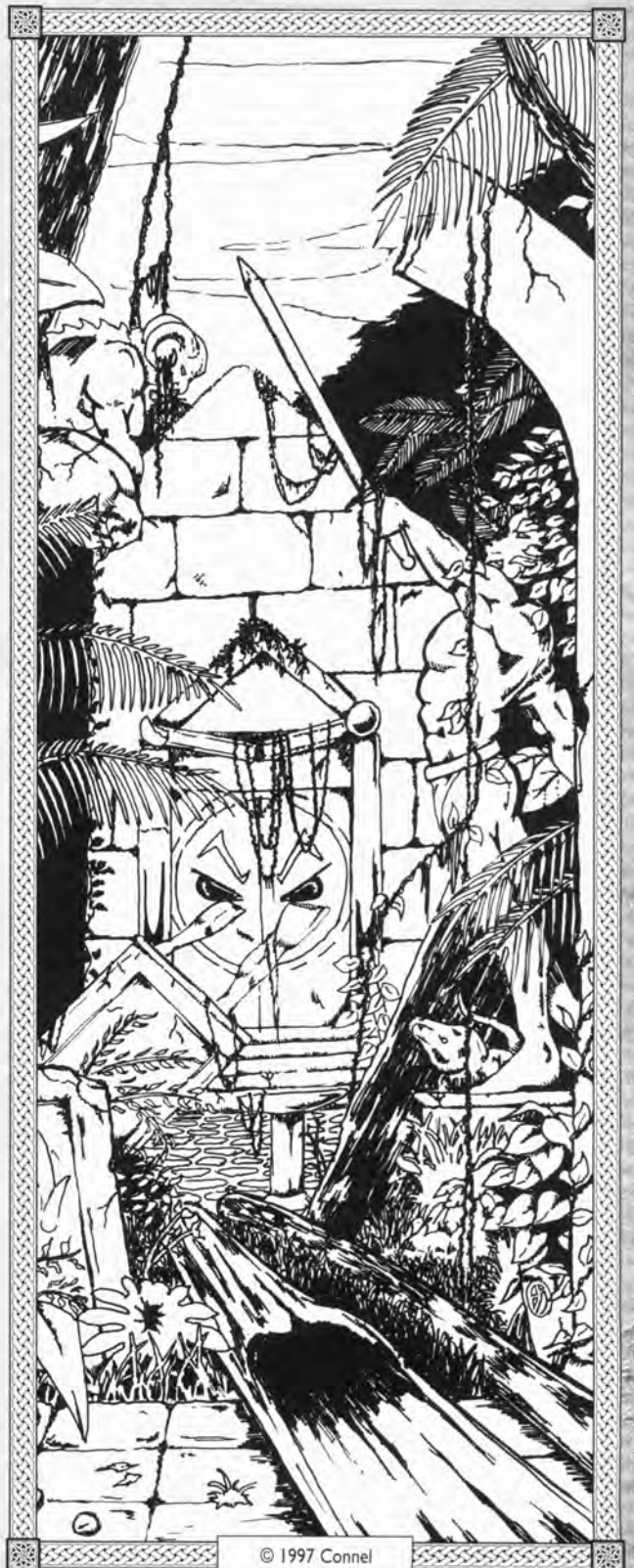
The floor of the jungle has cracked open, inundating the land under an ever-increasing deluge of water. Communities and even one city have been uprooted in the wake of the encroaching flood. The world is drowning. Where do you go to escape the floods? You are trapped in a bubble. This is what the inhabitants are working against.

GEOGRAPHY AND WILDLIFE

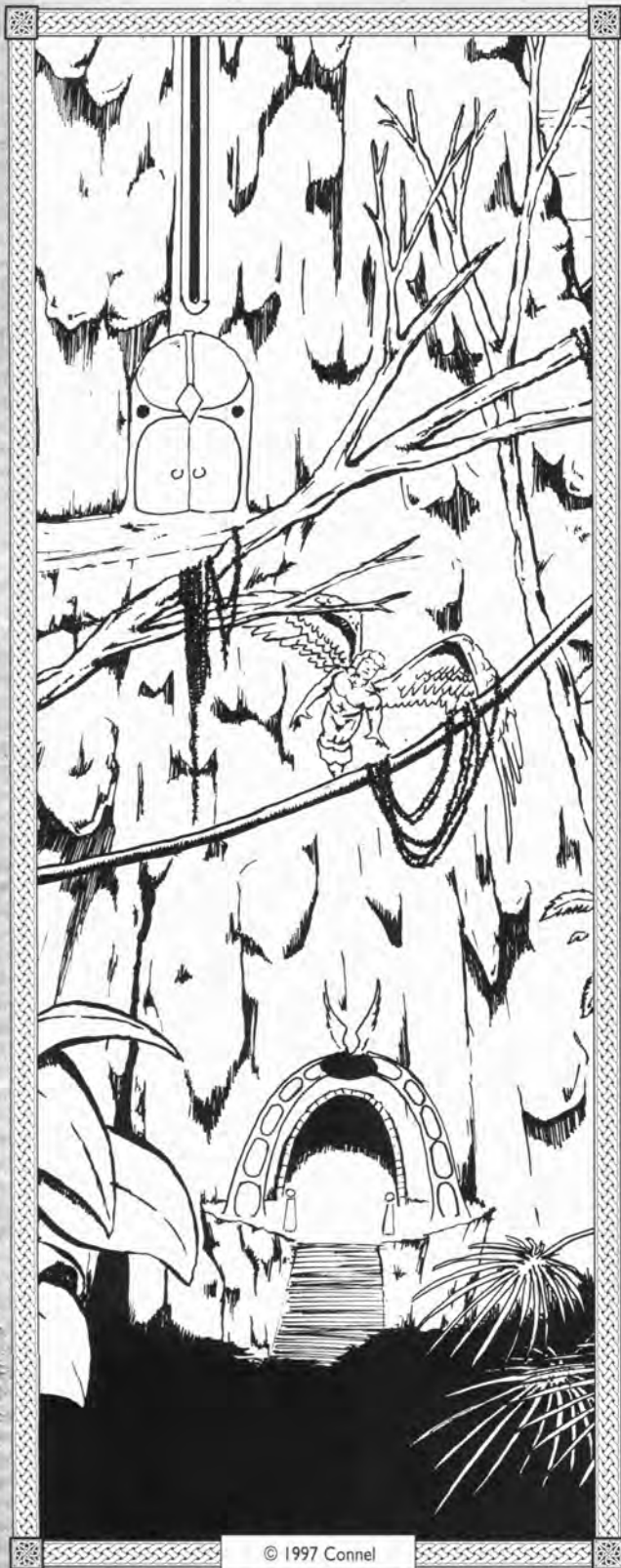
Providence is a rich jungle world teeming with a variety of wildlife. Some of the animals are indigenous to the world, while the others were brought over during the time of exile. There are also monsters, Warden offspring that have completely degenerated or animals and people altered through the power of Wird. Mutates such as Wird Hounds now live within abandoned penal colonies or in the very wilds themselves, while more humanoid creatures such as Ravagers are controlled within Bone-Wail, a penal colony still under the powerful auspices of the Wardens.

Despite two thousand years of existence within the world, very few areas outside of the various city-states have been thoroughly explored. This might be due more to the ruthlessness of the world than any lack of curiosity by the Yas'Wailians; very few adventurers have returned from the dark heart of the world's forests.

With this danger, however, comes natural beauty. The Cry-Star Falls tumble down cliff walls several kilometres high. Trees unhindered by the touch of civilization, soar to heights of several hundred feet; their thick canopy of leaves and branches shields the virgin soil, turning the ground into a terrain of night known as the Deep. Beauty and death are the two certainties of Providence.



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CITY-STATES AND ARCHITECTURE

The cities of the Yas'Wailians are unique because many of these places are built upward rather than outward. Since many people possess either wings or glider membranes, homes and buildings are often built along the sheer slope of a cliff wall, or alongside gigantic tree trunks. Many constructs rest atop the canopy of trees, supported by branches, trunks and pillars of earth. With the Wird ability to manipulate and shape natural stone and wood, almost any form that the imagination conceives can be built. Cliff shelves can be created to support rock homes on the sheer slopes of mountains; trees can be shaped to cradle buildings, their branches strengthened and their trunks made resilient.

Those people not gifted with any flight capability are usually stationed at the lower levels of trees and slopes. Some shantytowns have even been built around the base of trees to accommodate the Fallen (those that cannot fly). These are usually cheerless, oppressive places.

The strongest of the city-states are: Cry-Star, a city built above the Crysarius Sea, across from the Cry-Star Falls; Cliff-Spider, a slope settlement built inside a nearby spire's cliff face; and Bone-Wail, a Warden-run city constructed within the dead remains of a petrified forest.

SOCIETY

Known as Wird, magic exists, but only a handful of people are supposed to wield it due to a rigid caste system. These individuals are regarded with awe and occupy positions of authority. Most of those taught this mystical talent have fully functional wings, a sign of purity and royalty. This has helped to introduce a new caste system, based on who possesses wings, glider membranes or nothing at all. It is as unjust as the system the prisoners' ancestors had fought against.

A newly emerging strata within the hierarchal system of Providence's politics are Shards, people born with natural abilities and powers. Their appearance has thrown the caste system into disarray, so efforts are being made to force them into Guilds based on shared ability. This way they remain within the caste structure without upsetting the balance of power.

INDIVIDUALS

Each individual belongs to an extended family of sorts called a Troupial. This designation is more than just a grouping based on appearance, it is a sense of history with past and present members, it is the manifestation of powers and arts that are specific to each Troupial and it is an extended family known as a household.

THE POPULACE

There are two visual imperatives that must be realized about the citizens of Providence before continuing. The first is that a large portion of the populace possess wings or glider membranes. A smaller few, known as Fallen, lack wings and are looked down upon because of it. Secondly, all people are multicolored, much like the plumage of birds. While they are not feathered, they could possess a variety of colour schemes, including: red breasts, white manes, leathery brown faces, speckled backs, indigo arms, etc. Their colour scheme is based on which Troupial they were born into.

While gender equality does exist as a matter of course, the caste system upon which society is based, relies on the misleading characteristics of physical appearance. Legends speak of a time when all people were winged, born with the ability of flight that came as easily as walking. Centuries of confinement, however, have created those that neither possess the power to fly or even wings. The appearance of the Fallen was the catalyst for the newly established caste system.

CASTE SYSTEM

PURE

Those who possess full wings and can actually fly are regarded as nobility. They, as well as the caste immediately below them, are the only members of society who are taught the skills needed to manipulate the powers of Wird.

BLESSED

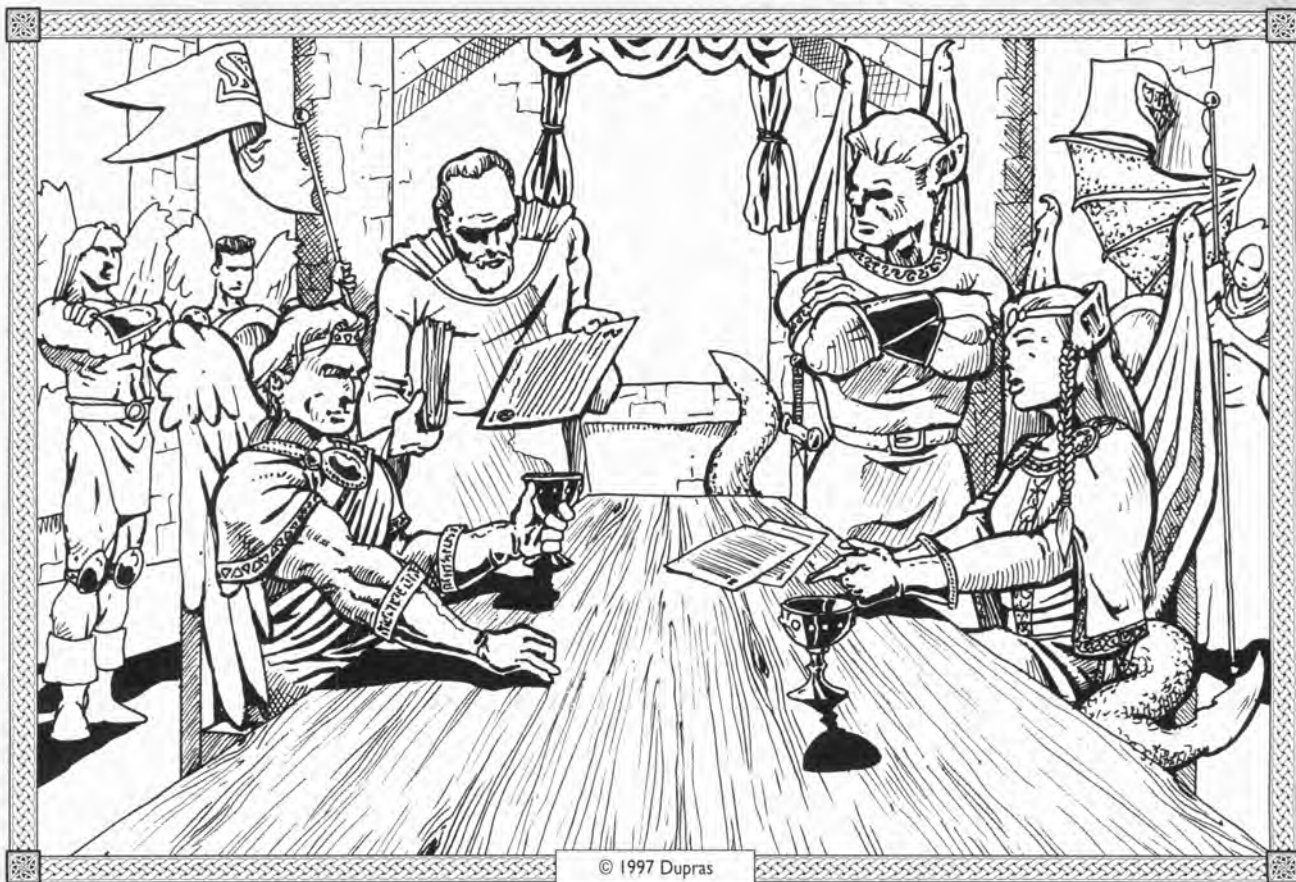
While these people possess full wings, theirs are smaller and don't work as efficiently. Consequently, they don't fly as well. Members of this caste are occasionally taught Wird, and are usually attached to royal families as Major Domos, advisors, generals, etc.

GIFTED/GUILD MEMBER

These are people born gifted with Shard abilities. This is one of the few ways to move up in caste standing. This is also the only caste strata not delineated by appearance but ability.

FORTUNED

An increasing percentage of the populace falls into this category. While they do not possess wings per se, they do have



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a feathered or fleshy membrane that connects their arms to their torso through glider flaps. This enables them to glide. This caste occupies the majority of mercantile positions.

REDEEMED

This class of citizens possesses wings or glider membranes that do not work due either to injury, atrophy or birth. These people are often used to conduct the menial functions in life such as stable hands, field workers and common soldiers.

FALLEN

Those that possess no wings at all are regarded as outcasts. They have no function in life save as scavengers, and their life is worthless in the eyes of many of the upper castes. Many make their living either through begging, crime, or occasionally through manual labour.

TROUPIALS

As a winged people, the population is divided into two initial categories called the Seraph and the Iblui. The former are those who possess feathered wings similar to birds, while the latter use leathery wings similar to bats. After that, each person is divided into Troupials, or family classes based on appearance and general function. Troupials are generally regarded as houses, and are named after various birds. While these names are based off of bird classifications familiar to the reader, the names are translations of Yas'Wailian, and serve as an approximation of what they might mean. Here are the Troupials. The heights and weights cover the normal range for a Troupial. It is certainly possible for someone to be above or below the figures given.

TROUPIAL BAT

Slightly xenophobic, members of this Troupial are all gliders, with leathery glider membranes. Bats have enhanced senses, but reduced vision. Members of this Troupial are often good scouts. Male Bats are fairly short, between 4'8" and 5'5" and weigh between 100 and 120 lbs on average. The females stand between 4'6" and 5'5" tall, and their weight varies from 95 to 115 lbs.

TROUPIAL DOVE

Doves are social people, perfectly willing to work with groups of different people; in fact, they have difficulty respecting others' need for isolation due to their own desire to be involved. Doves also have an excellent sense of direction. Male Doves are usually between 5'0" and 5'5" tall, weighing between 150 and 180 lbs of solid muscle. Female Doves are between 4'9" and 5'4" tall, and weigh between 120 and 160 lbs.

TROUPIAL DRAGON

In the world of court politics, the Iblii of House Dragon are recognized for their sharp minds and keen ambition. Very few can outwit a member of the Dragons in the game of power. Male Dragons are between 5'6" and 6'0" tall, weighing 175 to 220 lbs. Females are between 5'4" and 5'9" tall and weigh between 135 to 190 lbs. Members of this Troupial have wings, and possess a tail.

TROUPIAL EAGLE

These Seraph contain a proud lineage of knights who consider themselves the pinnacle of Yas'Wailian development. House Eagle treats physical prowess, appearance and their word as prized assets. Male Eagles stand between 5'9" and 6'4" on average and weigh between 190 and 220 lbs. Female Eagles are usually between 5'7" and 6'3" tall and weigh anywhere from 155 and 210 lbs.

TROUPIAL GARGOYLE

Gargoyles are often believed to be barbaric, stupid and crazy; only the barbarism is true. Gargoyles prefer rough materials, rough living and a simple lifestyle. They believe that civility is a mask, one they refuse to wear. Gargoyles will usually tell you what they think, whether that is socially acceptable or not. Male Gargoyles stand between 6'5" and 8'0" tall, with an average weight from 300 to 500 lbs. Female Gargoyles average the same height and weigh between 275 and 500 lbs.

TROUPIAL HAWK

Members of Troupial Hawk are hunters. They thrive on the spirit of adventure and the unknown. Their curiosity has often led them to become explorers, where their determination often makes them successful. Hawks are invariably muscular and fit and those members of Hawk who have wings are very good flyers. Male Hawks are between 5'5" and 5'10" tall, weighing between 150 and 175 lbs. Female Hawks are from 5'2" and 5'9" tall and weigh between 130 and 160 lbs.

TROUPIAL HYENA

Members of Troupial Hyena are Fallen, a mixture of different Troupials who were not fortunate enough to be born with wings. They have no identifying look or costume, and don't usually have much of a self-image.

TROUPIAL JACKAL

These are Fallen who have decided that they do have some worth, and demand to be treated with respect. Like Hyenas, Jackals are also a mixture of different Troupials but they do have one identifying mark. Jackals use a dye around the eyes and on their hands to mark themselves.



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TROUPIAL RAT

Another Fallen Troupial, Rats are related to Dragons and Bats, getting along quite well with both Troupials. The smallest Troupial physically, Rats have infrared vision and an unparalleled sense of smell. Rats tend to be brutally honest, friendly in nature and intensely curious. Male Rats are short, from 4'0" to 4'8" in height, and normally weigh from 75 to 100 lbs. Female Rats range from 3'11" to 4'6" tall and normally weigh from 65 to 100 lbs.

TROUPIAL RAVEN

These Seraph are seen as mystics and keepers of knowledge. Nearly hairless and with jet-black skin, Ravens usually watch and record the events of the world, occasionally trying to influence them. Male Ravens are between 5'6" and 5'10" on average, weighing around 145 lbs. Female Ravens are between 5'3" and 5'9" tall and weigh 130 lbs.

TROUPIAL SWAN

The most physically beautiful of the Troupials, Swans tend to be expressive, caring people who are often artists. Swans are either pure black or white in colour, with perfect feathered wings. They mate for life. Male Swans are usually 5'10" to 6'1" tall, weighing between 150 to 175 lbs. Female Swans range from 5'7" to 5'11" tall and weigh between 125 and 165 lbs.

PLAYING A TROUPIAL

Players who want to play a member of a Troupial can design their character using the following guidelines, within the point restrictions offered by the GM. These characters will get additional Skills, Characteristics, Powers and Traits. These are offered because they give a sense of the differences between the Troupials, and because they accurately reflect the average citizens of the world of Providence.

It should be noted that any abilities given under the Troupial packages are natural abilities for Yas'Wailians. As such, there is no Wird cost for them, regardless of their level. Furthermore, they cannot be purchased with modifiers, nor is their rating raised by a high Aura rating. Lastly, as a natural ability, it cannot be cancelled or drained away by any type of Spell or Power. Certain abilities can cancel it, such as Shape Change, but that's changing the physical body of the character, not affecting this "Power."

None of the points given count towards the point total allowed by the GM. These points can't be used for different Characteristics or Skills than the ones given. If players don't wish them they can ignore them, but they won't receive

extra points for them. Likewise, the Traits given can be bought off, but they will have to be balanced with Traits chosen by the player.

For the Characteristics and Skills sections, the points given are the number of points put into the Characteristic or Skill, not the level of the Characteristic or Skill. For example, Gargoyles have four points in Strength. This doesn't mean that they have Strength 4, it means that they have four points spent into Strength. Any character playing a Gargoyle would have Strength 1, with an extra point towards Strength 2. It would cost that player an extra five points to get to Strength 2.

Players can alter any of the aspects of the packages by spending points, with the acceptance of the GM. Of course, if you make too many alterations, you risk losing those aspects of the Troupial that make them unique.

Troupial Hyena and Troupial Jackal have 20 points that they can use to buy up Powers, Skills or Characteristics. To do this they have to choose two Troupials that they are related to. Any points they spend cannot exceed the highest number for the Troupials they spring from.

TROUPIAL BAT

- Characteristics** Perception – three points
- Skills** Bat Language – six points
Flight – one point
- Powers** Increased Sense Hearing – Tier 1
Altered/Inhuman Sense Sonar – Tier 1
Increased Sense Touch – Tier 2
Glider – Tier 2
- Traits** Behaviour – Wary of strangers
Caste Status – Fortuned
Good Flyer
Impaired Sense, Sight – level 2

TROUPIAL DOVE

- Characteristics** Constitution – one point
Strength – two points
Psyche – one point
Charisma – one point
- Skills** Small Talk - one point
- Powers** Wings/Glider Membranes – Tier 1
- Traits** Absolute Direction Sense
Behaviour – Extreme, Social beings
Behaviour – Distracted by shiny objects
Behaviour – Vengeful
Contacts (2 points)
Reputation – Reliable (2 points)

TROUPIAL DRAGON

- Characteristics** Intelligence - one point
Charisma – two points
- Skills** Body Language – one point
Charm – one point
- Powers** Altered/Inhuman Sense Sonar, hearing only – Tier 1
Wings – Tier 1
Tail – 3 point attack
- Traits** Bad Flyer
Caste Status – Blessed
Enhanced Sense, Hearing – level 1
Impaired Sense, Sight – level 1

TROUPIAL EAGLE

- Characteristics** Constitution – two points
Strength – two points
Willpower – two points
- Skills** Melee – one point
Hand to hand – one point
- Powers** Wings/Gliders – Tier 1
Increased Sense, Sight – Tier 2
- Traits** Behaviour – Extreme, Honourable

TROUPIAL GARGOYLE

- Characteristics** Constitution – two points
Strength – four points
Charisma – minus one point
- Skills** Intimidation – three points
- Powers** Horns – Tier 2, 3 point soft attack
Bite – Tier 2, 3 point attack
Glider Membranes/Wings - Tier 1
Armour – Tier 1
- Traits** Behaviour – Likes to be close to nature
Reputation – Barbaric and violent (-3)
Bad Flyer



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TROUPIAL HAWK

Characteristics Coordination – two points
Constitution – one point
Psyche – two points

Skills Flight – one point

Powers Wings/Glider Membranes – Tier 1
Increased Sense, Sight – Tier 2
Claws – 3 point attack

Traits Behaviour – Curious
Behaviour – Extreme,
Competitive with other Hawks
Good Flyer (5 points)

TROUPIAL HYENA

Skills Streetwise – three points
Scavenge – six points
Barter - three points

Traits Behaviour – Under Confident
Caste Status - Fallen
Contacts (2 points)
Poverty Level 5

TROUPIAL JACKAL

Skills Streetwise – six points
Scavenge – three points
Barter - three points

Traits Caste Status – Fallen
Contacts – (3 points)
Poverty – Level 2

TROUPIAL RAT

Characteristics Coordination – two points
Strength – minus one point
Perception – three points

Skills Acrobatics – one point
Climbing – one point
Small Talk – one point
Dodge – one point
Stealth – three points

Powers Altered/Inhuman Sense,
Infrared Sight – Tier 1
Increased Sense, Smell & Touch – Tier 2

Traits Behaviour – Dislike of City Smell
Behaviour – Love of Information
Caste status – Fallen
Reputation – Annoying/Honest (2 points)

TROUPIAL RAVEN

- Characteristics** Intelligence – two points
 Psyche – two points
 Willpower – two points
- Skills** Area knowledge – six points
- Traits** Reputation – Mystics (2 points)
 Contact – Great Library (5 points)

TROUPIAL SWAN

- Characteristics** Intelligence – one point
 Psyche – one point
 Appearance – three points
- Skills** Artistic Expression – one point
 Body Language – one point
 Charm – one point
 Oratory – one point
- Powers** Wings – Tier 3
- Traits** Caste Status – Pure
 Behaviour – Extreme, Monogamous
 Behaviour - Emotional

THE GUILDS

With the appearance of Shards, people capable of wielding Power without Wird training, the caste system was in danger of collapsing. Abilities crossed society's imposed strata of hierarchy, blessing nobility and peon alike with its gifts. The Guilds were created as a new caste level that would keep those gifted under the thumb of the Royal families. Guilds cross the lines of the city-states, with most guilds being represented in each major city. Each Guild is pledged to protect the royalty of their city; whether that's the way they actually work depends on the guild and the politics of the day. Here are a sampling of the major Guilds:

GUILD OF ARCHERS

A Guild called upon in times of war, this group holds those Shards capable of unleashing energy bolts at a distance. While not knighted, they are well regarded within the military echelons of power.

GUILD OF CARTOGRAPHERS

Comprised mostly of flyers (winged or not), this Guild is in charge of mapping terrain and exploration. While many are seasoned adventurers, they are greatly disliked, for they have been accused before of hiding information that would benefit the world.



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GUILD OF CHIRURGIANS

This group is based around individuals who can heal the infirm. The Guild of Chirurgians is also one of the few that allows non-Shards to enter their ranks. Practitioners of Wird who use the healing arts and noted physicians have sometimes been asked to join this elite group. Greedy and searching for increasing political power, this Guild is often at odds with the Drummers.

GUILD OF DRUMMERS

Drummers are named for their function during wars, where they pound the ground with their immense strength to announce their presence as well as for communication purposes. Chosen for their nobility as well as their strength, this elite group holds the most political power.

GUILD OF DUSK

An illegal Guild of assassins rumoured to exist, they are publicly shunned and secretly employed. Few political games are ever complete without some assassination.

GUILD OF MESSENGERS

This Guild is trying to take up the original mandate of the Cartographers — to explore the world and solve the unknown. This Guild is also one of the main methods of communication between different areas. Using any Shard who has some ability to move quickly or keep themselves alive in the untamed world, the Messengers are quickly becoming more important in a time when information is paramount.

OTHER GROUPS

D'SHAU MONKS

Two millennia ago, the D'Shau Monks were one of several religious orders for men and women that served the deities and ruler-priests of Yas'Wail. When the rebellion failed and the blood of supposed gods soaked the battlefield, many people lost their faith and most orders collapsed. The D'Shau were one particular group that not only fought alongside the rebellion, but also refused to recant their beliefs afterwards. Amidst the time of exile, they were responsible for smuggling crystal seeds into Providence and maintaining them through the generations. One of the last few remaining religions from Yas'Wail, the D'Shau Monks continue their responsibility of caring for and growing the crystals that the elite of society use.

HORIZON STRIDERS

This group of explorers, wanderers and travelling storytellers are among the most respected in the land. Travelling because they need to, these hardy adventurers can often be found out in the world using their knowledge, skill and courage to help people; it would be a foolish expedition that didn't include one.

Horizon Striders don't have any restrictions on membership. It is a loose organization that marks their members' years of service with a ring for each year. The Striders all become members by apprenticing themselves for a period of a year to someone who is already a Strider.

PEOPLE'S KNIGHTS

This is not an organization as much as a designation for people who have felt the need to help those in times of peril. People's Knights often help fight criminal organizations, help people who are suffering from yet another of Providence's natural disasters, or protect those who need it. They follow their own individual codes and beliefs and they often keep their identities secret. People's Knights often have as many enemies as friends.

SLAYWINDS

The Slaywinds are devoutly religious. They are incredible archers who see their skill as delivering the judgement of their god. Due to the recent social and geological upheavals, they realize that they can no longer remain secluded but must work with others. Archer Knights are now being sent out to the various cities to lend their services where necessary.

WATCHERS

These are the official law enforcement agents of the free cities. They are people who have decided to place their lives on the line to help maintain order, and are often used as a second military force in times of conflict. Membership isn't restricted to those of any caste, nor does one need to have Wird abilities in order to join. Most of their members are of Caste Fortuned.

WAYFARERS

This group is almost exclusively made up of Fallen. These people have decided that the caste system should go, and are dedicated to removing it. While most have followed peaceful methods to try and achieve this, there are some terrorist factions to the Wayfarers. This has caused the entire group to become hunted by many of those in power.



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THE FACE OF CONFLICT

The threats that pose the gravest danger to Providence assume guises both sinister and mundane. From the political play of the royal courts to the down-and-dirty laws that rule the jungle, Providence offers conflict to a variety of people pursuing a myriad of agendas. While the mood of the world is far brighter than many other gaming venues, it still possesses the level of conflict that is essential for any heroic genre. Struggle is a necessary dynamic in life, one that heightens the sensation of existence and validates the pursuit of goals.

remain so; The Wardens – those cities still under the dominion of Wardens; and the Mercantile Council – independent cities attached to one another only through trade and barter.

The Alliance of Kings admires the precepts of the initial rebellion and seeks to finish a war fought 2 millennia in the past. The Wardens seek to reclaim their position as ruling families on a world they've been cut off from, and if they are denied, they plan on taking it by force. The Mercantile Council is divided between the two other camps. Their wish is to expand their already lucrative trade routes into the new world while escaping the devastation afflicting this one. In any case, these three separate agendas often run contrary to one another and serve as the catalyst for a great deal of political manoeuvring.

THE POLITICAL ARENA

For all the social pretence, the political forum is a dangerous place for conflict. While the cities remain independent from one another, there are alliances that are made and broken on a regular basis. The three primary factions that exist in Providence are: the Alliance of Kings – former camps freed from the Wardens and willing to fight to

Even the alliances themselves are in discord over who heads which army and controls which forces. Nepotism, despotism and corruption all conspire to tear the royal courts apart with all their Byzantine politics and Machiavellian manoeuvring. Assassination, blackmail and threats often take the place of diplomacy, negotiating and haggling, all of which make the courts a deadly arena.



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THE SOCIAL ARENA

Providence is in the midst of social upheaval, due to three factors: an unjust caste system, an emerging section of the populace that exhibits powers once thought to be the domain of the elite, and citizens displaced from their very cities due to the massive flooding of their lands. With the royal hierarchy involved in their own tribulations, the populace has been forced to become self-reliant. They take matters into their own hands (often blaming the lower castes for their misfortunes) and administer mob justice. This has created a new class of citizens, an unofficial sub-tier of the Guild Caste that has begun using their Shard abilities to help the general populace. These so called "People's Knights" are the heroes of Providence.

THE JUNGLE ARENA

Despite the troubles that afflict the various population centres, most people are reticent to leave the defended borders of their communities and explore the dangerous interior of Providence. Even after two millennia of existence, a good portion of the jungle's heart has remained unexplored. The various expeditions sent to breach this veil of mystery have been greeted with disaster upon disaster. Teams vanish, are found slaughtered or worse yet, they return with strange new diseases that devastate communities.

LOST TRIBES

There are four tribes that have a great deal of influence on the present fate of the Yas'Wailians: the Swarm Dancers, the Serpenkine, the Green People and the White Crow.

SWARM DANCERS

The Swarm Dancers have taken their evolutionary cue from the insect life of Providence. While there is a mild degree of physical change that has come about (in particular, the use of clear membrane wings as opposed to feather or leather wings, and the beginnings of an exoskeleton), the most noticeable difference between them and the other tribes is their social structure. Using an aspect of the hive mentality, the Swarm Dancers gather and make friends with those people whom they believe best compensate for their weaknesses. Rather than seeking perfection within themselves, they rely on one another to make the whole strong. Family groupings are based off this precept rather than blood ties, and can be as few as four and as many as twenty. Size is not an issue, it is how complete the group feels with its members.

SERPENKINE

The Serpenkine are of reptilian appearance, but are perhaps the closest to the Yas'Wailians in attitude. With the recent ecological disasters, their tribe has split between those who blame the Yas'Wailians and wish their destruction, and those who believe that only by working with the Yas'Wailians will the tribe survive. Physically tough, strong and in touch with nature, the Serpenkine make formidable enemies and great allies.

GREEN PEOPLE

The Green People have a mystical symbiosis with the plant life of the jungle. Their bodies have become fertile soil for seeds that blossom both within them and upon the surface of their skin. They are armoured by a living biomass of vines and moss. Their skin also emits a sticky sap to entrap their prey, and their lungs are interwoven with a latticework of microscopic vines. This enriches their lungs with air and allows them to remain underwater for long stretches of time.

WHITE CROW

Not much is known about the mysterious White Crow, who rule the jungle area known as the Deep. This tribe is very antagonistic toward the Yas'Wailians and wants to crush them completely. These people, who live in the dark areas of the forest, practice a strange brand of magic involving darkness and shadows. They are more arrogant than the Eagles could ever be and few have gone to the White Crow's section of the world and returned.

CREATURES

MONSTERS

Not to be confused with the jungle's natural predators, the monsters of Providence are not indigenous to the world and have emerged from three specific sources of manipulation:

ELOTHORIN AVATARS

Not many of these creatures are known to exist, but these enigmatic monsters make such deadly foes that they are considered the greatest living threat to Providence. Despite the tremendous size of some of these creatures, they have remained well hidden within the different areas of the world. Nobody has yet figured out what purpose, if any, they might have. Few survive an encounter with one.



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EXPERIMENTS

Those who tamper with the Wird have discovered that they can turn animals and even people into creatures that suit their needs. These experiments run the gamut from the lion-like Wird-Hounds who track down other powerful sources of the Wird, to the Ravagers, people believed to be the forefathers to the Shards. Innumerable other monsters of unimaginable form exist from this brand of manipulation, enough to fill a library and enough to occupy a year's worth of nights in tales.

THE WARDEN'S CHILDREN

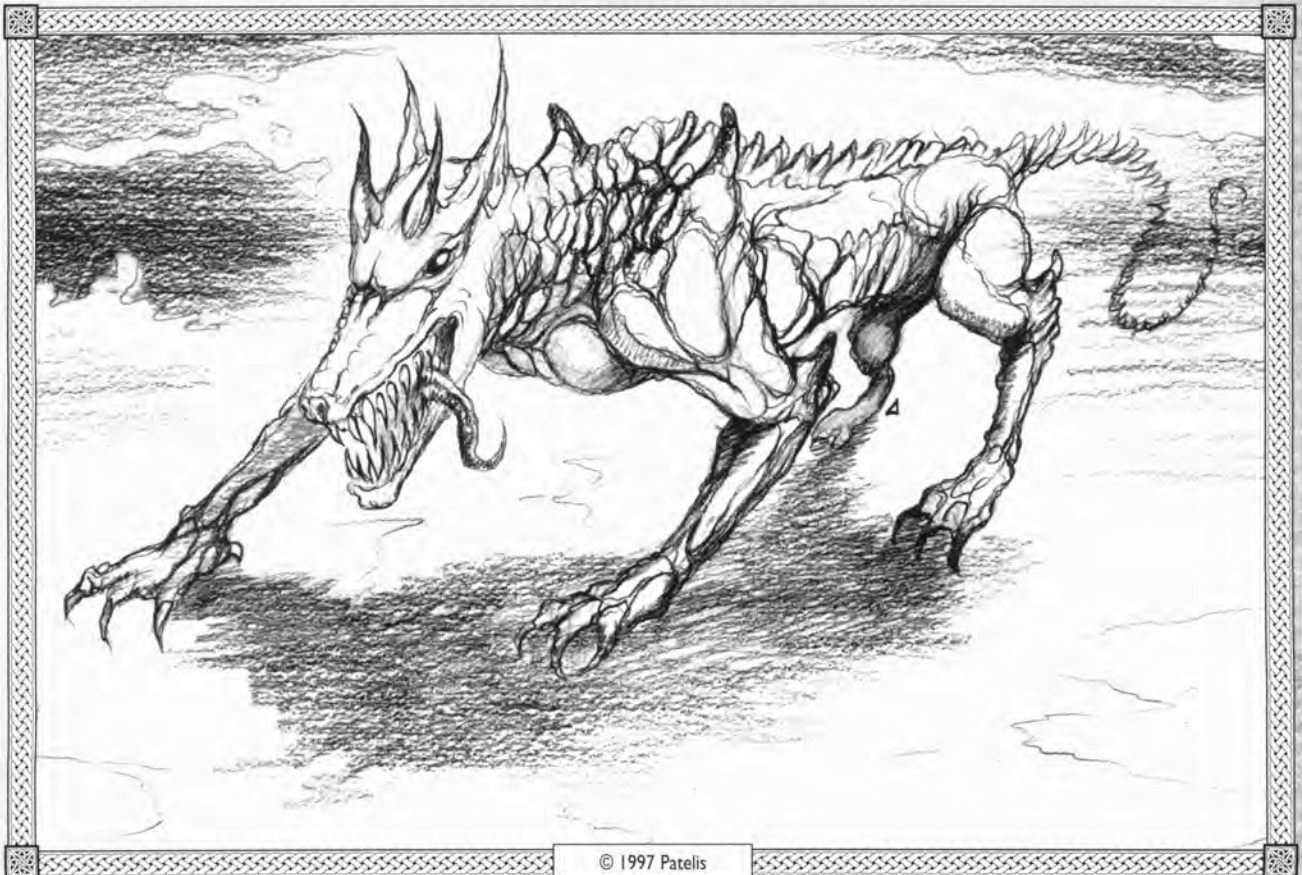
Years of inbreeding have created a divergent line of intelligent creatures twisted by the effects of Wird. Infused with this power, these monsters are potent foes living in abandoned cities, creating servants to further their own malignant ends. The combination of ability and intelligence makes these offspring dangerous to anyone who crosses their paths.

RESOURCES

Due to the use of Wird and other cultural factors such as the inclusion of wings and a need to remain light while in flight, the populace uses a different approach to their natural resources. Wird has become a crutch as much as an asset for those using it. Why invent something when you can use magic to get the same effect?

One of the prime examples of this is metallurgy. Mining and forging techniques have had to be relearnt since the exile began because there was no real need to learn these skills with the existence of Wird. As a result, there is little knowledge of metal craft and less importance placed on precious metals such as gold or silver. It is mostly natural fabrics and elements that are used to build and create items.

The technological base of the populace is centred around the use of Wird and the manipulation of the natural environment. Ceramics and tree resin are used to fashion pottery or jewellery. Weapons are made from hardened and treated tree sap, stone or wood. Advanced weaponry is grown from special crystals honed to perfect sharpness and strengthened to the tensile strength of metal. Homes are



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built from wood or chiselled in rock, incorporated into the living landscape of the forest or crafted from stone that has been made soft through Wird for the purpose of modelling.

With the increasing population of Fallen, there is an increasing interest in metallurgy, but it is still really in its infancy.

CURRENCY AND TRADE

Barter is the most common method of trade on Providence, but there is a monetary system as well. Money on Providence is more common among the rich and adventurers.

Here is a breakdown of the currency system. It should be noted that Tasks are normally carried on a chain, and can be broken off to pay for things when needed.

Providence Coins

Coin	Metal	Value	Appearance
Melian Task	Copper	base	3" circular rods
Ener Task	Bronze	5 copper	3" rectangular rod
Nailaw Task	Iron	10 bronze	Spherical beads
Ferida Task	Silver	20 iron	Tiny ring
Audra Task	Gold	10 silver	Circular talisman

ENVIRONMENT

There are certain environmental factors that players have to take into account when their characters are wandering through the world. How much damage does fire do? How hard is something to break? This section endeavours to answer these questions, and a few more.

BREAK POINT VALUE

The Break Point Value, or BPV, of an object is how difficult it is to break. A high BPV means the object has a high structural integrity and is a very solid substance. If the BPV of an object is surpassed, the object breaks; this doesn't mean that it completely disappears, but it is no longer in a functional state.

The BPV of a cubic foot of soft wood is 7. This means that a structure made of soft wood would have to suffer 7 points of damage before it is destroyed. This does not mean that the wood itself is destroyed, unless the attack is large enough to attack all of the wood at once. It merely means

that a cubic foot region of the structure has been damaged sufficiently so that it is no longer functional (such a punching through a one foot section of a soft wood wall). The rest of the wall would still be intact. In order to destroy the entire wall, determine the area of the wall, multiply it by the BPV of the material. The table below shows the BPV of some common substances.

Break Point Values

Object	BPV
Soft earth	5
Solid earth	8
Rock	15
Processed stone	20 or higher
Copper	14
Iron	20
Soft Wood	7
Hard Wood	11

FIRE

Fire has been a friend to humanity, and, at various times, one of our greatest scourges. Most people have a healthy respect for the power of this element, which is wise. Fire can damage virtually anything it comes into contact with, so it should be avoided.

The amount of damage that a fire can do depends on the intensity of the flame. A small fire will do 3-5 points of damage. A larger fire, like that found in a house fire that's been burning for a while would do anywhere from 6-18 points of damage. Fires used for metallurgy can do anywhere from 20 to 70 points of damage, depending on the level of technology.

The really nasty thing about fire is that it will continue to burn. Fires will normally take one to four segments to start doing damage to an object.

If one wishes to extinguish a flame, it requires that a number of gallons be poured onto the fire equal to the damage that it does. If the number of gallons that is poured onto a flame does not extinguish the fire immediately, but is over half the damage rating of the flame, it will reduce the intensity (damage) of the fire by one point for the next round. If the number of gallons poured onto the fire is less than half the damage rating of the flame, it has no effect. Large flames can be extinguished in this manner over time. It should also be understood that this method only works on a fire about the size of a camp fire (regardless of the fire's intensity). If the fire is larger, it will require much more water. For example, a small house might require four or five times as many gallons of water to extinguish the fire simply because the fire is everywhere, rather than in a small space.

ACID

Coming into contact with acid can cause a character to end up with damage that can take a long time to heal. Enough acid damage can cause a character's Appearance to drop. It can also kill you.

Acids have a nasty property that other substances don't; they can destroy the armour value of an object. The amount of damage that an acid will do depends on the amount of time it is in contact with the object, and how powerful it is. Acids can be very powerful, or very weak and both of these factors make a difference.

e.g. Plate mail with an armour value of 7 is dropped into a vat of acid. The armour has a BPV of 8. The acid does 5 damage for 4 rounds. On the first round, it drops the armour value down to 2. On the second round, it has totally destroyed the armour value and has removed three points of BPV, bringing it down to 5. The next round, it drops the BPV down to zero. There is still some metal in the vat, but it doesn't resemble plate mail anymore. It's doubtful it could be used for anything.

WEAPONS

On the following page are some of the common weapons used on Providence. The names are under the name column of the table, the damage listed takes into account the amount of success the wielder has had and the Type explains what type of damage the weapon does. Weapons that have range have their short range presented. The BPV of the weapon is listed. It should be noted that if a character has magically enhanced strength, the maximum damage that they can do with a weapon is the weapon's BPV. Anything more than this will break the weapon, only doing the BPV in damage with the remaining damage being lost. The next column is the weight of the object and the last is a description of the effect.

ARMOUR

On the following page is a table of common types of armour. The name gives the type of armour, Armour refers to the amount of damage the armour will protect against. There are three categories, how well it does all around / how well it does against edged weapons / how well it does against blunt weapons. The last two categories can be ignored if the GM wishes. Weight covers how much the armour weighs. The Parry column refers to armour that can be used to parry, and gives the parry bonus for the item. BPV refers to the amount of damage the armour can take before being broken.

Shields also provide a certain amount of cover. This causes characters using them to be harder to hit, whether the character is attempting to Parry or not. The last column gives the increase to the Target Number an opponent has when trying to hit someone carrying a shield.

POISON

Poisons are a bit like acids in that they can do damage for a long time. Poisons don't take armour into account, but have to be present in the victim's system somehow. A poison that's powerful enough will kill almost instantly.

Poisons can take effect every segment, every round or any other unit of time that the GM wishes. A poison does damage as normal, but, if the poison is still in the system, the damage can't be recovered by anything but magical means. Some poisons will only take effect for a limited period of time.

DROWNING

Characters lose one Endurance for every round that they're drowning. When their Endurance runs out, they take one slight wound per round. This is considered Soft damage.

VEGETATION

Certain characters need to have an idea of the thickness of the wilderness. Here's a short table that describes the thickness (and effective Strength) of some terrain.

Vegetation Strength		
Vegetation	Strength	Location
Clear	none	—
Short Grass	-6	—
Long grass/Flower garden	-3	—
Wild Garden	-1	—
Tended Farm/Field	0	—
Wild Field	1	—
Sparse Woods	3	Civilized areas of Providence
Average Forest	6	Light Providence Wilderness
Dense Forest	10	Average Providence Wilderness
Tropical Forest	15	Deep Providence Wilderness
Dense Tropical Forest	21	The Deep
Green People Heartland	28	Algerra Swamp

PROVIDENCE

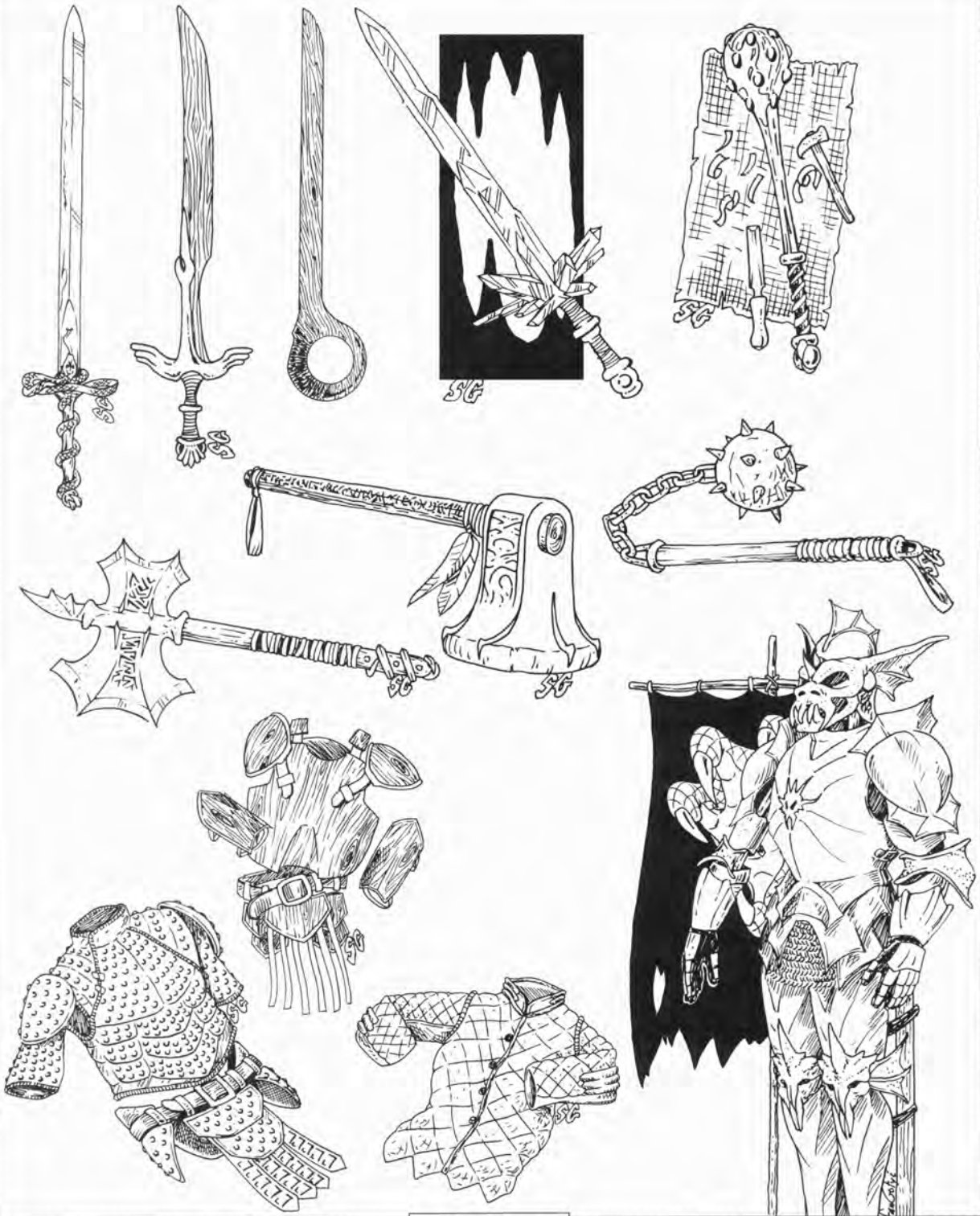
Weapons Chart

Name	Skill	Damage	Type	Range	BPV	Weight	Effect
Axe	Innate	1/3/5/7	Hard	—	14	4 1/2 lbs	Does Damage
Battle Axe	Innate	3/5/8/10	Hard	—	20	10 lbs	Does Damage
Blowgun	Innate	0/0/1/1	Hard	3 yards	2	1 lb	Poison delivery system
Bola	Learned	0/0/1/3	Soft	5 yards	5	4 - 6 lbs	Entangles (TN 9 to escape)
Broad Sword	Innate	2/4/6/8	Hard	—	18	3 lbs	Does Damage
Club	Innate	1/2/3/4	Hard/Soft	—	8	3 lbs	Does Damage
Dagger	Innate	1/2/3/4	Hard	—	8	1 lb	Does Damage
Darts	Innate	1/2/2/3	Hard	4 yards	6	1/3 lb	Does Damage
Drummer's Hammer	Innate	5/10/15/20	Hard	—	40	75 lbs	Does Damage
Fist	Innate	0/0/1/2	Soft	—	—	—	Does Damage
Flail	Learned	2/4/6/8	Hard	-	16	8 lbs	Does Damage
Footman's Mace	Innate	2/3/4/6	Hard	—	12	5 lbs	Does Damage
Great Sword	Innate	3/6/9/12	Hard	—	24	14 lbs	Does Damage
Hatchet	Innate	2/3/4/5	Hard	3 yards	10	3 lbs	HTH or Thrown
Heavy Crossbow	Learned	3/6/9/12	Hard	40 yards	12	13 lbs	Fires Projectiles
Javelin	Innate	1/2/4/6	Hard	8 yards	12	4 lbs	Thrown weapon
Kick	Innate	0/1/2/2	Soft	—	—	—	Does Damage
Knife	Innate	1/1/2/3	Hard	5 yards	6	1/2 lb	HTH or Thrown
Lance	Learned	2/4/8/12	Hard	—	24	15 lbs	Must be mounted
Light Crossbow	Learned	2/4/6/8	Hard	30 yards	10	5 lbs	Fires projectiles
Long Bow	Learned	3/6/9/12	Hard	40 yards	8	6 lbs	Fires projectiles
Long Sword	Innate	2/4/7/9	Hard	—	18	6 lbs	Does Damage
Mace	Innate	2/3/4/6	Hard	—	12	5 lbs	Does Damage
Man-catcher	Learned	1/2/3/6	Hard	—	10	12 lbs	Entangles: Grapple roll
Morningstar	Innate	2/3/5/8	Hard	—	16	15 lbs	Does Damage
Net	Learned	0/0/0/1	Soft	2 Yards	2	3 lbs	Entangles (TN 9 to escape)
Quarterstaff	Innate	1/2/3/5	Hard/Soft	—	10	6-8 lbs	Does Damage
Short Bow	Learned	2/3/4/6	Hard	30 yards	6	3-4 lbs	Fires projectiles
Short Sword	Innate	2/3/4/6	Hard	—	12	3 lbs	Does Damage
Sling	Learned	1/2/2/3	Hard	5 yards	4	1/2 lb	Fires Projectiles
Spear	Innate	2/4/6/8	Hard	5 yards	16	6 lbs	HTH or Thrown
Stiletto	Innate	1/1/3/6	Hard	—	10	1/2 lb	Does Damage
Throwing Axe	Learned	2/3/4/6	Hard	5 yards	12	3 lbs	HTH or Thrown
War Hammer	Innate	2/5/8/10	Hard	—	20	15 lbs	Does Damage
War Club	Innate	2/3/4/6	Hard	—	12	5 lbs	Does Damage
Whip	Learned	1/1/2/5	Soft	—	12	4 lbs	Does Damage

Armour Chart

Name	Armour	Weight	Parry	BPV	Cover bonus
Buckler	1	1 lb	+2 to roll	6	+1
Chain mail	5/7/2	35	—	15	—
Leather Armour	3/2/3	8-10 lbs	—	10	—
Padded Armour	2/1/3	3 lbs	—	7	—
Plate mail	8/10/5	60-80 lbs	—	25	—
Resin Armour	4/4/3	10-20 lbs	—	12	—
Ring mail	4/5/3	15-25 lbs	—	13	—
Scale mail	5/5/4	20-40 lbs	—	13	—
Shield	3	8-12 lbs	+6 to roll	8	+4
Target Shield	2	3 lbs	+4 to roll	6	+2
Tower Shield	4	15-25 lbs	+8 to roll	12	+6

PROVIDENCE



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Name: Ryth Higgai

Troupial: None **Profession:** Scout

CHARACTERISTICS (20 points)

1 Coordination (0/3)	0 Strength (0/0)	1 Constitution (0/3)
1 Intelligence (0/3)	0 Willpower (0/0)	1 Psyche (0/3)
0 Appearance (0/0)	1 Charisma (0/2)	1 Perception (0/2)
1 Aura (0/4)		
7 Body	27 Wird	20 Endurance

SKILLS (50 points)

INNATE

2 Awareness (3)	2 Bartering (3)	2 Body Language (3)
2 Dodge (3)	1 Gambling (1)	3 Stealth (6)
2 Streetwise (3)	2 Survival - Woods (3)	2 Tracking (3)
2 Trapping (3)	3 Shard Power - Light Blast (6)	

LEARNED

1 Farming (1)	2 First Aid (3)	2 Hand to Hand (3)
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STUDIED

2 Biology - Flora (3)	2 Area Knowledge - City (3)
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ABILITIES (70 points)

(30) Invisibility Tier 3
 (30) Light Blast Tier 3
 (10) Light Control Tier 1

TRAITS

(5) Ambidexterity
 (2) Absolute Sense of Direction
 (5) Enhanced Sense - Sight
 (-1) Behaviour - Practical Joker
 (-4) Behaviour, Extreme - Positive Thinker
 (3) Light Sleep

Name: Jone Philemon

Troupial: None **Profession:** Historian and Wylder

CHARACTERISTICS (25 points)

0 Coordination (0)	0 Strength (0)	1 Constitution (3)
1 Intelligence (3)	1 Willpower (3)	0 Psyche (0)
0 Appearance (0)	1 Charisma (2)	1 Perception (2)
2 Aura (12)		
6 Body	33 Wird	20 Endurance

SKILLS (70 points)

INNATE

1 Awareness (1)	2 Bartering (3)	1 Bribery (1)
2 Charm (3)	1 Survival (1)	2 WS - Staff (3)

LEARNED

3 Etiquette (6)

STUDIED

2 Area Knowledge - city (3)	1 Art history (1)	2 History (6)
3 Wird Lore (6)	3 Wird Casting (6)	3 Wird - Earth (6)
3 Wird - Air (6)	3 Wird - Fire (6)	3 Wird - Water (6)
2 Philosophy (3)	2 Politics (3)	

ABILITIES (99 points)

LEVEL 1 SPELLS

Armour of Air	Bolt of Air	Detect Wird
Far Speaking	Ignite	Light
Resist Cold	Sandstorm	Spark Touch

LEVEL 2 SPELLS

Air Elemental	Analyze Wird	Earth Armour
Flash	Magic Resistance	Mirror Image
Protection From Flames	Shatter	Sonic Blast

LEVEL 3 SPELLS

Ice Bolt	Light Armour
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TRAITS

(-1) Behaviour - Curious
 (-1) Behaviour - Dignified
 (-1) Behaviour - Humourless
 (4) Contact - Teacher
 (3) Heavy-Boned
 (-2) Impaired Sense - Sight
 (5) Literate
 (3) Wealthy (X3)

Name: Gylin Dangro
Troupial: Hawk **Profession:** Wird Dancer

CHARACTERISTICS (30 points)

2 Coordination (2/7)	1 Strength (0/3)	1 Constitution (1/2)
1 Intelligence (0/3)	1 Willpower (0/3)	0 Psyche (0/0)
0 Appearance (0/0)	0 Charisma (0/0)	0 Perception (0/0)
2 Aura (0/12)		
7 Body	33 Wird	20 Endurance

SKILLS (100 points)

INNATE

2 Acrobatics (0/3)	1 Athletics (0/1)	1 Bartering (0/1)
3 Dodge (0/6)	3 Escape Artist (0/6)	2 Grapple (0/3)
2 Bow (0/3)	1 Small Talk (0/1)	2 Stealth (0/3)
2 Strike (0/3)	2 Sword (0/3)	1 Flight (1/0)

LEARNED

2 Dance (0/3)	1 Cartography (0/1)	2 Farming (0/3)
2 Hand to Hand (0/3)	3 Survival (0/6)	2 Trapping (0/3)

STUDIED

2 Bio - Flora (0/3)	2 Bio - Fauna (0/3)	2 Chemistry (0/3)
3 Wird Lore (0/6)	3 Wird Casting (0/6)	3 Wird - Earth (0/6)
3 Wird - Air (0/6)	3 Wird - Fire (0/6)	3 Wird - Water (0/6)
2 Area Knowledge: Cry-Star (0/3)		

ABILITIES (175 points)

(10/10) Wings 2
 (20/0) Claws 3
 (20/0) Increased Sense, Sight - Tier 2

LEVEL 1 SPELLS

Awaken Self	Blur	Detect Life
Far Speaking	Heal Self	Hearing of the Bat
Hundred Day March	Infravision	Resist Heat
Strength of a Tuscani		

LEVEL 2 SPELLS

Analyze Wird	Detect Life	Earth Armour
Flaming Weapon	Flight	Grand Feast
Leave Message	Magic Resistance	Protection from Flames
Reflexes of the Ribbec	Shatter	Wilder-beast's Skin

LEVEL 3 SPELLS

Counter Spell	Cure Disease (self)	Flame Armour
Heal Self	Pack Member	Strength of a Bawk'sha
Water Armour		

TRAITS

(+5/0) Good Flyer
 (0/5) Caste Status - Blessed
 (-4/0) Behaviour, Extreme - Competitive within Troupial
 (0/3) Double Jointed
 (0/5) Wird Sensitive
 (0/1) Contact
 (-1/0) Behaviour - Curiosity
 (0/-5) Phobia - Fear of Enclosed spaces

Name: Gyronta Plutine
Troupial: Rat **Profession:** Thief/Scout

CHARACTERISTICS (19 points)

2 Coordination (2/7)	0 Strength (-1/1)	1 Constitution (0/3)
1 Intelligence (0/3)	0 Willpower (0/0)	0 Psyche (0/0)
0 Appearance (0/0)	1 Charisma (0/2)	2 Perception (3/3)
0 Aura (0/0)		
7 Body	27 Wird	20 Endurance

SKILLS (50 + 22 points transferred from Abilities)

INNATE

3 Acrobatics (1/5)	2 Awareness (0/3)	2 Barter (0/3)
3 Body Language (0/6)	2 Charm (0/3)	3 Climbing (1/5)
3 Dodge (1/5)	2 Scavenging (0/3)	3 Small Talk (1/5)
4 Stealth (3/7)	2 WS - Bow (0/3)	

LEARNED

2 Appraisal (0/3)	2 First Aid (0/3)	1 Lock Picking (0/1)
1 Pick Pocket (0/1)	2 Sleight of Hand (0/3)	2 Streetwise (0/3)
2 Survival - Woods (0/3)		

STUDIED

2 Biology - Flora (0/3) 2 Biology (0/3)
 1 Area Knowledge: Cry-Star (0/1)

ABILITIES (0 points)

(10/0) Altered Inhuman Sense, Infrared Sight - Tier 1
 (20/0) Increased Sense, Smell, Touch - Tier 2

TRAITS

(-5/0) Caste Status - Fallen
 (2/0) Reputation - Annoying and Honest
 (-1/0) Behaviour - Love of Information
 (-1/0) Behaviour - Dislike of City Smells
 (0/-2) Poor
 (0/2) Absolute Sense of Direction
 (0/5) Photographic Memory - Visual
 (0/5) Combat Reflexes

Name: Brelin Rhitan

Troupial: Bat **Profession:** Scout

CHARACTERISTICS (20 points)

1 Coordination (0/3)	0 Strength (0/0)	1 Constitution (0/3)
1 Intelligence (0/3)	1 Willpower (0/3)	1 Psyche (0/3)
0 Appearance (0/0)	1 Charisma (0/2)	2 Perception (3/3)
0 Aura (0/0)		
7 Body	27 Wird	20 Endurance

SKILLS (50 points)

INNATE

3 Awareness (0/6)	2 Barter (0/3)	3 Bat Language (6/0)
2 Body language (0/3)	2 Concealment (0/3)	1 Dodge (0/1)
2 Flight (1/2)	2 Throwing Axe (0/3)	2 Small Talk (0/3)
1 Strike (0/1)	2 WS - Bow (0/3)	

LEARNED

2 Appraisal (0/3)	2 Bureaucracy (0/3)	2 Etiquette (0/3)
1 Hand to Hand (0/1)	1 Strategy (0/1)	2 Streetwise (0/3)

STUDIED

2 History (0/3)	1 Law (0/1)	1 Philosophy (0/1)
2 Area Knowledge - Cry-Star (0/3)		

ABILITIES (0 points)

(10/0) Glider - Tier 2
 (10/0) Altered Inhuman Sense, Sonar - Tier 1
 (10/0) Increased Sense, Hearing - Tier 1
 (20/0) Increased Sense, Touch - Tier 2

TRAITS

(0/0) Caste Status - Fortuned
 (-1/0) Behaviour - wary of strangers
 (+5/0) Good Flyer
 (0/+2) Wealthy
 (0/+2) Enhanced Sense - Scent
 (0/+5) Photographic memory
 (0/+1) Contact - Fellow Bureaucrat
 (-5/0) Impaired Sense, Sight

Name: Adelan Karistikant

Troupial: Dragon **Profession:** Diplomat/Scholar

CHARACTERISTICS (20 points)

1 Coordination (0/3)	0 Strength (0/0)	0 Constitution (0/0)
2 Intelligence (1/8)	1 Willpower (0/3)	0 Psyche (0/0)
0 Appearance (0/0)	2 Charisma (2/4)	1 Perception (0/2)
0 Aura (0/0)		
6 Body	24 Wird	16 Endurance

SKILLS (50 points)

INNATE

1 Awareness (0/1)	2 Barter (0/3)	1 Bat Language (0/1)
3 Body language (1/5)	2 Charm (1/2)	2 Gambling (0/3)
1 Flight (0/1)	2 Staff (0/3)	2 Small Talk (0/3)
1 Strike (0/1)	2 WS - Blowgun (0/3)	

LEARNED

1 Appraisal (0/1)	2 Bureaucracy (0/3)	3 Etiquette (0/6)
1 Melee (0/1)		

STUDIED

2 Law (0/3)	1 Philosophy (0/1)	2 Politics (0/3)
3 Area Study - Cry-Star (0/6)		

ABILITIES (20 points)

(10/20) Wings Tier 3
 (20/0) Tail, 3 point attack
 (10/0) Increased Hearing Tier 1
 (10/0) Altered Sense, Sonar Tier 1 (Hearing only)

TRAITS

(+5/+5) Caste Status - Pure
 (-1/0) Behaviour - Fear of the dark
 (-2/0) Impaired Sight
 (+2/0) Enhanced Sense - Hearing
 (-5/0) Poor Flyer
 (0/+5) Wealthy
 (0/-1) Behaviour - Believes Fallen need help
 (0/+5) Literate
 (0/-5) Low Pain Threshold

Name: Feranc Alodan
Troupial: Eagle **Profession:** Noble

CHARACTERISTICS (25 points)

1 Coordination (0/3)	2 Strength (2/7)	1 Constitution (2/1)
1 Intelligence (0/3)	1 Willpower (2/1)	0 Psyche (0/0)
1 Appearance (0/2)	1 Charisma (0/2)	1 Perception (0/2)
1 Aura (0/4)		
8 Body	30 Wird	20 Endurance

SKILLS (70 + 24 points transferred from Abilities)

INNATE

2 Athletics (0/3)	2 Awareness (0/3)	2 Bartering (0/3)
2 Body language (0/3)	3 Charm (0/6)	2 Dodge (0/3)
2 Flight (0/3)	2 Intimidation (0/3)	2 Oration (0/3)
2 Parry (0/3)	3 Small Talk (0/6)	2 Streetwise (0/3)
3 Sword (0/6)	2 Strike (0/3)	3 WS: Bow (0/6)

LEARNED

2 Appraisal (0/3)	2 Battle Tactics (0/3)	2 Bureaucracy (0/3)
2 Etiquette (0/3)	3 Hand to Hand (1/5)	2 Melee (1/2)
2 Strategy (0/3)		

STUDIED

2 Area Study-Cry-Star (0/3)	2 Area Knowledge - Cry-Star (0/3)
2 Heraldry (0/3)	3 Politics (0/6)

ABILITIES (20 points)

(10/20) Wings Tier 3
 (20/0) Increased Sense, Sight - Tier 2

TRAITS

(0/-1) Behaviour - Practical Joker
 (0/10) Caste Status - Pure
 (0/3) Contact at Court
 (-4/0) Extreme Behaviour - Honourable
 (0/3) Light Sleep
 (0/-2) Phobia - Claustrophobia
 (0/-3) Light Boned

Name: Angro Dreitma
Troupial: Hyena **Profession:** None/Thief

CHARACTERISTICS (20 points)

1 Coordination (0/3)	0 Strength (0/0)	1 Constitution (0/3)
1 Intelligence (0/3)	2 Willpower (0/9)	0 Psyche (0/0)
0 Appearance (0/0)	1 Charisma (0/2)	0 Perception (0/0)
0 Aura (0/0)		
7 Body	27 Wird	20 Endurance

SKILLS (51 points)

INNATE

2 Awareness (0/3)	2 Barter (3/0)	3 Body language (0/6)
2 Charm (0/3)	2 Dodge (0/3)	1 Finance (0/1)
2 Gambling (0/3)	1 Hand to Hand (0/1)	2 Club (0/3)
4 Scavenge (6/4)	2 Small Talk (0/3)	2 Streetwise (3/0)
2 Strike (0/3)	2 Swimming (0/3)	

LEARNED

3 Appraisal (0/6)	1 Hand to Hand (0/1)	1 Lip Reading (0/1)
2 Lock-Picking (0/3)	1 Sleight of hand (0/1)	

STUDIED

1 Law (0/1)	1 Area Study - Cry-Star (0/1)
1 Area Knowledge - Cry-Star (0/1)	

ABILITIES (0 points)

(20/0) Increased Sense, Sight - Tier 2

TRAITS

(-5/0) Caste Status - Fallen
 (0/-1) Behaviour - Cynical
 (-5/0) Poor
 (0/+2) Enhanced Sense - Hearing
 (-1/0) Behaviour - Under Confident
 (+2/0) Contacts
 (0/+5) High Pain Threshold
 (0/+5) Ambidexterity
 (0/-1) Behaviour - Curious
 (0/-2) Enemy - Angry Guard

Name: Shyla Escevado

Troupial: Swan **Profession:** Musician

CHARACTERISTICS (20 points)

1 Coordination (0/3)	0 Strength (0/0)	1 Constitution (0/3)
1 Intelligence (1/2)	1 Willpower (0/3)	1 Psyche (1/2)
2 Appearance (3/3)	1 Charisma (0/2)	1 Perception (0/2)
0 Aura (0/0)		
7 Body	27 Wird	20 Endurance

SKILLS (50 + 24 points transferred from Abilities)

INNATE

3 Acting (0/6)	1 Awareness (0/1)	2 Barter (0/3)
3 Body Language (1/5)	2 Charm (1/2)	2 Disguise (0/3)
2 WS - Bow (0/3)	3 Flight (0/6)	2 Imitation (0/3)
2 Oratory (1/2)	3 Small Talk (0/6)	1 Strike (0/1)

LEARNED

1 Appraisal (0/1)	3 Dance (1/5)	2 Etiquette (0/3)
2 Streetwise (0/3)	4 Artistic Expression - Drums (1/9)	
2 Artistic Expression - Harp (0/3)		

STUDIED

2 History (0/3)	2 Area Knowledge: Cry-Star (0/3)
2 Area Study: Exodus Plains (0/3)	

ABILITIES (0 points)

(30/0) Wings Tier 3

TRAITS

(+10/0) Caste Status - Pure
 (-4/0) Extreme Behaviour - monogamous
 (0/+5) Good Flyer
 (0/+4) Wealthy (level 4)
 (0/-5) Low Pain Threshold
 (0/+3) Reputation - good Performer (level 3)
 (0/+3) Light Sleep
 (-1/0) Behaviour - Emotional

Name: Hane Lynnix

Troupial: Dove **Profession:** Guild of Drummers

CHARACTERISTICS (24 points)

1 Coordination (0/3)	11 Strength (2/1)	8 Constitution (1/8)
0 Intelligence (0/0)	1 Willpower (0/3)	1 Psyche (1/2)
0 Appearance (0/0)	2 Charisma (1/5)	1 Perception (0/2)
0 Aura (0/0)		
21 Body	48 Wird	48 Endurance

SKILLS (70 points)

INNATE

2 Athletics (0/3)	2 Awareness (0/3)	2 Barter (0/3)
3 Body Language (0/6)	3 Charm (0/6)	2 Charge (0/3)
2 Disarm (0/3)	1 Dodge (0/1)	1 Flight (0/1)
2 Grapple (0/3)	1 Hammer (0/1)	1 Oration (0/1)
2 Parry (0/3)	2 Small Talk (1/2)	1 Strike (0/1)
2 WS - Bow (0/3)		

LEARNED

1 Appraisal (0/1)	2 Battle Tactics (0/3)	1 Etiquette (0/1)
2 Hand to Hand (0/3)	2 Melee (0/3)	1 Strategy (0/1)

STUDIED

2 Resist Pain (0/3)	2 Philosophy (0/3)	2 Meditation (0/3)
2 History (0/3)	2 Drummer's language (0/3)	

ABILITIES (100 points)

(10/10) Glider Tier 2
 (0/50) Increased Strength Tier 4 (+10 points for Permanence)
 (0/40) Increased Constitution Tier 3 (+10 points for Permanence)

TRAITS

(0/0) Caste Status - Fortuned
 (-1/0) Behaviour - Distracted by shiny objects
 (-1/0) Behaviour - Vengeful
 (+2/0) Absolute Direction Sense
 (+2/0) Contact
 (+2/0) Reputation - Reliable
 (0/+3) Military Rank
 (0/-4) Social Responsibility
 (0/+5) Reputation - Drummer
 (0/-2) Colour Blind
 (-4/0) Ext. Behaviour - Social being
 (0/3) Wealth

Name: Brend Dialle
Troupial: None **Profession:** Guild of Archers

CHARACTERISTICS (22 points)

1 Coordination (2/1)	0 Strength (0/0)	1 Constitution (1/2)
1 Intelligence (0/3)	0 Willpower (0/0)	0 Psyche (2/0)
1 Appearance (0/2)	1 Charisma (0/2)	0 Perception (0/0)
2 Aura (0/12)		
7 Body	33 Wurd	20 Endurance

SKILLS (70 points)

INNATE

2 Athletics (0/3)	2 Awareness (0/3)	2 Bartering (0/3)
3 Body language (0/6)	2 Charm (0/3)	2 Dodge (0/3)
1 Gambling (0/1)	2 Imitation (0/3)	2 Parry (0/3)
2 Sword (0/3)	2 Small Talk (0/3)	2 Streetwise (0/3)
2 Strike (0/3)	3 Shard Power - Ranged Attack (0/6)	
1 Flight (1/0)		

LEARNED

3 Appraisal (0/6)	2 Battle Tactics (0/3)	1 Bureaucracy (0/1)
1 Dance (0/1)	2 Etiquette (0/3)	1 Strategy (0/1)
2 Survival - Woods (0/3)	2 Survival - Jungle (0/3)	

STUDIED

1 Law (0/1)	1 Area Study - Cry-Star (0/1)
1 Area Knowledge - Cry-Star (0/1)	

ABILITIES (100 points)

(0/50) Light Blast Tier 5 (6) increased due to high Aura
 (0/40) Light Armour Tier 4 (5) increased due to high Aura
 (0/10) Invisibility Tier 1 (2) increased due to high Aura

TRAITS

(0/+5) Caste Status - Gifted
 (0/-1) Behaviour - Practical Joker
 (0/+2) Contact in Guild of Drummers
 (0/+5) Combat Reflexes
 (0/-1) Behaviour - Dedicated to Archers
 (5/0) Enhanced Sense - Sight
 (-1/0) Behaviour - Curious
 (-4/0) Ext. Behaviour - Competitive with other Hawks
 (5/0) Good flyer

Name: Alesia Bevane
Troupial: Jackal **Profession:** Freedom Fighter (Wayfarer)

CHARACTERISTICS (20 points)

1 Coordination (0/3)	1 Strength (0/3)	1 Constitution (0/3)
1 Intelligence (0/3)	1 Willpower (0/3)	1 Psyche (0/3)
0 Appearance (0/0)	0 Charisma (0/0)	1 Perception (0/2)
0 Aura (0/0)		
8 Body	27 Wurd	20 Endurance

SKILLS (50 + 23 points transferred from Abilities)

INNATE

2 Athletics (0/3)	2 Awareness (0/3)	3 Bartering (3/3)
2 Body language (0/3)	2 Bola (0/3)	1 Charm (0/1)
2 Climbing (0/3)	2 Concealment (0/3)	2 Dagger (0/3)
2 Dodge (0/3)	3 Intimidation (0/6)	2 Oration (0/3)
1 Parry (0/1)	3 Scavenging (3/3)	1 Small Talk (0/1)
4 Streetwise (6/4)	2 Sword (0/3)	2 Strike (0/3)

LEARNED

2 Appraisal (0/3)	2 Battle Tactics (0/3)	2 Bureaucracy (0/3)
2 Hand to Hand (0/3)	2 Melee (0/3)	

STUDIED

2 Area Knowledge - Cry-Star (0/3)	2 History (0/3)
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ABILITIES (20 points)

(0/10) Increased Sense, Sight - Tier 1
 (0/10) Armour - Tier 1

TRAITS

(-5/0) Caste Status - Fallen
 (0/-1) Behaviour - Aggressive
 (+3/0) Criminal Contact
 (-2/0) Poor level 2
 (0/-1) Behaviour - Distrustful
 (0/+2) Enhanced Sight level 1
 (0/+5) Photographic memory
 (0/+2) Enhanced Hearing level 1

Name: Pierry Stah
Troupial: Hawk **Profession:** Adventurer/Warrior

CHARACTERISTICS (20 points)

1 Coordination (2/1)	0 Strength (0/0)	1 Constitution (1/2)
2 Intelligence (0/9)	1 Willpower (0/3)	1 Psyche (2/1)
1 Appearance (0/2)	0 Charisma (0/0)	1 Perception (0/2)
0 Aura (0/0)		
7 Body	27 Wird	20 Endurance

SKILLS (50 + 22 points transferred from Abilities)

INNATE

2 Awareness (0/3)	2 Bartering (0/3)	2 Body language (0/3)
2 Bow (0/3)	2 Camouflage (0/3)	2 Climbing (0/3)
2 Concealment (0/3)	2 Dagger (0/3)	2 Dodge (0/3)
1 Flight (1/0)	1 Parry (0/1)	3 Scavenging (0/6)
1 Small Talk (0/1)	2 Sword (0/3)	2 Strike (0/3)
2 Survival - Swamps (0/3)	2 Survival - Woods (0/3)	2 Tracking (0/3)
2 Trapping (0/3)		

LEARNED

2 Appraisal (0/3)	2 Bureaucracy (0/3)	2 Hand to Hand (0/3)
2 Melee (0/3)	1 Language (Serpentine) (0/1)	

STUDIED

2 History (0/3)	2 Area Knowledge - Cry-Star (0/3)
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ABILITIES (0 points)

(10/0) Wings Tier 1
 (20/0) Claws Tier 2 (3 point attack)
 (20/0) Increased Sense, Sight - Tier 2

TRAITS

(+5/0) Good Flyer
 (0/0) Caste Status - Redeemed
 (-4/0) Ext. Behav - Competitive within other Hawks
 (0/+4) Contact
 (-1/0) Behaviour - Curiosity
 (0/+5) Literate
 (0/-1) Behaviour - Shy
 (0/-2) Poor level 2
 (0/-1) Behaviour - Sarcastic
 (0/+5) Photographic memory
 (0/+2) Enhanced Hearing level 1
 (0/-2) Phobia - Fear of crowds



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Action Power

A power that uses Wird every time it is used.

Advanced Characteristics

Characteristics that make up the Primary Characteristics. Advanced Characteristics can be used to give a character greater detail.

Benchmark

An action with a Target Number of 11. The Benchmark indicates how difficult a skill is to perform.

Character

A persona in a role-playing game.

Characteristics

The physical, mental, social and magical attributes of a character.

d10

Ten-sided die.

Distinction

A school of magic.

Effect Power

A power that uses Wird each round it is used.

Experience Points

Points gained by players that are used to increase a character's abilities. Players gain experience for participating and for good role-playing.

Fallen

Term for people in the World of Providence who don't have wings or glider membranes.

Flight Strength

The amount of strength a character can use to lift and carry objects while flying.

Game Master (GM)

The person who runs a role playing game. The Game Master will develop the action and make decisions concerning the game.

Margin of Success

How much the character made or failed a roll by.

Number of Dice

The number of dice available to a character for a roll.

Player Character (PC)

The character controlled by a player other than the GM in a role-playing game.

Powers

Innate magical abilities that characters can possess.

Primary Characteristic

Characteristic indicating some attribute of a character.

Role-Playing Game

A game where players interact with imaginary settings and situations, often as another persona.

Round

A unit of time in combat that measures 10 second.

RPG

See Role-Playing Game.

Secondary Characteristic

A characteristic derived from one or more Primary Characteristics. Secondary Characteristics indicate the physical and magical condition of the character.

Shard

A character with Powers in the World of Providence.

Skills

Abilities, usually acquired by training, that enable characters to perform some actions.

Skills - Innate

A skill that characters can learn easily or attempt without penalty.

Skills - Learned

A skill that must be taught to learn. Characters can attempt a learned skill without having the knowledge, but will suffer a penalty.

Skills - Studied

A skill that takes a long time to learn and cannot be attempted without some knowledge in the skill.

Spells

Magical abilities that characters must learn.

Spell Caster

A character with the ability to cast spells.

Target Number (TN)

A number set by the GM that a player must roll to succeed at a task.

Traits

Details of a character's personality, lifestyle and some indication of a their physical abilities.

Troupial

One of the races of the main civilization in the World of Providence.

Wird

Magic in the World of Providence.

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PROVIDENCE

MAIN RULE BOOK

Providence is many things.

It is a game of super-powers and magic.

It is a world of high-fantasy and adventure,
a battle between good and evil, right and wrong.

Amidst the chaos and destruction stands a beacon of light.

You are that light.

Will you join the fight?

Welcome to the World of Providence.

The Main Rule Book provides all the information necessary to begin a campaign. Included in this book is the character creation system allowing you to play a wide variety of characters. A complete description of skills, powers and spells is provided. In addition, readers will be introduced to the Creative System, the set of basic, advanced and optional rules needed to fully explore the game.

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