

The Fade Tabletop

2nd Edition
core rulebook



Black Flame Studios



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Chapter 1: Introduction

Hello! And thank you for picking up The Fade Tabletop 2nd Edition! The Fade Tabletop (sometimes abbreviated as TFT) is a dark, and gritty tabletop system where the tables can easily be turned against you - both in combat and roleplay. Characters are mortal, and the game is designed so it feels that way. This doesn't mean some edge isn't given to players, and that everything is completely hopeless! Instead, it's meant to represent a greater struggle - the survival of regular people in a world which threatens their very well-being at every step of the way.

This introduction section will give you information on common game aspects, themes, and terms as well as describe parts of the game which are important for playing, as well as parts which are important for tabletop games in general!

Game Masters and Players

The game master is the storyteller of the game, serving as both the rule arbiter and the mastermind behind the plot. Players are the characters within the story, serving as the protagonists to the plot the game master is weaving for them. The relationship between the two should be one of mutual storytelling rather than competition and fighting.

The Die System

This d10 die system used is referred to as "Roll and Keep", in which players will roll a set number of dice and keep a set number. For example, if something mentions 3k2 you roll 3 dice and keep the 2 highest rolled results. Dice in this system also "explode" sometimes depending on the circumstances. A die "explodes" when it rolls a maximum possible result (a 10 on a 1d10, for example) and a new roll is made, adding the previous maximum result to the roll. Explosions can continue to occur, so long as the roll result keeps landing on 10.

Materials Needed

Players will need the following: this rulebook, three or more people to play the game, two or more d10s, paper, and pencils. Calculators are recommended for the math required in the game.

If players cannot acquire the dice needed, fear not! The internet has you covered! There are websites and apps that exist which act as dice rollers for the sake of emulating the dice rolling procedure.

WTF is a 1d5?

1d5 (or one five-sided die) is actually a 1d10 but: 1-2 = 1, 3-4 = 2, 5-6 = 3, 7-8 = 4, and 9-10 = 5

Themes in The Fade Tabletop

The Fade Tabletop's core setting is meant to invoke elements of horror, high fantasy, and (in some games) science fantasy adventures. It is up to the GM on how much they want to play into these themes, and how they want to play into them.

Horror

In The Fade Tabletop, characters are fragile in both body and mind. Most of the monsters encountered and fought should invoke feelings of terror. Angels and Demons should feel otherworldly and foreign, Aliens should be bizarre and unlike anything reasonable to a mortal's mind, and so on. Game Masters can feel to remove horror elements from the game, or downplay these elements. In their own settings, these can be completely absent if they so wish.

High Fantasy

Featured prominently in The Fade Tabletop's core setting, magic is extremely common and functions closely with society on most planets. It has, in essence, replaced the need for scientific creations such as starships and other such space-faring vehicles in society due to magic's accessibility and convenience. Game Masters can run the game as a Low Fantasy, lowering the prominence of magic if they so wish or even completely removing it (though this might be a slightly larger challenge).

Science Fantasy

The weakest element of The Fade Tabletop and only seldom touched upon, the Science Fantasy aspects of the system are limited to Heion and the planets it is associated with. Technology on these planets are advanced while their magic access is restricted due to predisposed stigma against it. In addition to this, unlike most Fantasy games The Fade Tabletop takes place in a wide galaxy and allows players to travel from planet to planet, invoking another element of Science Fantasy. Game Masters can remove the Science Fantasy elements entirely from their games with little to no issues when it comes to setting. Restriction of technological weapons and items is recommended as well when it comes to removing the Science Fantasy elements.

Home Games

The core setting of The Fade Tabletop is also entirely optional, and GMs are free to set up their own settings for their players to play in. It is recommended if the GM wishes to include setting-specific options in their game (such as Organizations) to keep the flavor text of the organization similar or the same to its original design, or for the GM to write up their own organization which is taking the place of the preexisting ones featured in the book.

Common Terms

The following terms are used throughout the course of this game. These are the explanations and meanings of the terms.

- **Ability Score:** Characters possess 7 ability scores; Strength, Magic, Endurance, Resistance, Smarts, Agility, and Luck. Each have different applications and uses. The higher the score, the more power the user possesses.
- **Action:** “Actions” are physical or mental actions which take up time during the game. Different kinds of actions exist, depending on how advanced the action being taken is.
- **Bonuses:** These are modifiers that do one of three things; increase dice rolled, increase dice kept, or are a static modifier that affects Defense and Avoid.
- **Defense:** This is your physical defense against most weapons. The higher it is, the harder you are to hit.
- **Avoid:** This is your ability to dodge out of the way of certain attacks.
- **Mental Defense:** This is your ability to shrug off ailments of the mind, intimidation, deception, and the likes.
- **Bodily Defense:** This is your body’s ability to push out poisons, diseases, and other harmful toxins.
- **Checks:** This is any type of roll presented in the format $(x)k(x)$. The most common types of checks are attack rolls and skill checks.
- **Concentration:** This is required if a spellcaster is being provoked by an enemy in combat to ensure they are not hit.
- **Magic Points (MP):** This is a spellcaster’s magical potency and shows how many spells they’re able to cast by expending this resource.
- **Creature/Character:** These terms are used interchangeably as a catch-all term for any type of being within the world including PCs, NPCs, and monsters.
- **Deflection:** This is a character’s means to block damage from an attack. Its magical analogue is Resistance.
- **Difficulty Class (DC):** When you attempt certain checks, there is a Difficulty Class (or DC) associated that you must meet or beat in order to succeed at the task.
- **Experience (EXP):** Points accumulated over the course of playing the game which advance the characters to the next level.
- **Feats:** These are abilities, whether innate or active, that a character has gained. Feats come in many shapes and forms, benefiting the one who has taken it in some way. Some feats even circumvent certain rules.

- **Hit Points (HP):** This is how much damage a character can take before they are knocked unconscious (or worse, killed).
- **Soak:** This is how much damage is divided by before being subtracted from HP. Damage is reduced by Deflection, Resistances, and so on before divided by Soak.
- **Level/Effective Level:** This represents how powerful a character. The higher a character's level is, the more innate benefits they receive. *Effective Level* is used with Bestiary monsters who do not possess a class.
- **Monsters:** Creatures from the Bestiary that the players can fight. These creatures typically do not possess classes and instead rely on their innate strength.
- **Multiplying:** If two sources request that you multiply, add the two multiples together ($x2 + x2 = x4$) and then complete the multiplication.
- **Dividing:** If two sources request that you divide, add the two divisions together ($\div 2 + \div 2 = \div 4$) and then complete the division.
- **Player Characters (PCs):** These are characters controlled by the players.
- **Non-Player Characters (NPCs):** These are characters controlled by the GM.
- **Round:** In game combat is measured in rounds, each taking 6 seconds. One round passes when every character on the initiative tracker has acted at least once.
- **Initiative:** When a battle begins, every character participating rolls initiative. The higher the result, the sooner they act in the initiative round.
- **Skill:** Skills represent tasks and actions characters can perform such as searching a room (Awareness) or stealing a gem from a case (Stealth). The higher the DC, the harder the check is.
- **Spells:** These are magical knacks characters have learned through their class or other sources. Each type of magic has different spells.
- **Spell Resistance (SR):** Spell Resistance is a special kind of Defense that not all characters possess. Characters must overcome SR to affect your other Defenses.
- **Bonus/Penalty Stacking:** Bonuses and penalties from the same source do not stack unless otherwise specified. Bonuses and penalties from different sources however, do stack. Spells are considered one source, and thus two different spells that grant the same bonus do not stack unless otherwise specified.
- **Turns:** Each character has a turn which they can take actions on. Most turns take three actions (Standard, Move, and Swift) however other combinations are possible.

Chapter 2: Character Creation

Characters in The Fade Tabletop have 7 “Ability Scores” which represent aspects of the character, their prowess, and skills. Each one covers a general aspect of either their physical, mental, or social physique. The ability scores go as follows:

Strength: Measures a character’s physical prowess and ability to work their muscles. A character with high strength has large muscles, and a large frame.

Magic: Measures a character’s ‘outer soul’ strength, which is the energy which surrounds their body and soul. The outer soul is used to cast magic in all forms.

Smarts: Measures a character’s mental capacity, which allows them to think logically and reasonably.

Endurance: Measures how hardy a character is, and assists in stopping blows from killing characters, as well as helping them overcome fatigue and tiredness.

Resistance: Measures the strength of a character’s ‘inner soul’, which is also known only as the soul of the character. It is used to resist spells.

Agility: Measures a character’s quickness on their feet and their actions. Though most characters who are good at Agility may look skinny, not all do.

Luck: Measures how lucky a character is, and overall affects the world around them. This also factors into how smoothly a character can talk with others, equating to their charisma.

To start, each of these stats start as a 1 for characters. By spending points from their “Stat Points” as listed below, they can raise these stats to better levels. Characters roll a number of dice equal to their stat’s number, and keep a number equal to half their stat number rounded up (minimum of 1). Example: 4 Strength means roll 4k2.

You receive 15 points to spend among your 7 ability scores.

Characters gain stat increases through class and species. Character’s stats are limited to 10, and stats can only increase beyond 10 when bonuses are granted through items and other sources which state they break this rule. Stat advances from *Species* and *Character Advancement* cannot bring a character over 10.

Monsters follow the same rule, being limited to a 10 in the stat except when increased by items and sources which break the rule. Monsters, however, rarely follow the point buy rules.

Stat #	Stat Cost
2	1
3	2
4	3
5	4
6	6
7	8
8	10
9	12
10	15

Character Advancement

Below is a chart detailing what each character gains at levels 1 through 20; gold, EXP needed to progress to the next level, and finally the stat bonuses the characters gain. Gold listed is how much gold a character gains if they start character creation at that level, it is not gained when they level up.

Level	EXP Needed	Stat Bonus	Gold	Feats
1 st	—	—	500 G	1 st
2 nd	2,000	—	1,000 G	—
3 rd	4,000	—	4,000 G	2 nd
4 th	8,000	1	8,000 G	—
5 th	10,000	—	12,000 G	3 rd
6 th	12,000	—	16,000 G	—
7 th	14,000	—	20,000 G	4 th
8 th	16,000	1	24,000 G	—
9 th	18,000	—	28,000 G	5 th
10 th	20,000	—	32,000 G	—
11 th	22,000	—	36,000 G	6 th
12 th	24,000	1	40,000 G	—
13 th	26,000	—	44,000 G	7 th
14 th	28,000	—	48,000 G	—
15 th	30,000	—	52,000 G	8 th
16 th	32,000	1	56,000 G	—
17 th	34,000	—	60,000 G	9 th
18 th	36,000	—	64,000 G	—
19 th	38,000	—	68,000 G	10 th
20 th	40,000	1	72,000 G	—

Advancing HP: There are three types of HP advancement types regarding classes. Fast, Medium, and Slow. Fast progresses at a full rate of +1 per level, Medium progresses at a $\frac{3}{4}$ progression (skip 2nd level, 6th level, 10th level, etc.), and Slow progresses at a $\frac{1}{2}$ progression with a +1 at every odd level.

Awarding EXP: Defeated enemies are worth a number of EXP equal to their level times 250. For example, a level 4 character is worth 1,000 EXP when defeated.

At higher levels, there are diminishing returns for fighting lower level enemies. These reductions are factored in after the total EXP earned has been divided by player. Thus if a party has uneven levels among characters, the lower level characters are not penalized.

≤ Level	EXP Multiplication
3-5 Levels	x0.75
6-10 Levels	x0.5
11-14 Levels	x0.25
15+ Levels	x0.05

EXP Chart: EXP resets to 0 after advancing to the next level. Therefore a level 18 character who gains 38,000 EXP resets to 0 and must earn 40,000 to become level 20.

Chapter 3: Species

A character's species determines their heritage, and their natural capabilities. The following is a layout describing the various elements contained within a Species' page.

Species Name

Short description of the species, and perhaps their origin or a bit of information about them.

Physical Description: The physical description of the species, their hair color, and eye colors.

Associated Class: Lists of classes that correspond with the species' ability scores.

Associated Religions: If the species worships a deity, concept, or collective.

History: The species' history, whether they came from Morta IV or not, and what occurred in their past.

In Morta IV: What the species is like on Morta IV, what planets they inhabit, and what their culture is like.

Race Abilities

- Bonuses to ability scores (commonly +1 to two, or +2 to one)
 - Speeds (Land, Flight, Swimming, and Burrowing)
 - Size (2, 4, and 5 are the most common sizes)
 - Miscellaneous Bonus Abilities
 - Languages (Commonly 1 human language, and their racial language if any)
-

All races, unless otherwise specified, are Humanoids with a subtype matching their species name. Example: Humanoid (Human) or Humanoid (Goblin). The exception to this is Half-Breeds (any species that starts with a "Half-" prefix). Half-Breeds are counted as Humanoids with a subtype equal to the name that comes after "Half-" and an additional humanoid subtype of their choice. For example Humanoid (Elf, Dwarf) or Humanoid (Ghost, Orc).

Human

Physical Description: Humans have a range of skin colors, eye colors, and hair colors. The most common hair colors are: Brown, Blonde, Black, and Red. The most common eye colors are: Blue, Green, Brown, and variants of these colors.

Associated Class: Due to their ability to fit into any role relatively well, humans of almost every class imaginable can be found.

Associated Religions: In ancient history before being moved to Morta IV, humans by and large worshiped YHVH as their core deity, with some following different religions on Earth. Now that they are on Morta IV, humans worship wider ranges of deities.

History: Coming from before the time of the great exile to Morta IV, humans were given the gift of divine magic while still early in Earth's history by the religions they worshiped. Divine magic led to contact with Elves, and races beyond the Elves which understood a new form of magic which boasted powerful results: Arcana.

Arcane magic was not evil by nature, but its relation to corruption could have potentially polluted the balance between the Holy and Unholy religions of Earth. So, YHVH 'purified' the Milky Way and exiled all who knew arcane magic and all non-humans to Morta IV so He may continue with His creation. This act has led YHVH to be isolated and only focusing on the Milky Way. Humans, due to their short lifespans, have all but forgotten this event.

In Morta IV: Humans inhabit many planets in Morta IV, making up a majority on a select few planets, though, still not being the most populous race. Heion, Bergulsh, and Dreyga. Humans also sometimes live on space stations in an effort to populate far off planets and expand their species beyond the few planets they live on.

Notable humans from Morta IV include Sesvar Heyat who led the charge to wipe out the Satori from Bergulsh due to their treachery against humanity. This event was seen as a noble act in human history, and a massacre of catastrophic proportions to Satori.

Human Abilities

- +1 in two stats (cannot be the same stat)
- 6 sq. Land Speed
- **Size:** 4
- **Skill Mastery:** Gain an additional skill trained at 1st level.
- **Versatile:** All humans gain a bonus feat they meet the prerequisites for.
- Native Language

Elf

Physical Description: Elves possess long and thin bright hair, and lack pupils. Their head shapes resemble that of diamonds, and their frames are typically taller than humans. Elves do not have any body or facial hair besides from the hair on their head.

Associated Class: Elves prefer to engage in classes which take advantage of magic in some way such as Mage or Battlemage, though Elven Rogues and Marksmen are just as common.

Associated Religions: Due to religion being the catalyst to booting them from their home world, Elves have since become devout atheists, wishing to weaken the gods by tarnishing their reputation and making sure very few give them power through worship.

History: Elves in Morta IV are rumored to come from a planet far off from the galaxy, one which had many exotic plants and wildlife. During the exile of all within the Milky Way done by YHVH, Elves were among the races who were sent to Morta IV. From there they tried to rebuild civilization across the many planets they were scattered to.

The once peaceful race from Venus now resents YHVH for kicking them out of their home world because of the mistakes of humans long ago on Earth, abusing arcane magic and dragging the entire galaxy down with them.

In Morta IV: Elves in Morta IV have a rivalry with most cultures, not wishing to trust those who associate with humans. They inhabit planets such as Rihasa and Yuu-vei, both planets which are dominated by nature and its bountiful beauty. Despite the beauty of the nature surrounding the Elves, those with a keen eye can discern the dark aura surrounding the bitter hate coming from these forests.

Elves rarely travel out into space due to how far it puts them from nature, unless it is part of a magical expedition or something similar. These expeditions are rare, and usually taken by mages wishing to expand their knowledge beyond the Elven planets they were raised on.

Elf Abilities

- +1 to Smarts and Magic
- 6 sq. Land Speed
- **Size:** 4
- **Woodland Stride:** Take no penalty when moving through difficult terrain in forests and plains. In addition to this, Elves gain a +4 to skill checks in these terrains.
- **Elven Mind:** 1/encounter negate a spell that would affect you.
- Native Language and Elven

Dwarf

Physical Description: Short, stocky, and well-built, Dwarves take advantage of their size and brawn very often. They have thick beards and hair, and eyes similar to that of stones in their appearance.

Associated Class: Dwarves favor classes such as Soldier, Crusader, or even Chaplain. Though they are tied to the divine, the warrior blood within them draws them to battle.

Associated Religions: Deities tied to the Dwarves revolve around combat, a never ending war against demons and the undead. They will stop at nothing to end their tranny across the galaxy.

History: A native to Morta IV, Dwarven culture spawned from the planet of Dratvian, a world which saw the rise of steam powered vehicles through its history. These steam powered vehicles served well for travelling across the planet, but didn't fare so well outside of the planet. Thus, Dwarves relied on *Dimensional Gates* to travel across the galaxy.

In Morta IV: Prominent for their role in combating demons and the undead like clockwork, fighting and slaying those who wish to spread their unholy taint across the galaxy, or dying in the process. Dwarves still populate their original home world of Dratvien along with a few smaller planets nearby in the same solar system. They don't expand much beyond that, however there are Dwarven Crusaders who venture out to help other species in their effort to purge the lands of the unholy menace.

Prominent Dwarves include Gravot the Stoneblood who was a legendary demonslayer popular for his duel with Beelzebub in which he landed a grievous wound before being brought down by the putrid Lord of the Flies. This has elevated Beelzebub as an eternal rival to the Dwarves, not because of his status as a demon prince but because he injured one of their greatest warriors from history. Beelzebub is all too happy to maintain this rivalry.

Dwarf Abilities

- +1 to Endurance and Resistance
- 4 sq. Land Speed (Unaffected by armor)
- **Size:** 3
- **Dwarven Resilience:** Dwarves gain a +1 bonus to HP every even level.
- **Hard to Move:** Dwarves are immune to trip attempts.
- Native Language and Dwarven

Orc

Physical Description: Orcs are tall humanoids who possess tusks, flat faces, and skin colors ranging from brown to a light green. They often have incredible muscles, and eyes which burn like coals on an open fire.

Associated Class: Orcs will engage in any class which gets them into the thick of combat faster. Soldiers, Steam Knights, and Crusaders are all popular picks for Orcs.

Associated Religions: Worshipping deities of war, blood, and malice - Orcs see their merciless hunt for war as a noble act. Constantly pursuing ways to strengthen themselves, even if this means hurting others in the process.

History: Being a native to Morta IV, Orcs came originally from Borz'a Doran. In ancient Orcish legends they were said to be molded from the very sand which they were born from, the sand eventually being formed into the physical bodies Orcs are known for. Across Borz'a Doran, wars raged between different Orc chieftains to constantly enhance the strength of one another. Orc chiefs could either submit mid-battle and have their clan absorbed into the stronger clan, or die with their head held high. Both were seen as noble in the eyes of the Orc chiefs of old.

In Morta IV: Long past the days of warring chieftains on the barren deserts of Borz'a Doran, Orcs discovered *Dimensional Gates* later than most races, and through exploration they found other planets to inhabit and settle on. These planets are, most of the time, seen as "back-water" and thus easy prey for Orcs to set up chieftainships they were once known for. This is, however, a stereotype as modern Orcs see it as their duty to empower all who will follow their banner, not just Orcs. Because of this; they'll set up mercenary groups, gangs, and militaries just to train those in the art of combat.

This approach to training non-Orcs in the way of combat comes from the ideology that thinking like an Orc is enough to make one "Orcish enough" in the eyes of a true greenskin. An Elf has as much of a chance as a Human in terms of being considered Orcs, so long as both act like an Orc and think like an Orc. They are thus "honorary Orcs", not a true greenskin because their species isn't Orc. Only their mind.

Orc Abilities

- +2 to Strength
- 6 sq. Land Speed
- **Size:** 4
- **Orcish Hate:** Gain a +2 damage while under half HP.
- **Empowered Throw:** Orcs can throw any light or one-handed melee weapon at a range of 4 squares at no penalty.
- Native Language and Orcish

Gnome

Physical Description: About as tall as a human child, Gnomes look a little off from humans. Their hair and eye colors are bizarre, their faces almost *too* perfectly rounded, and a mischievous grin which stretches from ear to ear.

Associated Class: Gnomes tend to become Rogues or Mages, focusing on arcane magic in an effort to unlock mystic powers unseen by most. Gnome Marksmen are also common. Technomancers are the popular alternative to Mages.

Associated Religions: Due to their sporadic nature, Gnomes will worship whatever deity they can, so long as it aligns with their mindset at the time.

History: Residents of Morta IV long before the exile imposed by YHVH, Gnomes were always one of the most technologically advanced races, and were said to have founded Heion before its takeover by humans. Despite this, Gnomes held no grudge towards them and gave Heion-born humans training and knowledge in laser weaponry. As technology advanced, space stations were built and with that Gnomes began leaving Heion, embarking on hundred year journeys to find adventure and to start colonies on said space stations.

In Morta IV: There are two factions of Gnomes currently at large in Morta IV. Heion's Gnomish Syndicate, and the E-C5 Space Station which is currently the largest Gnomish station to exist. Those in the Gnomish Syndicate are trained as guardsmen and police for the Interplanetary Police Force typically, and seek to rid Heion and its allies of danger. On the other hand, E-C5 contains a splinter faction of those who brought upon the Gnomish Syndicate, forming a very anti-authoritarian space station in which anarchy reigns supreme and though all is peaceful, every day is as chaotic as the last. Visitors to E-C5 are welcome, though are encouraged to sit through the hour-long tutorial video before entering. This tutorial video is described as being pointless, and some visitors comment it as being obscene videos taken by the Gnomes in order to pull a prank on those visiting.

Gnome Abilities

- +1 to Magic and Luck
- 4 sq. Land Speed
- **Size:** 2
- **Fire Mastery:** Gnomes receive a +2 to their attack with *fire* attacks.
- **Manipulative:** Gnomes are excellent charmers, and receive a +2 on Deception and Persuasion checks.
- Native Language and Gnomish

Halfling

Physical Description: Similar in height and stature to Gnomes, Halflings appear more human in nature and look less bizarre. In addition; they possess pointed ears while Gnome's ears are rounded, and large feet which sprout small tufts of hair on top.

Associated Class: Halflings do well as Rogues, though their brief run-ins with tech pave the way for some to become Technomancers or Marksmen. Halfling Crusaders are incredibly uncommon.

Associated Religions: Their affinity towards becoming crime bosses and leaders of gangs makes religion a rare thing for Halflings, believing themselves to be one step ahead of the gods at all times. Despite this, they'll worship gods of trickery if any.

History: One of the early races of Berngulsh before its inevitable population by humans, Halflings enjoyed being leaders of small town governments and ruling over them with an iron fist. Their knack for authoritarian rule scared those who would normally be unamused with their small stature. In those times, Halflings didn't rely on doing things themselves when it came to getting their work done. Only the talking on their end was needed. This of course, changed post-exile.

In Morta IV: The bulk of Halflings still live on Berngulsh, finding refuge there and having already invested time into the planet to try and rule over as much of it as they can. Up in the north exists some areas where Halflings rule land, however these kingdoms fall apart within a short period of time due to the scare tactics causing people to escape and eventually leading to a shortage of citizens in the country.

Halflings who become desperate turn to demons for pacts which grant them power, looking for ways to maintain their land dominance and dominance over people when fear tactics just aren't enough. Common demons that Halflings seek are Gamigin and Hagenti.

Halfling Abilities

- +1 to Agility and Luck
- 4 sq. Land Speed
- **Size:** 2
- **Presence:** Halflings receive a +2 on Persuasion checks made to intimidate.
- **Lucky Dodge:** When making a Dodge as a reaction, Halflings use their Luck.
- Native Language and Halfling

Kendari

Physical Description: Kendari are tan skinned individuals with red to maroon eyes and dark hair. Some Kendari dye their hair, though this is done among those rebellious enough to fight the system.

Associated Class: Due to their affinity to both magic and martial combat, Kendari prefer the fighting styles of Battlemages or Crusaders.

Associated Religions: The Kendari have a single, main religion. Banadar Arkenach. Banadar is the creator of the Kendari, having made them himself and in his image, and in turn imbued them with corruption to make them susceptible to him.

History: Being created by Banadar Arkenach upon his creation of the planet Corta Diez, Kendari are a new addition to the many species of Morta IV. Their savagery in combat is only matched by that of Orcs of old, who warred with each other constantly. Both the mastery of magic and martial prowess allows Kendari to enact violence much more skillfully than simple brutes however, making them formidable foes.

In Morta IV: Kendari have risen up as a common species among the stars, using corrupted magic a good deal of them spread the words of Banadar beyond Corta Diez if they are allowed to leave. Those who escape warn against his words, or simply renounce his existence and consider him a false god with ambitions to be deified. A select few Kendari seek out religions besides Banadar, looking for ways to suppress the Godking of Corruption's influence.

A notable Kendari is Yufell a Corrupted Knight in service of Banadar himself who was tasked with hunting down heretics of Morta IV and killing them. He succeeded in his job for the most part, and it is said he sits on a silver throne only dwarfed by Banadar's own obsidian and adamantium throne itself. Rumor has it among the Kendari, Banadar has a secret wife and two children, a son and a daughter, and he's searching tirelessly for them now...

Kendari Abilities

- +1 to Strength and Magic
- 6 sq. Land Speed
- **Size:** 4
- **Mastery of Pain:** Kendari do +2 damage on weapon attacks and spell attacks.
- **Corrupted Ties:** Kendari have Corruption Resistance 10.
- Darkvision 6 sq.
- Native Language and Kendarin

Shadower

Physical Description: Descendants of the Dark Lands; Shadowers have ashen skin, are tall, and lack pupils. They have darker hair colors and eye colors can be of any color.

Associated Class: Shadowers do well as Mages, Technomancers, and Rogue.

Associated Religions: Because of their close ties to the Dark Lands, Shadowers often associate with religion of darker origins such as worshipping Demon Lords like Beelzebub.

History: Shadowers came from humans long ago, diverging in species entirely due to the altering powers of the Dark Lands which cut off humans from leaving easily. Unfortunately, due to the Dark Lands not being a planet, traveling through the *Dimensional Gates* wouldn't have helped them originally to populate foreign planets and engage with other cultures.

Due to their nature as relatively peaceful negotiators as opposed to combative warriors, Shadowers were able to set up peaceful relations once *Dimensional Gates* were established.

In Morta IV: Currently in Morta IV the Shadowers inhabit very few planets, most of them still in the Dark Lands and away from all of the woes of the 'real world' and those which do cross the boundary are often negotiators to assist their civilizations from the Dark Lands.

Legends tell of a Shadower who learned to harness a great power, so great that he could bring the various dimensions together and restore peace to all. Said great Shadower was killed in his mission to acquire peace, leaving behind a legacy of sons and daughters, as well as an artifact to help bring momentary peace to a solar system. What this is has been debated by scholars, but most agree it is an amulet which influences the attitudes of those within the solar system it's in, forcing them to abandon all of their rage and hatred.

Shadower Abilities

- +1 to Magic and Agility
- 6 sq. Land Speed
- **Size:** 4
- **Dark Resistances:** Shadowers receive Unholy Resistance 5.
- **Dark Presence:** +2 bonus on Stealth, and total concealment while in an area of darkness (not including the Shadower's own shadow).
- Darkvision 6 sq.
- Native Language and Shadow Tongue

Goblin

Physical Description: About the size of a Halfling or Gnome and as green as an Orc, Goblins are to Orcs as to Halflings are to Humans. They also have beady red eyes, and stringy black hair.

Associated Class: Goblins make exceptional Rogues and Marksmen due to their cunning and ability to get into combat quickly, ready to kill their foes.

Associated Religions: The two chief deities that Goblins devote themselves to are either Coolington - the Goblin deity of fashion and tricks, or Rangar - the Goblin deity of honor and chivalry. These two religious sects are always at odds with each other.

History: Originating from modern day Goblinian, Goblins used to be a minor race on the planet in the old times when it was still called "The Material World", the inhabitants believing they were the only ones existing in the entire universe. After a great war ravaged The Material World, Goblins ended up as one of the only one who survived.

In Morta IV: Goblins have not branched out much from Goblinian. It has only been about 150 years since the Goblin takeover, and thus they haven't had a chance to use their own *Dimensional Gates* to inhabit nearby planets truly. Some small colonies exist on these planets, however nothing larger than a couple hundred Goblins.

Goblins are often seen as the enemies the 'civilized society' due to their reputation for attacking other humanoids in order to rob them or worse, kill them for food. These violent Goblins are atheists more often than not, or worship one of the non-Goblin deities due to the reprehensible nature of their actions that their deities and local priests would condemn.

One of the more well-known Goblins of legend is Zabarú, a Goblin king who ruled over Goblinian a decade or so after the children of Rangar. Zabarú controlled many facets of civilization, and caused a planet-wide rebellion over his insistence that he was the rightful heir. This turned out to be false, and Zabarú had usurped the throne from its true heir in order to complete his own nefarious deeds.

Goblin Abilities

- +2 to Agility
- 6 sq. Land Speed
- **Size:** 2
- **Quick Slice:** Goblins add +0k1 to damage rolls with light slashing weapons.
- **Spring into Action:** Goblins can reroll their initiative once per day.
- Darkvision 6 sq.
- Native Language and Goblin

Vampire

Physical Description: Vampires resemble the form they took before death, save that they are much paler now and possess long fangs protruding from their mouth.

Associated Class: The majority of vampires make good Mages, Technomancers, or Rogues. Vampire Chaplains also exist, using their unholy energy to heal themselves.

Associated Religions: Due to their status as undead, vampires often follow deities of Undeath, Resurrection, or some even revere legends like Alucard as deities in their own right.

History: Born out of humanity's desire to become immortal, vampires were created by Chaplains looking to alter the course of history and bring a new age of everlasting beings who would be all wise and watch over the galaxy. Instead, the monstrous vampires were created, changing them into blood-sucking fiends. Even worse, those who lost their soul would become *Nosferatu*, an advanced form of vampirism in which the animalistic nature of the vampire takes over completely, and all they know is feeding.

In Morta IV: Vampires are treated as either an ill individuals which people wish to cure (like cancer or leprosy), or as vermin which need to be purged from the lands in order to ensure they don't kill and eat fellow humans in a ravenous rampage. The latter case is the more common of the two due to the negative connotations of being undead.

Two of the most notable vampires include Dracula and Alucard, the earliest documented cases of vampires known to Morta IV. Many aspire to be like these two famous individuals, partially because of their popularity status and also because being referred to as their direct descendant garners pride among other vampires.

Vampire Abilities

- +1 to Magic and Smarts
- 6 sq. Land Speed
- **Size:** 4
- **Type:** Undead (Vampire)
- **Blood Drain:** Vampires have a natural bite attack that deals 2k1 damage. Regain HP equal to damage dealt with the bite attack against living beings.
- **Undeath:** Healed by Unholy, harmed by Holy. Sunlight deals 1 damage per round to the Vampire (bypassing Soak).
- Darkvision 6 sq.
- Native Language and Necrotis

Satori

Physical Description: Slim humanoids which are about a foot smaller than humans, Satori have hair and eyes which match in color, and a 'third eye' which manifests in a variety of ways. One of the most common is as a 'flash' in one of their eyes, however others are known to manifest literal third eyes on various areas of their body.

Associated Class: Satori rarely take up physical combat and often become Rogues, Mages, or even Technomancers to remedy this.

Associated Religions: Religions followed by the Satori are vast and varied, however commonly the deities worshiped are ones of magic or solitude, as these align with their culture.

History: One of the earliest races on Berngulsh, Satori were isolated in a mountainous terrain north of the Central Noach. While in their own tribes, Satori were a peaceful folk and the ability to read each others thoughts created a sense of unity. There was a time, however, when demons made refuge in the Satori's lands and attracted human cultists in order to summon more demons. The Satori, Dwarves, and Humans banded together to fight this insurgence of demons, fearing that they'd try to take over Berngulsh.

Towards the end of the war against demons, a rumor was spread among the humans that the Satori had truly been responsible for the summoning of the demons, introducing the magic to unsuspecting humans and creating cults. Once it was over, a surprise invasion and subsequent slaughtering of the Satori took place. Since then, demons have been a rarity in Berngulsh, further enforcing that ideology...

In Morta IV: Satori are an incredibly rare sight, not just in Berngulsh but across the galaxy of Morta IV. Few know the true history surrounding them, and even fewer have seen one with their own eyes. Most Satori who managed to escape the genocide fled to Kyukeisho, a country on the other side of the world in Berngulsh. Others only barely managed to get through a *Dimensional Gate*, ending up on various worlds and slowly petering out as the species declined and marched towards a slow extinction.

Satori Abilities

- +2 to Smarts
- 6 sq. Land Speed
- **Size:** 3
- **Third Eye:** Satori can read all minds in a 6 square radius unless a target attempts to resist (a Smarts attack vs. Mental Defense).
- **Ancient Enmity:** Against humans, Satori gain a +5 to-hit and damage.
- Darkvision 6 sq.
- Native Language and Sori

Nue

Physical Description: Beautiful and charming human-like humanoids with dark hair colors and striking red or yellow eyes. Nue have tattoos, metallic protrusions, and naturally occurring 'scars' which distinguish them.

Associated Class: Nue make exceptional Rogues, more often than not becoming talkers more-so than becoming great combatants. Those who seek combat become Steam Knights.

Associated Religions: A good majority of Nue worship Kayan, the trickster deity.

History: The other earliest race on Bergulsh next to Satori, Nue were never a great society like their mind reading cousins. This is due to the independent culture of the Nue making them wish to stay solitary. It was rare for Nue to even start a family due to this belief. Children would still be born, but families were a lot looser and ended up more-so as a travelling commune.

Populations of Nue-kind decreased as time went on, peaking and then crashing down as quickly as it had blossomed. This is due to the very nature of the Nue encouraging them to seek enjoyment in life. However, because of their long lives and reaching adulthood towards 500-800 years old, they began to become bored of living once adulthood had been reached. Due to this, Nue-kind would commit suicide once life had become too boring for them to handle.

In Morta IV: Just like their mind-reading cousins the Satori, Nue are equally as rare if not more-so due to living so long. Most are centered on Bergulsh and live on their own, opting not to engage with other species unless they absolutely *need* to. Nue who do engage with others try to blend into human societies, while others become performers, wishing to take advantage of their ability to feed off of fear by scaring crowds of people with their displays of abstract art, saving up for a terrifying transformation towards the end. These Nue-run performances are well-documented, and some even exist on Heion with large scores of people watching.

Nue Abilities

- +2 to Luck
- 6 sq. Land Speed
- **Size:** 4
- **Feast on Fear:** If anyone within 6 squares of the Nue suffers from a fear effect, the Nue heals 1 HP. This can only be triggered once per turn.
- **Form Change:** Nue can transform to appear as any living being between size 2 and 6 (not altering their own size to Soak), or as a black cloud.
- Darkvision 6 sq.
- Native Language and Neu

Fairy

Physical Description: Small fey-spawn, these child sized mystical beings have butterfly-like wings and bright hair and eye colors that complement their soft voices.

Associated Class: It isn't uncommon for a Fairy to become a Rogue or Marksman, though Fairy Technomancers aren't unheard of.

Associated Religions: For those who worship a deity, Fairies prefer nature-related gods and goddesses.

History: One of the most elusive species in regards to their origins, few know how Fairies came about. It is said that they were formed using magical energies of nature and emotion, creating the typically playful and good-natured species known now. There are no known planets inhabited by or ruled by Fairies, and more often than not they follow Elven kingdoms in terms of citizenship if any.

Fairies have a positive relationship with most species, due to their incredibly short lifespans they have garnered the attention of most others as an oddity.

In Morta IV: Fairies in modern times have a hard time approaching new situations and rapidly advancing technology and society. This is due to their short lifespans, especially considering 5 years is the time it takes for a Fairy to be born, go through childhood, and reach about 40-years old in human equivalent time. Druids and others wishing to commune with nature often approach Fairies when doing this, using them as a sort-of guidance to understanding and controlling it.

Very few Fairies conquer their short lifespans, but those which do become famous such as the late Elena Yuve a Fairy who found that by manipulating time she could greatly slow her aging down so 1 Fairy year stretched out to 100 human years. With this she managed to remain as a prominent figure among her kind, serving as a diplomat representing the Fairies. She lived to be 640 years old, and many other Fairies try to replicate her great deeds to varying degrees of success.

Fairy Abilities

- +2 to Agility
- 1 sq. Land Speed, 6 sq. Fly Speed
- **Size:** 2
- **Fairy's Edge:** Light weapons wielded by a fairy increase their damage by +0k1.
- **Fairy Dust:** Grant a single ally a 4 sq. fly speed once per day for 4 rounds.
- Native Language and Naynat.

Half-Angel

Physical Description: The offspring of a mortal and an angel, Half-Angels bear the signs of both parents. Their humanoid parents, and their beautiful angelic ancestors.

Associated Class: Half-Angels often become Chaplain or Crusaders, serving their deity.

Associated Religions: Due to their affiliation with the Holy deities, Half-Angels follow their forefathers and worship Shinda or YHVH, wishing to oppose Satan.

History: Though their history is not necessarily rich, Half-Angels have been the spark of debate among scientists and theologians about the ethical nature about spawning them into the world. This is due to the different physiology of angels from Half-Angels, and the fact that angels typically have Half-Angels as part of an agenda, *not* out of any sort of union.

Half-Angels are popular in places that devoutly worship either Shinda or YHVH such as Bergulsh or Heion. In the latter case, they become politicians or Interplanetary Police Force Officer to defend all mankind and beyond.

In Morta IV: As of recent times, Half-Angels have fallen out of popularity due to the unions needed to make one being needed less and less as time went on. However, because of this Half-Demons seek to take advantage of this and create more Half-Demons for the galaxy at large.

Half-Angels pride themselves greatly on which angel was their father, seeing this as a major factor when it comes to status and respect. The more powerful and accomplished their father was, the better their standing is. Half-Angels born from Archangels are known as Nepilim, and are the most respected of all. Even among mortals, Niphilim are recognized by their golden eyes and domineering presence.

Half-Angel Abilities

- +1 to Magic and Resistance
- 6 sq. Land Speed
- **Size:** 4
- **Holy Light:** Half-Angels receive double healing from holy sources.
- **Holy Flame:** Any time a Half-Angel would deal fire damage, they can instead deal holy damage and vice versa for the purpose of weaknesses and resistances. As normal, holy damage only affects those harmed by it.
- Native Language and Celestial

Half-Demon

Physical Description: Children of humans and demons, half-demons often feel cursed by their intimidating and 'ugly' red or black flesh paired with their smoldering eyes.

Associated Class: Half-Demons often become Soldiers or Steam Blades due to their ability to lay down physical punishment, but Half-Demon Crusaders aren't uncommon.

Associated Religions: Being the polar opposite of Half-Angels, Half-Demons often find themselves submitting to the will of Lucifer or other similar deity-like figures.

History: Being created as a means to pervert human livelihood with a pseudo-human whose true ties are to Hell and fellow demons. The results were mixed through forced breeding, ending up with Half-Demons which were physically stronger than humans on average but they didn't tout the performance that demons were wishing for. Because of this, Half-Demons aren't born as much, more often than not through rape than a real romantic relationship.

In Morta IV: Half-Demon births are increasingly small with the lack of productivity that their creation produces. Because of this, Half-Demon sects band together in order to hunt down the rapists which gave them life and end them swiftly and justly. Other less rebellious Half-Demons will band together with their demonic parent's will, seeking to become powerful in order to appease Lucifer and give him power. These efforts are not unnoticed by the Prince of Darkness, yet whether he sees them as mere tools or something more than that is unknown to everyone but the man himself.

A rare few Half-Demons seek out means to become full demons, the methods available being slim however the chances of them succeeding are much better than a regular human's due to their innate infernal connection strengthening those ties. Currently there is no known way to purge the demonic blood within the person without the assistance of a deity, and potentially killing the person in question.

Half-Demon Abilities

- +1 to Endurance and Luck
- 6 sq. Land Speed
- **Size:** 4
- **Hellish Blood:** Half-Demons have 10 Fire Resistance.
- **Undying Hatred:** So long as only one enemy is engaging the Half-Demon in melee, they gain a +2 bonus to attack and damage against them.
- **Darkvision:** 6 squares
- Native Language and Demonic

Abomination

Physical Description: Pale-skinned humanoids with gaunt facial features and a lumbering stride, Abominations look like a cross between humans and zombies with half-rotted features doing little to disguise their undead taint within their blood.

Associated Class: Abomination's brutal one-tracked mind leads them to become physical fighters of all kinds and styles, regardless of class. They desire a good fight.

Associated Religions: Due to their undead heritage, Abominations tend to worship a deity like Malakai due to the terror he invokes in mortal's hearts, seeing it as their true purpose in life: to terrify the living.

History: Some question the creation of an Abomination, and they'd be right to do so. Everything about them from their birth to their very existence is *unnatural*. Being the sons of a zombie and a living humanoid, the union can only be achieved through dark rituals which involve magically enhancing the undead and controlling it long enough to do its deed. Once the Abomination is born (which takes all but a few hours), the female (regarded as a host) is eaten by the undead before it is killed. The Abomination as a child is then taken to safety to be raised as a tool for protection.

In Morta IV: Despite the cruelty and barbarism of the ritual being looked down upon everywhere, Abominations are only becoming more and more common over the years for unknown reasons. These zombie spawn are running free however, no longer being slaves to necromancer cults nowadays and more often than not being released to wreak havoc across the lands. This, alongside their generally unpleasant appearance, has caused a great social stigmatism towards them to grow greater over the years.

Abominations who possess more human traits than undead traits try to destroy these prejudices and seek to make people understand and accept them, though this is a tiring and pointless effort due to the decades of hate built upon by mass slaughter both done by Abominations themselves and the necromancer cults stealing women away to be used for this horrific practice.

Abomination Abilities

- +1 to Strength and Endurance
- 6 sq. Land Speed
- **Size:** 4
- **Undead Mentality:** Abominations receive a +5 Mental Defense vs. Sanity damage.
- **Zombified Talons:** Abominations receive two [claw attacks](#).
- **Darkvision:** 6 squares
- Native Language and Necrotis

Android

Physical Description: Machines with the appearance of a human with slight differences: some have exposed mechanical joints, and others have strange inscriptions upon their skin. Otherwise they look like humans through and through.

Associated Class: Androids are intellectuals, preferring to take the path of a Rogue, Technomancer, or even a Mage. No matter the choice, they focus on the mind.

Associated Religions: Due to being machines, Androids stray towards the worship of the god T-8B-68 due to his admiration of fellow machines, especially intelligent AI.

History: Originally created on Heion as a means to combat menial jobs which nobody liked to do, the creators of the Android saw it fit to give them an ever-growing AI inside of them which constantly improves and grows increasingly sentient. This was his greatest mistake, not too long after Androids revolted and a full-on war was at hand pitting people against Androids. The war ended in a peace treaty, giving Androids rights similar to that of a humanoid. Though Androids do not “pro-create”, Android ‘couples’ can choose to order children which grow up by being upgraded to adulthood, allowing them to mimic a human’s life to some degree, giving them happiness. Humans see this as bizarre, but otherwise support this.

In Morta IV: Before the *First Android Rebellion*, Androids weren’t seen often outside of Heion since they were not allowed to travel outside of the planet. Since the war however Android technology has grown increasingly more advanced including the introduction of ‘Soul-Droids’, allowing the creator to place a soul into the Android’s chassis. This gives them a semblance of humanity beyond the standard mechanical body.

Despite once being prominent on Heion for the creation of Androids, their creator has since vanished and most think he is dead or fled the planet after the war ashamed of his failure.

Android Abilities

- +1 to Smarts and Agility
- 6 sq. Land Speed
- **Size:** 4
- **Artificial:** Androids created with a soul can advance MAG/RES beyond 1. Androids without a soul cannot bring MAG/RES above 1, however they receive a +5 bonus to Mental Defense against mind-affecting effects.
- **Easily Replaced:** Androids can replace missing limbs (except their heads) at no cost, and do not take penalties associated with cybernetics.
- **Darkvision:** 6 squares
- Native Language and Binary

Centaur

Physical Description: Half equine and half human, Centaurs are as big as a horse with a little extra height due to the human torso slapped onto where the head would be. Their mane is usually the same color as their human's hair.

Associated Class: Centaurs are predictable creatures and often become Soldier, Rogues, or Marksmen.

Associated Religions: Being that they have incredible ties to nature, Centaurs often worship Drey due to his protection of the forest.

History: Rumored to have come from Venus like the Elves (though this is false), Centaurs are a long-lived species of half-men and half-equine who take pride in their protection of the forest and their desire to see the galaxies' various planets turned green with foliage. Due to this extreme attitude they often pushed away Elves who (while they loved nature), wished only to be left alone, not to conquest. Because of this, Centaurs often created regimes that killed 'enemies of the forest', thus cementing their hatred for Orcs, Goblins, and Hobgoblins.

In Morta IV: Centaur kind is normally isolated due to their xenophobia, preferring to stay away from those who would dare to disturb their beloved nature. However, some create militias in order to fight and conquer those who would deny reclaiming land that either used to belong to Centaurs, or belongs to a species they see as 'advancing too far'. Because of this they have a hatred for technology and most wouldn't be caught dead riding upon any sort of vehicle that isn't made of wood or bone.

Captured Centaurs are often shamed by being placed into cars, planes, helicopters, or even starships due to the environment terrifying them into submission...however this can backfire and lead to the Centaur flying into a deadly rage. It is unknown whether future relations between the Centaurs and outside species will ever recover due to their xenophobia, and the fact that they are unbending in their ideology.

Centaur Abilities

- +1 to Endurance and Agility
- 8 sq. Land Speed
- **Size:** 5
- **Racial Hatred:** Centaurs receive +2 to hit against Goblins, Orcs, and Hobgoblins.
- **Overrun Champion:** Centaurs receive a +2 on Overrun maneuvers.
- Native Language and Sylvan

Dark Elf

Physical Description: Elves that have obviously been tainted by unholy energy, their skin is dark/ashen and their eyes are a deep red. Sometimes they are beautiful similar to Elves despite the dark appearance, and other times they appear monstrous...

Associated Class: Dark Elves have a dedication towards magic, especially unholy and psychic magic. Thus they often becomes Mages or Battlemages.

Associated Religions: Worshipping dark gods such as Lucifer, Danyries, or even Malakai, the deities which Dark Elves give reverence too are typically unholy in nature.

History: Dark Elves spawn from, go figure, Elves. However their history is less simplistic than most would assume. Being created by a sect of Elves who craved to harness immense power to combat YHVH after he banished them from their home, this group of Elves sought to be empowered by Lucifer instead. This empowerment came at a price, and the Dark Elves were left incredibly disfigured. Still, a great deal served his cause and obeyed his commands as they were given, driven by a need to now stand against YHVH and oppose him.

In Morta IV: Not well regarded by most other species, Dark Elves are constantly plagued by the prejudice and hatred from species who see them as Elves tainted by unholy energy, and thus evil. This of course leads Dark Elves down that very path, becoming spiteful towards the various species which hate them and seeking to hunt them down and attack them. This creates a self-fulfilling prophecy with Dark Elves committing terrible acts and only furthering the prejudice against them.

Constantly fighting against Light Elves, Dark Elves often wage war over incredibly trivial reasons. Though land disputes are rare, the planet of Avarash is prone to these land disputes causing wars and thus fighting between Dark Elf and Light Elf armies. Because of this, those born of Avarash have been constantly taught about the importance of war and grow up with it as a daily reminder of their hate for both Light Elves but outsider species in general.

Dark Elf Abilities

- +2 to Magic
- 6 sq. Land Speed
- **Size:** 4
- **Mage Drain:** If a spell targeting a Dark Elf critically fails, the caster loses an additional 1d5 MP after casting the spell.
- **Dark Poison:** Coat a weapon with Dream Venom as a swift action once per day.
- **Darkvision:** 12 squares
- Native Language and Elven

Light Elf

Physical Description: Fair skin, soothing brightly colored eyes, and calm voices are among the many common traits of a Light Elf. Unlike Dark Elves, the holy energies do not corrupt them and thus their appearance doesn't deteriorate.

Associated Class: Light Elves do especially well as Chaplains or Crusaders due in part to their affinity to holy magic. Despite this, Light Elf Mages and Technomancers aren't uncommon.

Associated Religions: Despite their influence by holy magic, Light Elves try to keep their lives deity free, preferring to give thanks to the world itself. Some Light Elves worship YHVH while others prefer Shinda.

History: Light Elves came about by a fluke, and were not meant to be a real species type until they were created. A group of exploring Elves found themselves being bathed in an enormous amount of holy energy for unknown reasons, and the Elves within those divine rays became Light Elves after that. Because scholars cannot find out the origin for the holy rays, it's theorized it was the act of a deity of some sort.

Some species view Light Elves as arrogant due to their "higher than thou" view on themselves, seeing the fact that they are partially made of holy energy and thus see them as being superior.

In Morta IV: More common than their counterparts the Dark Elves, Light Elves dot planets across the galaxy, being seen as a good omen across some and as a species of arrogant do-gooders to others. Orcs especially hate the presence of Light Elves on their planets since they *refuse* to understand Orc customs, and would rather force the Orcs into replacing their customs with the Elven ones. This has led to skirmishes between Light Elves and Orcs which Orcs typically won due to being bred for war. Heion also has a fascination and appreciation for Light Elves, mostly due to their connection to YHVH because of them being holy beings, and thus close to angels.

Light Elf Abilities

- +2 to Resistance
- 6 sq. Land Speed
- **Size:** 4
- **Serenity:** Light Elves receive a +5 Mental Defense against Mind-Affecting Effects.
- **Holy Radiance:** Enemies harmed by Holy take 1 damage (bypassing Soak) if within 3 squares of the Light Elf. This can only affect an enemy once per day.
- Native Language and Elven

Deep One

Physical Description: Possessing smooth and slimy skin, deep one are a strange bastardization of a frog, fish, and human. They possess gills, webbed hands and feet, bulbous eyes, and scales like that of a fish. Some (though not all) even have antennae.

Associated Class: Deep Ones are tough in both body and spirit and thus do well as most classes which involve them being in the heat of battle, or even as Chaplains.

Associated Religions: Due to their direct association with Elder Gods and the like, Deep Ones are commonly attributed to worshipping Great Old Ones like Dagon.

History: Being created by Great Old Ones for the purpose of servitude and worship, Deep Ones are thus a race without much in terms of freedom from these ideas. Most if not all Deep Ones worship a Great Old One or Elder God of some sort. This reverence is greatly appreciated by these entities who show favor towards Deep Ones for their fervent albeit mindless worship. Most non-Deep One cultures have mixed views on these strange amphibious beings with some seeing them as pests invading the sea, thus causing Deep One populations to remain hidden from the everyday person.

In Morta IV: Common on planets with mostly water, Deep Ones are most commonly found on Afahara the flooded world though their cities can be found all across the galaxy. Due to being unobtrusive and preferring not to involve themselves with land dwellers unless they absolutely must, very few places find that they have problems with the Deep Ones. One of the most popular cities that is known about is Y'ha-nthlei located on Earth by the town of Innsmouth.

Deep One Abilities

- +1 to Endurance and Resistance
- 4 sq. Land Speed (8 square swim speed)
- **Size:** 4
- **Amphibious:** Deep Ones can breathe on land and in water.
- **Frightening Visage:** Deep Ones deal 1d5 points of sanity damage to anyone they intimidate.
- Native Language and Aklo

(Deep One Hybrids have the stats of humans, but upon reaching 60 they become immortal and stop aging. They do not suffer any age penalties.)

Dhampir

Physical Description: Pale skinned half-breeds of Vampires and Humans, a Dhampir possesses traits of both species while not being entirely one or the other. They often have dark hair and brightly colored eyes which shine in the dark.

Associated Class: Dhampirs make excellent Rogues or Steam Blades due to their natural quickness and unnatural luck.

Associated Religions: Due to their unholy origins, some follow this path to its fullest extent, worshipping deities of Undeath and vampirism while others take the polar opposite approach and choosing to worship gods which wish to smite vampires.

History: Originating due to some Vampire's wishes to breed with non-Vampires, creating a legacy of partially undead children. Unlike Vampires however Dhampirs are born with *some* spark of life, thus maintaining their humanity despite the unholy blood coursing through their veins. Dhampirs from history always made an effort to rebel against their Vampire fathers with varying results and success. Because of this rebelling however they have managed to carve out a solar system for themselves of anti-vampire individuals.

In Morta IV: In the modern era, Dhampirs are more common than Vampires due to purebred Vampires being hard to make than Dhampirs, and thus the mindset of anti-Vampirism spread farther and faster than usual. The main bastion of Vampires left have thus taken up residence in one of the few undead planets, Gash'ka and features an atmosphere comprised almost entirely unholy energy. Living beings who enter the planet unprotected are harmed almost instantly and starships not outfitted to deal with the bizarre atmosphere are torn to bits. This works to a great benefit for Vampires as any scourge against them would need to either be committed by their own kind, or a group of specialists who are also rich enough to afford going there. There's also the possibility that said specialists wouldn't come back alive, deterring would-be invaders, including the Dhampir themselves.

Dhampir Abilities

- +1 to Agility and Luck
- 6 sq. Land Speed
- **Size:** 4
- **Duality:** Dhampirs are healed *and* harmed by both holy and unholy, but the healing/harming dealt is halved. If both effects are triggered, it's simply negated.
- **Regal Inhumanity:** Dhampirs gain a +2 to Persuasion.
- **Darkvision:** 6 squares
- Native Language and Necrotis

Half-Dragon

Physical Description: Scaly and toned humanoids with great muscles and the traits of a dragon. These beasts typically possess traits of both parents, however the draconic traits tend to be the stronger of the two.

Associated Class: Half Dragons make good Soldiers, Mages, and Battlemages due to their power with both magic and their natural strength.

Associated Religions: Due to their draconic heritage it is almost a given than Half Dragons worship draconic deities, although some worship Arcana itself as the source of all arcane magic which dragons revere as their power source.

History: Having more of a simple history than most, Half Dragons have existed for a long time due to dragons being extreme long-lived and due to the incredibly prolific nature of draconic beings, they manage to breed with many different species and thus create these spawn which possess both draconic and humanoid traits. The majority of draconic relationships are consensual, and some are due to magically powerful families wishing for a way to empower their children to greater lengths in the arcane. Some unions are even done without the will of a dragon, using experiments with draconic blood in order to instead imbue someone with a dragon's powers, creating this hybrid.

In Morta IV: Half Dragons are one of the few more monstrous species that are not looked down upon by the majority of the galaxy, seeing them as trustworthy sources of arcane knowledge similar to that of a Wizard even if they aren't even magically inclined. The few places where Half Dragons are not accepted include planets which are not accepting of half-breeds of any sort, seeing them as abominable and a tainted form of nature that should not exist. This causes a lot of tension with other nations, and often leads to wars between planets or conflicts between rival companies when one refuses to trade. Half Dragons are one of the worst treated half-breeds in these racist nations due to the perceived bestial nature of the species they are conceived through.

Half Dragon Abilities

- +1 to Strength and Resistance
- 6 sq. Land Speed
- **Size:** 5
- **Thick Hide:** Half Dragons have 2 Natural Deflection
- **Dragon's Breath:** Once per encounter Half Dragons can expel a 3 square cone of arcane energy (except sonic or arcana). This deals 3k3 points of damage and adds Endurance to damage. This uses Endurance for to-hit as well.
- **Darkvision:** 6 squares
- Native Language and Draconic

Einherjar

Physical Description: Nordic Humans who have since died in battle, these almost ghost-like beings have been revived to continue a life of battle and thus have a spectral blue glow surrounding them. Despite this, they aren't ghosts or even spirits.

Associated Class: Einherjar specialize in any martial-focused class in which they can dish out pain. Even magic using Einherjar exist, however they're exceedingly rare.

Associated Religions: The Norse Humans of old worshiped the Norse gods, and thus and Einherjar's deities would have been one such as Tyr or Thor before death. It can change after being revived, however initially it is always a Norse god.

History: Einherjar were created - made by the Norse gods to continue to do battle even after their initial death. The soul of the departed individual is then placed within a new body made by the gods and sent out into the world. After dying once, an Einherjar cannot keep coming back as an Einherjar and if they are revived through other means they instead come back as a Human (with +1 STR/END, and replacing the species abilities with the human ones). It is said when the gods stop making Einherjar, it is a sign Ragnarok shall begin.

In Morta IV: Einherjar are few and far between within the galaxy, and even the people who died while worshipping one of the Norse gods don't automatically become an Einherjar. A series of requirements must be met, such as dying a hero or soldier's death. Those who exist within the galaxy are regarded as spirits as opposed to normal humans due to their strange glow, and this can color initial impressions of them upon first meeting. Those who know and understand them however accept their presence with open arms due to their inherent nature to protect the weak and conquer the tyrants of the galaxy. Though, some Einherjar turn bad upon being revived, going against this initial goal and instead turning their blade against everyone and using their acceptance of Einherjar to their own selfish advantages by either taking advantage of the ignorant or slaughtering those who would oppose their rule becoming tyrants themselves.

Einherjar Abilities

- +1 to Strength and Endurance
- 6 sq. Land Speed
- **Size:** 4
- **Martial Artist:** Einherjar receive the [Martial Arts](#) feat as a bonus feat.
- **Signature Weapon:** Einherjar receive [Weapon Focus](#) as a bonus feat.
- **Darkvision:** 6 squares
- Native Language and Old Norse

Elder Thing

Physical Description: Elder Things have barrel shaped bodies and star shaped heads arranged radially, also possessing small tendrils which they use to guide them across the land and branch-like arms which are used to manipulate objects.

Associated Class: Elder Things have a fascination with technology and magic making Technomancer, Mage, and Chaplain all popular choices for Elder Things.

Associated Religions: Elder Things tend to worship Elder Gods and Great Old Ones such as Yig or Nyarlathotep. These are the most popular choices for Elder Things.

History: One of the first alien species to ever come to the planet Earth one billion years ago. Despite arriving early in history, Elder Things were exiled almost instantly by YHVH due to the plans made by the Elder Gods which YHVH did not wish for the mortals of Earth to see once they came about. By the time humans came about on Earth, Elder Things were exceedingly rare and instances of them arriving on Earth were dealt with by YHVH if a human group did not already do anything about them.

In Morta IV: Elder Things live mostly solitary lives away from other species due to their species' odd appearance and behavior making them outcasts among many societies. Though this is the case, outsiders who wish to visit Elder Thing cities aren't turned away as tourism is one of the few ways some of their planets can generate income. This tourism is usually short-lived and comes in bursts of activity every year. Those who visit the Elder Thing culture are mostly drawn to their bizarre architecture and the way of life that while it mimics aspects of some humanoid's lives it is vastly different in other aspects.

There are very few Elder Thing who choose to venture out from their homes, however those that do are often explorers and adventurers seeking a different life from that of their home - similar to how other humanoids end up leaving their homes. Because of the already strange world of adventuring, Elder Thing are normally accepted in it.

Elder Thing Abilities

- +1 to Endurance and Luck
- 6 sq. Land Speed, 4 sq. Fly Speed, 8 sq. Swim Speed
- **Size:** 4
- **Type:** Alien (Elder Thing)
- **Hardened Body:** Elder Things cannot wear body armor, but instead receive 4 Natural Deflection to their body. In addition, they can breathe underwater.
- **Starfarer:** In starship scale, Elder Things have a 1 square fly speed. They can also survive comfortably within the vacuum of space and don't suffocate.
- Native Language and Elder Thing

Elemental

Physical Description: Elementals take on forms which mimic the element they chose with fire elementals being constantly surrounded by flame, and ice elementals sleek like a sheet of ice.

Associated Class: Due to their association with the arcane elements, Elementals tend to become Mages or Battlemages, preferring to delve deeper into the secrets of their elemental power.

Associated Religions: Elementals tend to worship deities of a magical nature, or simply Arcana due to its ability to grant the universe arcane magic.

History: Formed when the soul of a deceased being fails to enter into the afterlife, they instead reach out into the various elemental realms and bonding with the energies of that realm. Upon bonding the Elemental is created, and now either seeks to defend their new home realm, or to find their home once more.

In Morta IV: Currently in Morta IV Elementals are only emerging to the public, making themselves known to people beyond wizard cabals and mage colleges. Though their presence isn't unwelcome, their creation has led to lots of speculation of how the soul fares in the afterlife and what happens when people die. Though there are lots of speculation, there is still plenty of studying and research going on regarding this subject and scholars are still finding new information as time goes on.

Elemental Abilities

- +1 to Endurance and Resistance
- 6 sq. Land Speed
- **Size:** 4
- **Type:** Extraplanar (Elemental)
- **Elemental Blood:** Elementals are naturally immune to the element chosen.
- **Elemental Power:** Choose one of the elements listed below, and gain this.
 - *Fire:* Enemies who attack you take 1d5 fire damage (bypassing Soak).
 - *Water:* You gain a 6 sq. Swim Speed.
 - *Ice:* Enemies take a -5 on their attacks to grapple you.
 - *Acid:* Enemies who attack you take 1 acid damage for 1d5 rounds (bypassing Soak).
 - *Earth:* You gain 2 Natural Deflection to all body parts.
 - *Wind:* You gain a 6 sq. Fly Speed.
 - *Electricity:* Metal weapons you wield deal ½ damage as electricity damage.
- Native Language and the associated elemental language: Fyra (Fire), Furya (Water/Ice), Rugo (Acid/Earth), Ayrán (Wind/Electricity)

Age Categories

Species have three age categories; Young, Adult, and Old. When creating a character players can choose between these three age categories, though a GM may restrict a game to a specific age category such as only Young characters, or Old characters.

Species with a “—” are ageless/immortal. Immortality is different depending on the species; Androids are ageless due to being constructed, Vampires aged before becoming undead. In this case, the Vampire chooses the age category they were turned in. They cannot leave the age category, but gain all of its benefits. Species with a † listed next to them are immortal and can choose their age category they count as. Otherwise the species doesn’t get age bonuses or penalties ever. Age penalties **CAN** reduce a stat to 0, and it’s recommended to put points in the stat.

Young: +1 to Agility, -1 to Strength and Endurance, -1 Size

Adult: No change

Old: +1 to Smarts and Resistance, -1 to Endurance, -1 square to all speeds

Name	Young	Adult	Old	Max Age
Abomination	4-10	11-20	21-39	45
Android	—	—	—	—
Centaur	5-13	14-159	160-259	280
Dark Elf	20-59	60-299	300-499	520
Deep One	5-14	15-59	—	—
Dhampir	5-13	14-159	160-259	280
Dwarf	5-13	14-159	160-259	280
Einherjar†	—	—	—	—
Elder Thing	—	—	—	—
Elemental	—	—	—	—
Elf	20-59	60-299	300-499	520
Fairy	2-3	4-5	6-9	15
Gnome	10-40	41-109	110-219	240
Goblin	4-6	7-29	30-49	55
Half-Angel	10-40	41-109	110-219	240
Half-Demon	10-40	41-109	110-219	240
Half-Dragon	10-40	41-109	110-219	240
Halfling	4-6	7-29	30-49	55
Human	5-14	15-59	60-79	90
Kendari	4-12	13-102	103-159	210
Light Elf	20-59	60-299	300-499	520
Nue	25-499	500-5,999	6,000-19,999	25,000
Orc	5-10	11-29	30-39	50
Satori	25-499	500-5,999	6,000-19,999	25,000
Shadower	5-13	14-59	60-99	120
Vampire†	—	—	—	—

Languages

There are many languages stretching across Morta IV. Some languages are taken directly from Earth while others are native to the galaxy. Over time, Earth languages have become the most popular due to Heion's exploration across the galaxy. Even if they did not bring the culture to other planets, the languages have spread like wildfire.

Human Languages (also known as Native Languages) are categorized into a couple different subtypes in The Fade Tabletop based on how many speakers there are and how common it is for these languages to be known.

- **Lingua Franca:** One or more of these languages are understood by most of the galaxy. Most characters are native speakers of at least one of these languages.
- **Common:** These languages are not difficult to find native speakers for.
- **Rare:** These languages have few native speakers, though they aren't unheard of.
- **Scholarly:** These languages are only preserved for scholarly reasons and are *rarely* native languages, usually being taken by linguists in order to understand ancient texts.

Lingua Franca	Mandarin, Hindi, Spanish, English, Arabic, Portuguese, Bengali, Russian, Japanese, German, French, Cantonese, Urdu
Common	Panjabi, Javanese, Korean, Vietnamese, Italian, Turkish, Persian, Polish, Ukrainian, Thai, Pashto, Dutch, Swedish, Czech, Danish, Estonian, Finnish, Irish, Scots, Gaelic (Scottish)
Rare	Afrikaans, Armenian, Belorussian, Bulgarian, Farsi, Flemish, Greek, Hebrew, Hungarian, Icelandic, Latvian, Lithuanian, Norwegian, Romanian, Serbo-Croatian, Sherpa, Slovak, Tibetan, Ukrainian, Uzbek, Welsh, Yiddish, Burmese
Scholarly	Akkadian, Aramaic, Ancient Greek, Biblical Hebrew, Coptic, Crimean Gothic, Egyptian, Etruscan, Frankish, Ge'ez, Gothic, Hattic, Hittite, Latin, Old Ænglisc, Old Chinese, Old Church Slavonic, Old French, Old Norse, Phoenician, Sabaeen, Sumerian, Vandalic, Zhang-Zhang

In addition to human languages, non-human languages exist. Unless these languages are one of their Species' native languages, they must have Linguistics trained to take these languages.

Common	Elven, Dwarven, Orcish, Gnomish, Halfling, Goblin, Draconic
Rare	Kendarin, Shadow Tongue, Demonic, Celestial, Necrotis, Sylvan, Naynat, Binary, Aklo
Scholarly	Sori, Neu, Elder Thing, Fyra, Furya, Rugo, Ayran

Chapter 4: Classes

Classes determine what characters specialize in with both combat and roleplay situations.

At every 5th level, each class receives what is known as an “Awakening”. Awakenings are special powers specific to a class. Some are swapped out by archetypes, though more often than not other class abilities are changed out instead.

- 5th Level: First Awakening
- 10th Level: Heroic Awakening
- 15th Level: Unchained Awakening
- 20th Level: True Awakening

Each class receives a number of Hit Points and a Soak stat. This determines how much damage a character will take. Classes typically do not have lots of HP, however the Soak each class has is meant to mitigate some damage. This can be seen further in explanation in the [Rules](#) section.

Multi-Classing: When a character gains a new level beyond their first, they don’t need to continue taking levels in the class they chose first and can instead choose another class to gain levels in. The character in question chooses which class will be their “Main” class, and by doing this they gain Awakenings from their main class while instead choosing to take levels in another class.

Attacks per Round: This represents how many attacks a character can make on a full-round action.

Skills: Skill points are how many skill points the class gains at 1st level to spend on any skill they want. These skill points are not gained at any level, only at the first level of a character’s career. If you multi-class into a class with more skill ranks than the class you took initially at 1st level, you don’t gain those skill ranks.

You gain an amount of bonus skill points equal to your Smarts. Example, as a Soldier with 2 Smarts you’d gain 4 Skill Points (from Soldier) plus 2 more Skill Points from your 2 Smarts.

Archetypes: These are optional specializations of an existing class that characters can take to alter the class they’re playing slightly. This can be as minor as changing one or two class abilities to changing a good majority of how the entire class is played and built. This can even be as drastic as adding magic onto non-magical classes.

Characters can combine multiple archetypes onto their class, so long as the class abilities being replaced don’t conflict. In addition, an archetype must be chosen when the 1st level of the class is taken, and cannot be applied later.

Soldier

Users of various weapons or even their fists, Soldiers take fights to the front line with blades and axes, or to the backlines as bowmen or javelin throwers.

8 Hit Points

4 Skill Points

2 Soak

Level	Special Abilities	HP Gained	Atk/round
1 st	Martial Talent	—	1
2 nd	Unshakable +1	+1	1
3 rd	Martial Talent	+1	1
4 th	Weapon Training +1, Armor Training +1	+1	1
5 th	First Awakening, Martial Talent	+1	2
6 th	Unshakable +2	+1	2
7 th	Martial Talent	+1	2
8 th	Weapon Training +2, Armor Training +2	+1	2
9 th	Martial Talent	+1	3
10 th	Heroic Awakening, Unshakable +3	+1	3
11 th	Martial Talent	+1	3
12 th	Weapon Training +3, Armor Training +3	+1	3
13 th	Martial Talent	+1	4
14 th	Unshakable +4	+1	4
15 th	Unchained Awakening, Martial Talent	+1	4
16 th	Weapon Training +4, Armor Training +4	+1	4
17 th	Martial Talent	+1	5
18 th	Unshakable +5	+1	5
19 th	Martial Talent	+1	5
20 th	True Awakening, Weapon Training +5, Armor Training +5	+1	5

Weapon and Armor Proficiency

Gain proficiency with all weapons (except Exotic). They're also proficient with armor.

Martial Talents

At 1st level and every odd level thereafter you receive a Martial Talent, abilities which distinguish you from the every-day warrior. These can be [seen here](#).

Unshakable

At 2nd level and every 4 levels thereafter you receive a bonus to Mental Defense against fear, and other mind-affecting effects. This bonus doubles against Persuasion checks made to intimidate you.

Weapon Training

At 4th level and every 4 levels thereafter, gain a +1k0 bonus to attack and damage with a weapon group of your choice (Sword, Axe, etc.). Once this weapon group is chosen, it can be changed through a 12 hour training session with a new weapon. These hours needn't be consecutive.

Armor Training

At 4th level and every 4 levels thereafter, gain a +1 bonus to Defense and Avoid while wearing armor that covers your body. This bonus doesn't apply if the only armor worn is on the head, arms, or legs.

First Awakening

Gain a +2 squares to your land speed, and halve the Armor Penalty of any armor worn. In addition to this, increase Soak by 1 and the Deflection of all armor worn by 1.

Heroic Awakening

While wielding a weapon type selected by a Weapon Training, increase the Penetration of the weapon by 2, and the damage dice by +1k0. In addition completely negate the Armor Penalty of any armor you wear.

Unchained Awakening

Once per combat, you can grant yourself an additional move action on their turn. In addition to this you reroll 1s on attack rolls with the weapon types selected with Weapon Training.

True Awakening

Once per combat if an attack made against you would kill you, you can instead survive at 1 HP and take your turn immediate after the killing blow would have been struck. This changes your track on the initiative order to directly after the opponent that would have killed you.

Martial Talents List

Name	Prerequisites	Description
Accurate Heft	Strength 4, 4 th Level	Treat some non-Brutish weapons as Brutish.
Ambush Strike	Stealth trained	Deal extra damage to enemies during a surprise round.
Anti-Magic Training	4 th Level	Add a bonus to Defenses against spells.
Ardent Commander	Luck 4, Persuasion trained	Demoralize enemies and rally allies around you.
Aura of Fear	Ardent Commander	Use a Persuasion check to frighten enemies around you.
Back to Back	—	When adjacent to an ally, you can't be flanked.
Blowback	—	Use the momentum of a strike to push an enemy.
Bonus Feat	—	Gain a bonus combat or style feat.
Brutal Punch	Strength 4	Treat your unarmed strikes as Brutish.
Cornered Brawler	—	While being flanked, gain a bonus to attack and damage.
Devastator	10 th Level	Treat an enemies' soak as 1 less with a specific weapon.
Dominating Presence	Luck 6, 4 th Level	Force enemies within a certain distance to attack you.
Fearless Killer	Luck 4	When you kill an enemy, gain a bonus to Mental Defense.
Fleet Charge	—	When making a charge, count your speed as 2 higher.
Lucky Dog	Luck 4, 4 th Level	Gain an additional luck re-roll that has specific uses.
Mage Killer	—	Adjacent magic users are attacked when casting spells.
Mount	Handle Animal trained	Gain a horse companion that can be ridden.
Optimistic Warrior	—	Penalties from spells and abilities are halved.
Oversized Weaponry	Strength 6	Weapons chosen with Weapon Training are larger.
Parrying Bat	Agility 2	You are better at using the parry action.
Pierce the Neck	10 th Level	When hitting the head, make the enemy suffocate.
Power Blast	—	Make a powerful attack with an energy firearm.
Reeling Attack	—	On a hit, deal ½ damage and enemy can only deal ½.
Riposte	Agility 4, Parrying Bat	If you successfully attacked the attack, ATTACK AGAIN!
Shrug It Off	Endurance 4	Have the ability to negate poisons and the like.
Squad Combatant	Luck 2	When near allies, gain small bonuses to hit.
Step Into Harm's Way	—	Take the hit for an adjacent ally while in combat.
Tandem Charge	Agility 4, Luck 4	Adjacent allies can charge with you on a charge attack.
Unrelenting	Endurance 4	Have the ability to treat Soak as one more than normal.

Name: Accurate Heft

Prerequisites: Strength 4, 4th Level

Description: Select a one-handed or two-handed that doesn't have the Brutish property. While holding that weapon, it has the Brutish property. This Martial Talent can be selected multiple times, each time choosing a new weapon.

Name: Ambush Strike

Prerequisites: Trained in Stealth

Description: When attacking an enemy who is caught in a surprise round (whether they're caught flat-footed or not), deal an additional 5 points of damage.

Name: Anti-Magic Training

Prerequisites: 4th Level

Description: When attacked by a spell, add a bonus equal to half your level to the Defense being targeted. (Example, at 8th level add a +4 to Defense, Avoid, and Mental Defense against spells).

Name: Ardent Commander

Prerequisites: Luck 4, Trained in Persuasion

Description: Enemies within 4 squares of you take a -4 penalty to their Mental Defense while allies gain a +4 bonus to Mental Defense. This ability doesn't stack if multiple Soldiers have Ardent Commander.

Name: Aura of Fear

Prerequisites: Ardent Commander

Description: Instead of making a single Intimidate against a single opponent, you can instead target all enemies in a 4 square radius with your Intimidate check.

Name: Back to Back

Prerequisites: None

Description: When adjacent to an ally, you cannot be flanked. Unless your ally also possesses Back to Back, they can still be flanked.

Name: Blowback

Prerequisites: None

Description: Once per encounter after dealing damage to an enemy you can push them back by 1 square.

Name: Bonus Feat

Prerequisites: None

Description: Gain a bonus combat or style feat you meet the prerequisites for.

Name: Brutal Punch

Prerequisites: Strength 4

Description: When using unarmed strikes, treat them as Brutish.

Name: Cornered Brawler

Prerequisites: 4th Level

Description: When flanked, gain a +2 bonus to attack and +4 bonus to damage.

Name: Devastator

Prerequisites: 10th Level

Description: Damage from weapons you've selected with Weapon Training count the opponent's soak as 1 less. If this would bring the opponent below 1 Soak, this instead deals an additional 5 damage.

Name: Dominating Presence

Prerequisites: Trained in Persuasion, 4th Level

Description: As a move action, cause all enemies within 6 squares of you to direct their attacks towards you. Enemies who are of equal or greater level than you are unaffected by this ability.

Name: Fearless Killer

Prerequisites: Luck 4

Description: Upon killing an opponent, gain a +4 bonus to your Mental Defense. This lasts for a number of rounds equal to half your level (minimum 1). If an enemy is killed before the duration expires, it resets the time duration.

Name: Fleet Charge

Prerequisites: None

Description: When making a charge attempt, gain an additional +2 to your move speed (after doubling from charge).

Name: Lucky Dog

Prerequisites: Luck 4, 4th Level

Description: Gain an additional Luck re-roll, however this can only be used on attack and damage rolls. This can be taken multiple times up to the amount of normal Luck re-rolls you have (example, having 2 re-rolls means you can take it twice).

Name: Mage Killer

Prerequisites: None

Description: Casting a spell provokes melee attacks of opportunity from you. Concentration checks receive a +2 to the DC.

Name: Mount

Prerequisites: Trained in Handle Animal

Description: You gain a horse companion which you can ride into battle.

Name: Optimistic Warrior

Prerequisites: None

Description: Penalties that are dealt through spells and abilities are halved against you. If the penalty is a -1, it is instead negated. Example: a -4 to attack is only -2 attack. This only affects spells/abilities from other characters, not yourself.

Name: Oversized Weaponry

Prerequisites: Strength 6

Description: The weapon you selected with Weapon Training is counted as being one size category larger for the purposes of damage. This increases the damage by +1k1.

Name: Parrying Bat

Prerequisites: Agility 2

Description: When using the Parry action, you gain a +1 to the keep dice.

Name: Pierce the Neck

Prerequisites: 10th Level

Description: If an attack you made would target the head and it successfully manages to deal damage, the opponent must pass a Fortitude skill check or begin to suffocate. The DC is equal to the Drowning DC under Environmental Effects.

Name: Power Blast

Prerequisites: None

Description: On an attack with an energy-based firearm (one that doesn't deal bludgeoning, piercing, or slashing damage) you can choose to take a -2 to hit to increase the amount of damage dice rolled by +1k0.

Name: Reeling Attack

Prerequisites: None

Description: On an attack, you can choose to deal ½ damage if you hit and the opponent hit can only deal ½ damage on their turn.

Name: Riposte

Prerequisites: Agility 4, Parrying Bat

Description: On a successful Parry attempt, you can make a free attack against the opponent that tried to attack you.

Name: Shrug it Off

Prerequisites: Endurance 4

Description: Once per encounter you can negate one of the following affecting you: poison, disease, paralysis, or stunned.

Name: Squad Combatant

Prerequisites: Luck 2

Description: When within 4 squares of an ally gain a +2 bonus to hit.

Name: Step Into Harm's Way

Prerequisites: None

Description: If an ally adjacent to you would take damage, you can instead take the damage for them. This is counted as if the attack had automatically hit you instead.

Name: Tandem Charge

Prerequisites: 4th Level

Description: If an ally is adjacent to you when you make a charge attempt, they can charge with you as well as an immediate action. This sacrifices their next move action.

Name: Unrelenting

Prerequisites: Endurance 4

Description: Once per combat for a number of rounds equal to half your level (minimum 1) you can treat your Soak as 1 higher.\

Soldier (Berserker)

Hardened warriors who focus in killing by flying into an endless rage and slaughtering every enemy in sight. They make retreating a favorable option for most...

Hit Points: Berserkers are abnormally tough and receive 10 HP instead of 8 HP.

Weapon and Armor Proficiencies

You can sacrifice your proficiency with armor to instead gain proficiency in an exotic weapon. Not choosing this keeps your armor proficiency.

Wild Rage

At 1st level you can enter into a bloody rampage, increasing your killing ability to be greater than normal. While in this rage gain a +1k0 attack and damage and a +1 to Soak, but take a -2 to Defense and Avoid. This rage lasts for 5 + Endurance rounds. This increases by +1k0 attack and damage at 7th, 13th, and 19th levels.

This replaces the Martial Talent gained at 1st, 7th, 13th, and 19th levels.

Into the Fray

In order to enter combat as soon as possible, you must be fast on your feet. Instead, gain the Unshakable bonus to your move speed, and add the bonus from Unshakable onto the modifier whenever doing anything that multiplies your move speed. (Example: Charge is x2 to speed. With Unshakable +1, this becomes x3 speed.)

This replaces Unshakable.

Tough it Out

At 4th level you learn how to take a hit and tough it out, even without armor. While in their Wild Rage you add your Endurance as Deflection to all body parts so long as you're not wearing armor. At 8th level and every 4 levels thereafter the amount of Deflection gained is increased by +2.

This replaces Armor Training.

Soldier (Witch Hunter)

Trained in the art of killing magic users, Witch Hunters take great pleasure in ridding the world of them. Their arts simple: inflict so much pain they cannot cast spells.

Hatred of Mages

If a spellcaster is attempting to cast a spell while within your threatened range, you can take an attack of opportunity. This attack deals half damage and their spell automatically fails on a hit, or the spellcaster can elect to take full damage and their spell is only half as effective (deals half damage, half the penalty, etc.)

This replaces the Martial Talent gained at 1st level.

Soldier (Scrapper)

Specialized in unarmed combat, Scappers use their bare hands to dish out punishment to their enemies, one punch and one kick at a time.

Weapon and Armor Proficiencies

You lose proficiency with all weapons and instead choose three weapon groups of your choice to be proficient in (Simple is gained automatically). In addition to this, you receive [Martial Arts](#) as a bonus feat.

Focused Training

Instead of training in a group of weapons, you learn how to use your unarmed strikes and how to use them well. You gain the same bonuses at the same levels for *Weapon Training*, however the bonuses are instead gained as a +1k0 to your unarmed strikes for each advancement gained.

This replaces Weapon Training.

Soldier (Tactician)

Intellectuals who study the art of war more-so than the art of combat. These helpful warriors direct their troops in combat with stunning accuracy.

Coordination

As a swift action you can grant all allies in a 6 sq. radius a bonus to one of the following: attack, damage, land speed, or one of their Defenses (Defense/Avoid, Mental Defense, or Bodily Defense). This bonus is equal to the bonus that'd be granted by Armor Training. Your allies' keep this bonus for a number of rounds equal to your Smarts, and it can be used a number of times per day equal to half your level.

This replaces Armor Training.

Rally

As part of a charge, withdraw, or run action any allies within 6 squares of you can also take their turn immediately to charge, withdraw, or run in the same general direction as you.

This replaces the Martial Talent gained at 7th level.

Soldier (Myrmidon)

Agility-focused swordsmen who favor being fast on their feet rather than being heavily armored.

Weapon and Armor Proficiencies

You lose proficiency with armor, however you instead receive the [Deft Feet Style](#) feat as a bonus feat at 1st level.

Luring Strike

On a successful dodge attempt the enemy provokes an attack of opportunity. This can be done once per round. At 8th, 12th, 16th, and 20th levels this increases the uses by one per round.

This replaces Weapon Training.

Jaunting Movement

Increase land speed by 2 squares. At 8th, 12th, 16th, and 20th levels increases by 2 each time.

This replaces Armor Training.

Soldier (Blood Knight)

Hardened warriors who gain stronger with the more foes they manage to kill. This often fuels a thirst for battle, something common among Blood Knights.

Empowered by Death

When making an attack and you successfully kill an opponent, increase Soak by 1 for a number of rounds equal to Endurance. This can only be activated once per encounter.

This replaces the Martial Talent gained at 1st level.

Draining Strike

Upon dealing damage with a melee weapon, you can expend a use once per encounter to drain their life force. You can regain Hit Points equal to your Endurance.

This replaces the Martial Talent gained at 5th level.

Mage

Skilled practitioners of magic, Mage's magic comes from many different sources; some come from draconic beings while others simply come from study.

4 Hit Points

4 Skill Points

0 Soak

Level	Special Abilities	Magic Points	HP Gained	Atk/round
1 st	Spellcasting, Mage's Origin	5	—	1
2 nd	—	6	+1	1
3 rd	Magic Tampering	7	—	1
4 th	Origin Ability	8	+1	1
5 th	First Awakening	9	—	1
6 th	Magic Tampering	10	+1	1
7 th	—	12	—	1
8 th	Origin Ability	14	+1	1
9 th	Magic Tampering	15	—	1
10 th	Heroic Awakening	16	+1	1
11 th	—	17	—	2
12 th	Origin Ability, Magic Tampering	18	+1	2
13 th	—	19	—	2
14 th	—	20	+1	2
15 th	Unchained Awakening, Magic Tampering	22	—	2
16 th	Origin Ability	24	+1	2
17 th	—	25	—	2
18 th	Magic Tampering	26	+1	2
19 th	—	28	—	2
20 th	True Awakening, Origin Ability	30	+1	2

Weapon and Armor Proficiency

Mages gain proficiency with simple weapons. They're not proficient with armor.

Spellcasting

All Mages gain the ability to cast spells in some way shape or form as determined by their *Mage Origin*. At 1st level, the Mage receives $2 + \frac{1}{2}$ Magic in spells learned. For every level beyond 1st, the Mage learns a new spell of a level they can cast.

Spellcasting relies on the user's soul to be completely functional. The inner soul (the Mage's Resistance stat) is used for Magic Points, granting the Mage more power to draw upon for their spells. The outer soul (the Mage's Magic stat) is the raging fire of their spells and is thus used for attack and damage as if it were Strength or Agility when using a melee weapon.

Mage's Origin

Mages come in all different varieties. Each variety casts spells differently, be it the type of magic they cast or the way they cast it. There are various different Mage Origins listed below.

Studios: Uses Arcane magic, and the Mage receives a spellbook or familiar that stores their spells. They can put more spells in their spellbook or familiar, and this costs a number of gold equal to the spell's level x 1,000.

Mystic: Uses Psychic magic, and the Mage is limited to the spells which they know, and cannot gain more through study or a spellbook. Despite this, they are able to spend MP to grant themselves a bonus to Mental Defense equal to half the points spent. This lasts for a number of rounds equal to $\frac{1}{2}$ their level.

Runic: Uses Rune magic, and the Mage receives scribing tools which are used to draw the runes needed to cast spells (however other sources like blood can be used too). Rune spells can be placed on a solid surface, and activated as a swift action. You can activate multiple runes that have been placed on a previous round by spending multiple swift actions on your turn. Runes are kept in a spellbook that acts like the Studios spellbook (using the same cost).

Summoning: Uses Summoning magic, and the Mage is limited to the spells which they know, and cannot gain more through study or a spellbook. Creatures summoned through summoning magic have their own actions that are taken on the Mage's turn. The Mage can have a number of summoned creatures active at one time equal to $\frac{1}{4}$ their level (rounded down) + 1 (to a maximum of 6 at 20th level). If this exceeds the normal limit imposed by Summoning spells, use this limit instead.

First Awakening

Once per day the Mage can cast a spell they know without expending any MP. Alternatively, if the Mage has expended all of their MP they can regain $\frac{1}{4}$ of it instead as a free action.

Heroic Awakening

Choose one of the following elements: Fire, Water, Ice, Acid Earth, Wind, or Electricity. Gain Resistance 10 to that element. Once chosen, this cannot be changed.

Unchained Awakening

The Mage receives Spell Resistance against spells that aren't of ally origin or their own origin. This Spell Resistance is equal to 10 + Resistance Modifier + $\frac{1}{2}$ Smarts.

True Awakening

The element chosen in the Mage's *Heroic Awakening* becomes an immunity, and a second element can be chosen to grant the Mage 30 Resistance to that element. Alternatively the original element can be chosen again, making it into Element Absorption instead of immunity.

Magic Tampering

Mages always find new ways to manipulate their spells to make them more potent. At 3rd level and every 3 levels thereafter the Mage gains a new Magic Tampering. These abilities apply only to magic granted by the Mage class unless the other class' spell type is the same (example if both classes use Arcane magic).

Name	Prerequisites	Description
Bleeding Spell	—	Cause certain spells to deal bleed damage.
Bouncing Spell	—	Single target spells have a chance of bouncing.
Cone of Energy	12 th level	Expel a cone of arcane energy freely.
Crafting Expert	Artisan Trained	Reduce crafting DCs for magic gear and magic items.
Dual-Wand Fighting	Two-Weapon Fighting	Able to two-weapon fight with wands.
Elemental Mixing	12 th level	Mix an elemental spell with your own element.
Ethereal Jaunt	9 th level	Gain the ability to teleport a short distance.
Mental Fortitude	Resistance 4 or Smarts 4	Reflect certain spells back at their caster.
Shockwave of Force	—	Cause enemies in a radius to be pushed back.
Spell Eater	18 th level	Consume spells that fail to bypass your SR.
Wild Magic	—	Potentially deal massive damage, or hurt yourself.

Name: Bleeding Spell

Prerequisites: None

Description: Spells that deal slashing, piercing, earth, or ice damage also deal 2 points of bleed damage for 1d5 rounds (minimum of 1).

Name: Bouncing Spell

Prerequisites: None

Description: If a spell hits its target, roll a 1d%. On a 51-100 the spell bounces to a new target within half the spell's original range. If no target is in sight, it bounces back to its original target. The spell in question deals ½ damage to the next target if it hits.

Name: Cone of Energy

Prerequisites: 12th level

Description: As a standard action, expel a cone of arcane energy matching the one chosen in your *Heroic Awakening*. This cone deals (Magic) k (½ Magic) damage and is fired in a 6 square cone.

Name: Crafting Expert

Prerequisites: Trained in Artisan

Description: Reduce the DC for making craft checks with Artisan by 5.

Name: Dual-Wand Fighting

Prerequisites: Two-Weapon Fighting

Description: Treat wands as light weapons for the purpose of two-weapon fighting. You can have two wands equipped at once and use them both at the penalties dealt when two-weapon fighting. If one of the wands requires a DC and not an attack, reduce the DC by 2 instead. This doesn't work if it affects you or an ally.

Name: Elemental Mixing

Prerequisites: 12th level

Description: When casting a spell that uses an arcane element, you can choose to mix it with the element you chose in your *Heroic Awakening*. In doing this, half of the damage dealt is the original element while the other half is your own element.

Name: Ethereal Jaunt

Prerequisites: 9th level

Description: Gain the ability to teleport a number of times per day equal to your Magic (minimum of once per day). The distance of the teleportation is 6 squares.

Name: Mental Fortitude

Prerequisites: Resistance 4 or Smarts 4

Description: If a spell fails to get past your Mental Defense, you can reflect the spell back at the caster once per day.

Name: Shockwave of Force

Prerequisites: None

Description: As a standard action you can cause a shockwave of elemental force that pushes enemies away. Enemies within 1 sq. of you are pushed back 1 square. Taking this again increases the range by 1 square and the push back by 1 square.

Name: Spell Eater

Prerequisites: 18th level

Description: If a spell fails to bypass the Spell Resistance granted through your *Unchained Awakening*, you can consume it as an immediate action and regain a number of HP equal to the spell's level x 10.

Name: Wild Magic

Prerequisites: None

Description: Roll a d%. On a 1-50, you deal your spell's effects to yourself. On a 51-100, the spell in question maximizes all rolled effects associated with it. (Durations, damage, etc.)

Origin Abilities

Mages gain abilities as determined by their Mage's Origin. These abilities are acquired at 4th level and every 4 levels thereafter.

Studios Abilities

4th Level: Gain an additional skill to be trained in.

8th Level: A number of times per day equal to $\frac{1}{2}$ your level, add $\frac{1}{2}$ Smarts to a spell's damage.

12th Level: Choose a skill that uses Smarts as its ability. That skill explodes now.

16th Level: Once per day you can add your Smarts to the DC of a spell.

20th Level: You reduce the Spell Resistance of enemies by 5 against your spells.

Mystic Abilities

4th Level: Gain a telekinetic fly speed of 6 squares. If you can already fly, increase that fly speed by 4 squares.

8th Level: Gain a Deflection as if you're wearing armor equal to $\frac{1}{2}$ Resistance (minimum of 1). This effect goes away if you wear normal armor. This covers the entire body (Head, Body, Arms, and Legs).

12th Level: Harmful psychic spells have a 50% chance of failing on you.

16th Level: Add $\frac{1}{2}$ Resistance and $\frac{1}{2}$ Magic onto Mental Defense.

20th Level: You are immune to mind-affecting effects from enemies.

Rune Abilities

4th Level: You can deflect an attack instead of dodge with RES instead of AGI.

8th Level: You're able to tattoo a rune spell onto yourself, so long as it's a "you" target. This costs MP as normal, and can be activated as a swift action during the day.

12th Level: Add Smarts to your Defense and Avoid while not wearing armor.

16th Level: You can activate area of effect spells and not affect yourself or allies.

20th Level: You are immune to transmutation effects from enemies.

Summoning Abilities

4th Level: As a move action you can teleport adjacent to an ally within 3 squares.

8th Level: As a move action you can swap places with a creature you summoned.

12th Level: Once per encounter heal 5 HP after using an {Absorb} spell.

16th Level: Summoned creatures can cast spells with their own actions, though this still uses up your own MP.

20th Level: You are immune to spells that rely on mind control and mind reading.

Mage (Bloodmage)

A blood mage transforms their body into a conduit for power. This involves harming themselves to empower their spells and getting dangerously close to dying.

Scarlet Origin

Blood: Uses Arcane magic, and the Bloodmage is limited to the spells which they know, and cannot gain more through study or a spellbook. Despite this, they are able to spend HP to grant themselves a bonus to Bodily Defense equal to the points spent. This lasts for a number of rounds equal to ½ their level.

Blood Abilities

4th Level: Add Resistance as a bonus to Hit Points.

8th Level: Apply 1k1 points of bleed onto a spell that deals damage a number of times per day equal to Endurance.

12th Level: In addition to the bonus granted by *Scarlet Origin*, gain immunity to poison and disease while the buff is active.

16th Level: When at half HP or under, the Bloodmage gains a +2 to Soak.

20th Level: You are immune to ability damage or drain, and immune to abilities related to blood (such as vampirism).

This replaces Mage's Origin and the Origin Abilities gained.

Transfer Essence

As a swift action the Bloodmage can transfer some of their life force into their magical power. By spending HP, they can regain MP equal to HP spent.

This replaces the Magic Tampering gained at 3rd level.

Mage (Ancestral Conduit)

A blood mage transforms their body into a conduit for power. This involves harming themselves to empower their spells and getting dangerously close to dying.

Ancestral Power

When this ability would first be gained at 3rd level, choose one. For each additional Magic Tampering you gain, it increases the boon by the bonus listed (2 to 4, 4 to 6, 1k1 to 2k2, etc.)

This replaces the Magic Tampering ability.

Ancestor	Ancestral Powers
Alien	Gain a +1 square melee reach.
Animal	Gain a +1 square land speed.
Dragon	Gain a 1k1 piercing bite attack.
Extraplanar	Gain a +2 to all Defenses vs. Angels & Demons.
Magic Beast	Gain a 2 square climb and swim speed.
Mystical	Gain a +2 bonus to penetrate Spell Resistance.
Ooze	Gain a 10% chance to negate critical hits.
Plant	Gain a +2 bonus to Defense.
Undead	Gain +1 Hit Points.
Vermin	Gain 2 Deflection while unarmored.

Mage (Wand Warrior)

Skilled practitioners of magic who utilize wands to cast their spells. Their spells are limited to their wand, however they can be more potent.

Wand Origin

Wand: In order to cast a spell, the Wand Warrior must use a wand. Wand Warriors receive a specialized wand free at 1st level, and this wand is used to channel the Wand Warrior's spells. Wand Warriors must choose Arcane, Divine, or Summoning as their spellcasting type. When casting a spell using their wand, Wand Warriors receive a +1k0 to hit with the spells, and spells cast on themselves are instead a Swift action instead of the original casting time required.

Wands can be selected as a choice for Weapon Focus and Weapon Specialization by the Wand Warrior.

Wand Abilities

4th Level: Spend a number of MP (up to a maximum of ½ your level). Gain a bonus to all Defenses equal to the MP spent. This lasts for 1 round per point spent.

8th Level: A free action can be used to summon your wand to your hand. This can be used once per encounter, and the wand must be within your line of sight.

12th Level: Spend the MP required to cast a spell and infuse it within your wand. This spell remains in the wand until cast by you, or until a week passes - whichever comes first.

16th Level: Once per encounter a spell you cast on an adjacent ally can be done as a swift action.

20th Level: As an immediate action you can spend up to 10 MP. This grants you Deflection equal to the MP spent against the incoming attack. This Deflection lasts until the beginning of your upcoming turn.

This replaces Mage's Origin and the Origin Abilities gained.

Mage (Spell Mixer)

Spellcasters who mix two different kinds of magic together in order to maximize their benefits.

Mixed Origin

Mix: Choose two origins (not including ones required by archetypes), Spell Mixers are able to cast spells related to both of the types of magic. They gain Origin Abilities at the same levels, however each time they must choose which Origin to gain an ability from. The ability gained can be received at a later level if it was originally gained at a lower level. For example, a Spell Mixer can receive the 1st level Summoning Ability at 4th level instead if they chose the 1st level Studios ability at 1st. Spell Mixers do not receive the 20th level Origin Ability.

This replaces Mage's Origin and the Origin Abilities gained.

Rogue

Thieves, scoundrels, spies, and various other pseudo-combatants take up lives as Rogues. Rogues are especially skilled at slipping into and out of combat easily.

6 Hit Points

8 Skill Points

1 Soak

Level	Special Abilities	HP Gained	Atk/round	Precise Strike
1 st	Finesse Training, Watchful Eye	—	1	+1k0
2 nd	Trap Disarmament	—	1	+1k0
3 rd	Stealth Training +2	+1	1	+1k0
4 th	Skill Talent, Finesse Training	+1	1	+1k0
5 th	First Awakening	+1	1	+2k1
6 th	Stealth Training +4	—	1	+2k1
7 th	Magical Trap Disarmament, Finesse Training	+1	2	+2k1
8 th	Skill Talent	+1	2	+2k1
9 th	Stealth Training +6	+1	2	+3k1
10 th	Heroic Awakening, Finesse Training	—	2	+3k1
11 th	Money in Reserves	+1	2	+3k1
12 th	Skill Talent, Stealth Training +8	+1	2	+3k1
13 th	Ready for Battle, Finesse Training	+1	3	+4k2
14 th	Thieves Jump	—	3	+4k2
15 th	Unchained Awakening, Stealth Training +10	+1	3	+4k2
16 th	Skill Talent, Finesse Training	+1	3	+4k2
17 th	Mental Slip	+1	3	+5k2
18 th	Stealth Training +12	—	3	+5k2
19 th	Natural Invisibility, Finesse Training	+1	4	+5k2
20 th	True Awakening, Skill Talent	+1	4	+5k2

Weapon and Armor Proficiency

Rogues gain proficiency with simple weapons, and two of the following: swords, axes, bows, or pistols. They're proficient with armor.

Precise Strike

A number of times per day equal to their Agility (minimum of 1/day) they can designate a single enemy they're about to attack before the attack roll is made. This is a free action. In addition to their standard weapon damage, they also deal their *Precise Strike's* bonus damage. Enemies immune to precision damage and/or critical hits are immune to the Precise Strike.

Finesse Training

At 1st level, the Rogue can apply Finesse to any light weapon if it didn't have it already. At 4th level and every 3 levels thereafter the Rogue can choose a single weapon they're proficient with and apply Finesse to it.

Watchful Eye

At 1st level, the Rogue gains the uncanny ability to read their opponents. With this, Rogues cannot be caught flat-footed or surprised on a surprise round.

Trap Disarmament

At 2nd level, the Rogue becomes skilled at disarming mechanical and practical traps. Rogues receive a bonus equal to $\frac{1}{2}$ their level on Stealth checks made to disarm traps.

Stealth Training

At 3rd level and every 3 levels thereafter the Rogue gains a bonus on Stealth checks made to hide, move silently, steal objects, and hide objects on their person. This bonus starts at a +2 and increases up to a +12 at 18th level.

Magical Trap Disarmament

At 7th level the Rogue is able to disarm magical traps as if they were a mechanical/practical trap, and gains the bonus from Trap Disarmament on magical traps as well.

Money in Reserves

At 11th level the Rogue receives money through a reputation of crime, through their high status, or because of a nest egg or similar situation. Once a month they receive an amount of money equal to their Smarts + Level and then multiplied by 500.

Ready for Battle

At 13th level the Rogue can treat their initiative as if it were 10 if they roll under 10.

Thieves Jump

At 14th level the Rogue can jump up to 4 squares straight into the air and if a solid surface is within their grasp, they can grasp onto it and hold on without needing to make a check. Doing a Thieves Jump is a move action.

Mental Slip

At 17th level the Rogue can erase themselves from someone's mind if they spot them while in Stealth. They can do this a number of times per day equal to their Smarts.

Natural Invisibility

At 19th level the Rogue's Stealth checks make them invisible to the naked eye. Because of this, only creatures who can see invisibility can spot them and also need to succeed at their Awareness check. This invisibility and Stealth ends if the Rogue attacks someone, like normal, and the invisibility can only be reinstated if every enemy who can see them loses sight of them.

First Awakening

When rolling skill checks, do not apply Armor Penalty to skill checks the Rogue makes.

Heroic Awakening

3/day per day, roll a skill check twice and take the better result.

Unchained Awakening

Enemies who are reduced below ½ HP by *Precise Strike* attacks are knocked prone.

True Awakening

Twice per day, count damage rolled by your *Precise Strike* as double.

Skill Talents

At 4th level and every 4 levels thereafter the Rogue gains a Skill Talent. The only prerequisite on these abilities is that the Rogue has the skill trained.

Name	Skill Associated	Description
Olympic Savant	Acrobatics	Receive a climb speed of 6 sq. and swim speed of 6 sq.
Speedy Crafter	Artisan	It takes half the time to craft, perform, or work a job.
Always Aware	Awareness	Even while asleep, make Awareness checks at no penalty.
Deceiving Mind	Deception	If your mind is read, make a Deception check to plant a false memory/thought to be read.
Dive Out	Drive	As a move action you and your allies can exit a vehicle all at the same turn.
Incredible Heft	Feats of Strength	You can lift an object that is 10 x your STR with no check.
Stay for the Battle	Fortitude	When HP is under half, gain a +2 attack and damage.
Pet Buddy	Handle Animal	1/day convince an animal of equal or lower level to be your ally for the day.
Patch Up	Heal	3/day heal an ally for 1d10 + Smarts.
Astrological Reading	Knowledge (Astronomy)	1/day ask the GM a question about future events. The answer must always be vague, but allude to the events.
Spelunking Master	Knowledge (Dungeons)	Difficult terrain from rocks and caves don't affect you.
Pinpoint Location	Knowledge (Geography)	Always know the direction to a location without a map.
Repeating History	Knowledge (History)	1/day alter a roll result to instead be a roll you've made during the session before. The things rolled must match (swapping an attack result for an attack result, etc.)
Seamless Disguise	Knowledge (Humanoids)	You don't need a roll to disguise as a humanoid creature.
Arcane Background	Knowledge (Magic)	Gain a +2 bonus to all Defenses against spells.
Cultist Background	Knowledge (Dark Magic)	If an ally casts a spell on you, absorb the spell into you so you can cast it later rather than affecting you now.
Kissing Royal Ass	Knowledge (Religion)	When dealing with royals, increase checks by +5.
Tactical Genius	Knowledge (Tactics)	Allies at ½ HP within 6 sq. receive a +4 attack/damage.
Gearhead	Knowledge (Technology)	3/day reprogram a robot to be your ally as a full-round.
Forest Master	Knowledge (Wilderness)	Difficult terrain from trees/bramble don't affect you.
Linguist of the Ages	Linguistics	Can understand (but not read/write/speak) all languages.
Diplomatic Relations	Persuasion	Characters can go no lower than indifferent to you.
Giddy Up	Ride	Animals ridden receive a +2 sq. move speed.
Imitation Casting	Spellcraft	2/day gain the ability to cast a single 1 st level spell.
Group Sneaking	Stealth	Allies within 2 sq. can use your Stealth in place of theirs.
CRUISE CTRL 4 COOL	Use Computers	Any computer you touch you know the password for it.
Every Last Drop	Use Magic Device	Add your Smarts as a bonus to the uses of a magic item.

Rogue (Assassin)

Deadly assailants who use their art in killing to take out political enemies or similar targets they could be hired to “take out” in an effort to clean up the world.

Stealth Strike

This ability functions as *Precise Strike*, save that the uses are equal to $\frac{1}{2}$ Agility, and uses of Stealth Strike aren't expended while the Assassin is in stealth.

Poison Master

Assassins learn to utilize a poison to debilitate their opponents, and can create them easily. One of these poisons can be created per day, and additional poisons can be created for every 4 levels beyond the 2nd. This poison deals 1d5 (minimum 1) points of damage to a single ability score (chosen on creation) and the weapon attack must bypass Bodily Defense in order to deal the poison's damage.

This replaces Trap Disarmament.

Rogue (Spy)

Trained in espionage and to only get into combat in dire scenarios, spies are a common staple of many nations as an effort to seize sensitive information.

Disabling Strike

This ability functions as *Precise Strike*, save that the damage dealt is considered nonlethal and foes taking this damage take a -1k0 to all checks for 1 round.

Disguise Training

Rather than focusing in hiding, the spy wishes to be seen in the open - save that they don't wish to be recognized by those who see them. This functions as *Stealth Training* but adds to Deception instead.

This replaces Stealth Training.

One of Us

At 19th level the spy can instantly make themselves appear as if they're a part of whatever organization they infiltrate without failure, and in addition to this they needn't make checks to fabricate documents to sneak into said organizations.

This replaces Natural Invisibility.

Rogue (Vanguard)

Rogues trained in martial combat, Vanguard use their superior tactical prowess to outmaneuver enemies.

Finesse Training

At 1st level the Vanguard chooses a weapon group, all weapons in this group count as Finesse weapons.

This replaces Finesse Training at 1st level, the Vanguard does not gain access to additional weapon groups.

Assess the Situation

At 2nd level the Vanguard becomes more aware of their surroundings, add 1/2 level to Awareness checks.

This replaces Trap Disarmament.

Ambush Mastery

At 3rd level and every three levels thereafter the Vanguard gains a +1 to Stealth and a +1 to initiative during the surprise round.

This replaces Stealth Training.

Armored Efficiency

At 4th level and every three levels thereafter the Vanguard counts the movement penalties from worn armour to be lessened by 1 and increase the AtD that armour provides by 1.

For the Cause

At 11th level the Vanguard taps into their inner reserves. The Vanguard gains a bonus luck reroll per day. This increases to two rerolls at 17th level.

This replaces Money in Reserves and Mental Slip.

Lord of the Order

At 19th level the Vanguard's skill becomes legendary. When a luck reroll is used, the Vanguard can reject the result if it is less favorable and negate the use of the reroll. This can be done once per roll and no more than twice per round total. You may also force an opponent or ally to reroll a single roll once per encounter without cost.

This replaces Natural Invisibility.

Steam Knight

Steam Knights are users of antique weaponry outfitted with bizarre engines. They are particularly uncommon, and do not like sharing their secrets with the world.

8 Hit Points

2 Skill Points

2 Soak

Level	Special Abilities	HP Gained	Atk/round
1 st	Razor Edge	—	1
2 nd	Cool Down I	+1	1
3 rd	Charging Edge	+1	1
4 th	Elemental Cartridge	+1	1
5 th	First Awakening	+1	2
6 th	Cool Down II	+1	2
7 th	Piercing Edge	+1	2
8 th	Elemental Cartridge	+1	2
9 th	Cooling Edge	+1	3
10 th	Heroic Awakening, Cool Down III	+1	3
11 th	Defensive Stance	+1	3
12 th	Elemental Cartridge	+1	3
13 th	Knight's Resilience	+1	4
14 th	Cool Down IV	+1	4
15 th	Unchained Awakening	+1	4
16 th	Elemental Cartridge	+1	4
17 th	By My Honor	+1	5
18 th	Cool Down V	+1	5
19 th	Overdrive Edge	+1	5
20 th	True Awakening, Elemental Masterpiece	+1	5

Weapon and Armor Proficiency

Steam Knights gain proficiency with simple weapons, swords, and steam weapons. They're proficient with armor.

At 1st level the Steam Knight starts with a steam weapon that costs 1,000 G or less and this weapon cannot be sold for more money during character creation. All steam weapons have an engine on them similar to that of a chainsaw, making them bulky. Revving this engine activates the specialized magical cartridges placed into these weapons.

Cool Down: When activating a class ability that states it has cool down, this puts strain on the Steam Knight's engine after using the ability. While in cool down, the Steam Knight's steam weapon takes a -2 penalty to attack and damage for the duration of the cool down.

Name	Price	Damage	Pen	Type	Range	Weight	Type	Special
Slim Steam Blade	500 G	2k2	0	1-Hand	Melee	20 lbs.	S	Cart: 1, Balanced
Steam Blade	1,000 G	3k2	2	2-Hand	Melee	35 lbs.	S	Cart: 1, Init: -2, Brutish
Steam Axe	1,300 G	5k3	2	2-Hand	Melee	40 lbs.	S	Cart: 1, Init: -2, Savage
Steam Lance	2,000 G	5k4	4	2-Hand	Melee	45 lbs.	P	Cart: 2, Init: -4, Reach
Titan Steam Blade	3,000 G	6k4	6	2-Hand	Melee	50 lbs.	S	Cart: 2, Init: -4, Brutish
Steam Bow	1,500 G	3k3	4	2h-Range	12 sq.	25 lbs.	P	Cart: 1, Init: -1, Composite

Razor Edge

At 1st level the Steam Knight can make a single melee attack as a standard action. If it hits, it adds +50% of Strength to damage on top of what's already added. For example: If 4 Strength on top of a Steam Blade means it deals 7k4 damage, with Razor Edge the 4 becomes 6 ($4 \times 1.5 = 6$) and thus the damage is 9k5 instead. *Cool Down: 3 rounds*

Heat Sink

At 2nd level and every 4 levels thereafter the Steam Knight can as a swift action use Heat Sink. This reduces the cool down of their weapon by the level of Heat Sink the Steam Knight possesses (Heat Sink I reduces it by 1, and so on).

Charging Edge

At 3rd level the Steam Knight can use their *Razor Edge* ability as part of their attack on a charge. Doing this doubles the cool down.

Elemental Cartridge

At 4th level and every 4 levels thereafter the Steam Knight receives a cartridge filled with elemental energy which they can insert into their steam weapon as a swift action. When they first get the ability, choose between the following elements: fire, water, ice, earth, wind, electricity, acid, or corruption. The damage for the cartridge starts at +1k1. When this ability is gained again, either a new element can be chosen (again at +1k1) or the Steam Knight can choose an element previously chosen and add their Luck onto damage with that element. If a Steam Knight would have 4 Luck, they'd change the 1k1 to 5k3.

Piercing Edge

At 7th level the Steam Knight can make a single attack as a standard action or apply this onto a full-round attack at a -1k0 to hit. This attack adds the Steam Knight's Luck to their weapon's *Penetration*. *Cool Down: 5 rounds*

Cooling Edge

At 9th level the Steam Knight can make a single attack as a full-round action, at the same time using their Heat Sink ability. While using this edge, the blade doesn't take any penalties from being overheated.

Defensive Stance

At 11th level the Steam Knight can spend their move action to remain in place, gaining a bonus to Defense equal to their Luck. This lasts until the beginning of their next turn.

Knight's Resilience

At 13th level the Steam Knight spits in the face of death even when it is staring them in the eyes. A Steam Knight only dies at a negative equal to their Endurance + Luck rather than just Endurance.

By My Honor

At 17th level if an ally within the Steam Knight's line of sight would take an attack that would kill them or knock them unconscious, the Steam Knight can instead take the damage for them. If this would kill the Steam Knight, the ally which he protected is fully healed and recovers all uses of per day class abilities, and MP.

Overdrive Edge

At 19th level as a full-round action the Steam Knight can make a single melee attack against a foe within 6 squares of him. If that attack hits, in addition to the standard damage of the weapon it also deals +3k3 of each of the following element types: fire, water, ice, earth, wind, electricity, acid, and corruption. This overrides any cartridges within the steam weapon. *Cool Down*: 10 rounds

Elemental Masterpiece

At 20th level the Steam Knight adds their Luck bonus on top of all Elemental Cartridges gained through the *Elemental Cartridge* ability. If he already adds luck onto them, he adds Luck twice instead.

First Awakening

The Steam Knight is resilient and persistent. When under half HP, he gains a +4 bonus to Defense, Avoid, and Mental Defense.

Heroic Awakening

A number of times per day equal to their Luck, the Steam Knight can use an ability with a cool down without invoking said cool down.

Unchained Awakening

On top of Endurance, the Steam Knight adds their Luck onto HP. In addition to this, he receives a +1 bonus to Soak when under half HP.

True Awakening

Once per day the Steam Knight can combine two "Edge" abilities together. One of the abilities cannot be Cooling Edge, and the ability of the *Heroic Awakening* cannot be used on this ability. Combine the cool downs of the two "Edge" abilities.

Steam Knight (Punisher)

Enforcers who utilize brutal tactics to ensure the safety of humanoids everywhere. Their goal is unknown to all but the Punishers themselves.

Punishment Edge

As a standard action, the Punisher can make a single attack with their held weapon. Upon hitting, damage is halved (before dividing from Soak) and the opponent is staggered for 1 round for every point of damage dealt (minimum 1). This counts as *Razor Edge* for the purpose of the cool down and *Charging Edge* ability.

This replaces Razor Edge.

Ruthless Killer

Upon killing opponents with an attack, the Punisher recovers a number of Hit Points equal to half their Luck. This can only be triggered once per round.

This replaces Piercing Edge.

Armored Assault

As a standard action the Punisher can make a single melee attack, and add half of their highest Deflection as a bonus to attack and damage.

This replaces Defensive Stance.

Steam Knight (Steam Duelist)

The agile and lithe counterparts to Steam Knights, these warriors prefer the Slim Steam Blades for their usability and lighter weight than normal Steam Blades.

Duelist's Finesse

Steam Duelists treat Slim Steam Blades as Finesse weapons and halve the weapon's weight. In addition, they can count them as Light melee weapons for the purposes of Two-Weapon Fighting, so long as both weapons are Slim Steam Blades.

This replaces Razor Edge.

Agile Dash

Steam Duelist's add half of their Agility onto their land speed (minimum of 1).

This replaces Charging Edge.

Duelist's Parry

If one Slim Steam Blade is wielded, the Steam Duelist can use the *Riposte* [Martial Talents](#). If two Slim Steam Blades are wielded, the Steam Duelist gains a Deflection bonus as if they were using a shield. This Deflection is equal to half the weapon's rolled damage - including Strength (minimum of 1 Deflection).

This replaces Defensive Stance.

Steam Knight (Tank)

Tanks are named due to the wearer resembling the vehicle-type of a 'tank', just with legs. These mobile warriors charge into battle with the aim of taking a hit.

Ironclad Stance

As a move action the Tank can plant their feet into the ground, readying themselves for an oncoming attack. When this is done the Tank cannot otherwise move on their turn (such as through a Step action). For their turn the Tank gains a bonus to their armor's Deflection (if any is worn) equal to $\frac{1}{2}$ their Endurance. If no armor is worn, $\frac{1}{2}$ Endurance is instead added as Natural Deflection. This doesn't stack with any armor or other forms of Natural Deflection.

This replaces Razor Edge.

Armored Maneuverability

Reduce the speed reduction from armor by 1 square. At 9th level this further reduces the speed reduction from armor by another 1 square.

This replaces Heat Sink.

Disabled Limb

If an enemy scores a critical hit on a called shot against the Tank and the damage dealt doesn't reduce the Tank below $\frac{1}{2}$ HP, the called shot effect is negated.

This replaces Charging Edge.

Ball of Armor

While prone the Tank receives an additional 2 Deflection. The other penalties from being prone still apply.

This replaces Piercing Edge.

Torn Plates

If an attack's damage would kill the Tank, as an immediate action after the damage is dealt the Tank can choose to destroy their armor to survive the attack. Destroying the armor halves its Deflection and it cannot be further broken beyond its current state.

This replaces Cooling Edge.

Second Skin

Armor Penalty, Maximum Agility, and any speed reductions from the armor don't affect the Tank. In addition to this, the Tank doesn't count the weight for armor towards carrying capacity.

This replaces Overdrive Edge.

Chaplain

Followers of holy orders, deities, and concepts which grant them mystical powers to better serve said order, deity, or other higher power.

6 Hit Points

2 Skill Points

1 Soak

Level	Special Abilities	Magic Points	HP Gained	Atk/round
1 st	Spellcasting, Devotion	5	—	1
2 nd	Power of Faith I	6	—	1
3 rd	Infallible Religious Logic	7	+1	1
4 th	Power of Faith II	8	+1	1
5 th	First Awakening	9	+1	1
6 th	Power of Faith III	10	—	1
7 th	Immense Presence	12	+1	1
8 th	Power of Faith IV	14	+1	1
9 th	Rally the Faithful	15	+1	1
10 th	Heroic Awakening, Power of Faith V	16	—	1
11 th	Feather Step	17	+1	2
12 th	Power of Faith VI	18	+1	2
13 th	Cleanse the Faithful	19	+1	2
14 th	Power of Faith VII	20	—	2
15 th	Unchained Awakening	22	+1	2
16 th	Power of Faith VIII	24	+1	2
17 th	Artifact Forging	25	+1	2
18 th	Power of Faith IX	26	—	2
19 th	Divine Retribution	28	+1	2
20 th	True Awakening, Power of Faith X	30	+1	2

Weapon and Armor Proficiency

Chaplains gain proficiency with simple weapons and their deity's favored weapon. They're proficient with armor.

Spellcasting

Chaplains cast Divine magic, and whether the magic is holy or unholy is determined by their deity. At 1st level, the Chaplain receives $2 + \frac{1}{2}$ Magic in spells learned. For every level beyond 1st, the Chaplain learns a new spell of a level they can cast.

Spellcasting relies on the user's soul to be completely functional. The inner soul (the Chaplain's Resistance stat) is used for Magic Points, granting the Chaplain more power to draw upon for their spells. The outer soul (the Chaplain's Magic stat) is the raging fire of their spells and is thus used for attack and damage as if it were Strength or Agility when using a melee weapon.

Devotion

At 1st level, choose between the two: holy or unholy. Characters who worship a holy deity can choose unholy and vice versa, however this can be problematic. Each Chaplain starts with a Devotion Score that starts at $1 + \frac{1}{2}$ Chaplain Level (minimum of 1), and can be increased through feats and other abilities. Choosing the opposite type from their deity (choosing unholy while worshipping a holy deity) results in a -1 to the Chaplain's Devotion Score. If the Devotion Score reaches 0, spells cast by the Chaplain only work half as well (penalties are halved, damage and healing are halved.)

On a deity's page it lists ways to increase one's Devotion Score. Examples include donating to charity daily while worshipping a deity of community or selflessness, or pillaging a town for a deity of war. Also on a deity's page are ways to lose Devotion. For example stealing from a charity while worshipping a deity of community or selflessness, or engaging in peaceful negotiations while worshipping a deity of war.

The higher a Chaplain's Devotion Score is, the more sins they must avoid. A Chaplain's maximum Devotion Score is equal to their Level + Magic + Resistance (minimum of 3).

You gain a bonus equal to $\frac{1}{2}$ Devotion on the type chosen (holy/unholy) to heal or harm. You do not receive the bonus on spells of the opposite type.

Power of Faith

At 2nd level the Chaplain gains the ability to unleash their divine power in many forms. As a standard action they can invest their great power into their hand or unleash it out in a radius around them. This creates a touch-based ability, or a 6 square radius. The effect is determined by the type chosen through Devotion. A holy Chaplain heals living creatures or harms undead creatures (chosen when using this ability), and an unholy Chaplain does the opposite.

This starts at 1k1 at 2nd level and increases by +1k0 at every advance of the ability, and increases by +0k1 at every other advance of the ability. (Example: at 2nd level it starts at 1k1, 4th level it's 2k1, 6th level it's 3k2, 8th level it's 4k2, and so on.)

This ability can be used a number of times per day equal to the level in the ability plus the Chaplain's Magic.

Infallible Religious Logic

At 3rd level the Chaplain receives a bonus to Persuasion checks related to their deity equal to $\frac{1}{2}$ their level.

Immense Presence

At 7th level the Chaplain can make a Persuasion check to intimidate against all enemies within 6 squares of them, so long as the enemies don't worship their deity.

Rally the Faithful

At 9th level the Chaplain grants a +1k1 bonus to all attack rolls and damage rolls to allies that remain within 4 squares of them. In addition to this, allies who are also of the same faith instead receive a +2k1 bonus rather than +1k1.

Feather Step

At 11th level the Chaplain can walk on any solid or liquid surface without penalty, and can walk through hazardous and difficult terrain without being affected. This benefit ends if the Chaplain is knocked unconscious.

Cleanse the Faithful

At 13th level touch an ally within your reach. That ally is cured of any disease, poison, or similar debilitating effect afflicting them. This expends a use of Power of Faith.

Artifact Forging

At 17th level the Chaplain can spend an entire day imbuing their divine power into a single item of their choice. This item can be as worthless as a stick to being as ornate as a throne. By imbuing their divine power into the item, they grant it the powers of a minor artifact. If the Chaplain or anyone of their religion remains in contact with this artifact, they receive a +1k1 to all checks made. Alternatively this can be done to an area such as a church, granting the benefits to all residing within the consecrated grounds, however doing so takes a number of days depending on the building size.

Building Size	Number of Days
Hut	3 Days
Small House	7 Days
House	14 Days
Fort	22 Days
Keep	1 Month
Castle	4 Months
City	2.5 Years

Divine Retribution

At 19th level the Chaplain can unleash ultimate punishment onto enemies of the faith. Against enemies who worship a deity actively opposed by theirs, they receive a bonus to all checks equal to their Magic and Smarts together. Examples include a Chaplain of Shinda going against a worshipper of Banadar.

First Awakening

The Chaplain gains a bonus to Mental Defense equal to $\frac{1}{4}$ their level.

Heroic Awakening

Whenever the Chaplain heals or damages an enemy with a divine spell or Power of Faith, they heal a number of HP equal to half of the healing/damage dealt.

Unchained Awakening

Once per day the Chaplain can negate the damage from an attack that would kill them.

True Awakening

The Chaplain can recover the HP of all allies within their line of sight once per day.

Chaplain (Ascetic)

Masters of unarmed combat, Ascetics use their skill in unarmed combat to eliminate threats and maintain the peace in any way they can.

Weapon and Armor Proficiency

Ascetics do not gain proficiency with their deity's favored weapon. Instead they gain the [Martial Arts](#) feat as a bonus feat. They are also not proficient with armor.

Unarmed Training

Ascetics gain a bonus to damage with unarmed strikes equal to the bonus they'd be receiving to *Power of Faith*. This starts as a +1k0 at every advance of this ability, and +0k1 at every other advance of this ability.

This replaces Power of Faith and Spellcasting.

Mystic Defenses

Ascetics gain a bonus to all Defenses (Defense, Avoid, Bodily Defense, and Mental Defense) equal to their Resistance (minimum of 1).

This replaces Infallible Religious Logic.

Swift Foot

Ascetics gain a bonus to all forms of movement equal to $\frac{1}{2}$ their level (minimum of a +3 at 7th level).

This replaces Immense Presence.

Chaplain (Necromancer)

Skilled at raising the undead from their graves, Necromancers use the unholy arts to give unlife to the undead.

Taint of the Undead

Necromancers must have Devotion to a deity or concept relating to Undead, Undeath, Death, or Necromancy. In addition to this, they start with 2 more Devotion than normal and they must choose to be an unholy Chaplain for the purpose of *Power of Faith*.

Summon Undead

As a standard action the Necromancer can summon a number of zombies (see Bestiary) equal to their $\frac{1}{2}$ Magic. These zombies gain bonus HP equal to the Necromancer's HP, and a bonus to Defenses equal to their Resistance.

This replaces Infallible Religious Logic.

Crusader

Champions of a holy order or deity, Crusaders do not get the same boons as a Chaplain, however Crusaders instead go out and fight directly against heretics.

8 Hit Points

2 Skill Points

2 Soak

Level	Special Abilities	HP Gained	Atk/round
1 st	Purge	—	1
2 nd	Divine Defenses	+1	1
3 rd	Fearless	+1	1
4 th	Deific Gift	+1	1
5 th	First Awakening	+1	2
6 th	Divine Workout Regimen	+1	2
7 th	Not Done Yet	+1	2
8 th	Deific Gift	+1	2
9 th	Light of Faith	+1	3
10 th	Heroic Awakening	+1	3
11 th	Imbue Weapon	+1	3
12 th	Deific Gift	+1	3
13 th	Beacon of Righteousness	+1	4
14 th	Battle Prayer	+1	4
15 th	Unchained Awakening	+1	4
16 th	Deific Gift	+1	4
17 th	Serve the Weak	+1	5
18 th	Divine Battlefield	+1	5
19 th	Godslayer	+1	5
20 th	True Awakening, Deific Gift	+1	5

Weapon and Armor Proficiency

Crusaders gain proficiency with simple weapons, their deity's favored weapon, and two of the following: sword, polearm, axe, hammer, or bow. They're proficient with armor.

Purge

At 1st level the Crusader learns to bring enemies of the faith to their knees and subsequently to their graves. As a swift action he can designate an enemy within their line of sight as the target of their Purge. Against this enemy the Crusader receives a bonus to attack and damage equal to $\frac{1}{2}$ their level, and this lasts for a number of rounds equal to 1 + their Luck modifier.

The target of the Purge mustn't worship the same deity. Only one enemy may be the target of the Crusader's Purge at one time, and the enemy cannot be targeted for a Purge by the same Crusader for 24 hours.

Divine Defenses

At 2nd level the Crusader gains a bonus to all Defenses equal to $\frac{1}{2}$ Luck. This is on top of the $\frac{1}{2}$ and $\frac{1}{4}$ Luck added onto these defenses.

Fearless

At 3rd level the Crusader becomes immune to fear effects (including intimidation).

Deific Gift

At 4th level and every 4 levels thereafter, the Crusader receives a boon from the order or deity they serve which enhances their capabilities to better serve them. Choose from one of the choices below.

Champion

4th Level: Choose a single weapon type. Gain +1k0 damage with it.

8th Level: Pick a weapon group you're proficient with. These weapons gain Brutish.

12th Level: Gain a +2 bonus to Defense and Avoid after killing an enemy. This lasts for a number of rounds equal to the Crusader's Luck.

16th Level: Once per day make a called shot with no penalty.

20th Level: Negate non-armor based Deflection, regardless of type.

Defender

4th Level: Gain Resistance 5 to all elements while under half HP.

8th Level: Pick a weapon group you're proficient with. These weapons gain Shielding.

12th Level: Gain a natural Deflection equal to $\frac{1}{2}$ Luck. This stacks with Armor.

16th Level: When brought to 0 or below, recover 1 HP per turn and stop bleeding out.

20th Level: The Crusader becomes immune to instant death-effects of all kinds.

Infiltrator

4th Level: The Crusader can perfectly disguise as a member of other religions.

8th Level: Pick a weapon group you're proficient with. These weapons gain Concealable.

12th Level: Against members of a religion he's disguised as, + $\frac{1}{2}$ Level on skill checks.

16th Level: Against members of a religion he's disguised as, + $\frac{1}{2}$ Level on damage.

20th Level: The Crusader becomes immune to magical detection from enemies.

Clergyman

4th Level: Gain Spellcasting as a Chaplain, but only receive 1 + $\frac{1}{4}$ Level in spells, and no bonus spells are gained through Smarts.

8th Level: Pick a weapon group you're proficient with. These weapons gain Deadly.

12th Level: Allies within 6 squares of the Crusader receive a +4 Defense and Avoid.

16th Level: Enemies within 6 squares of the Crusader take a -1 sq. to all move speeds.

20th Level: The Crusader becomes immune to penalties from enemies.

Divine Workout Regimen

At 6th level the Crusader becomes immune to poisons and diseases of all kinds.

Not Done Yet

At 7th level the Crusader receives a +4 square bonus to their land speed while under half HP, as well as a +1k0 bonus to attack and damage.

Light of Faith

At 9th level the Crusader can, as a free action, shine bright. He creates a light source centered on himself and extending out to 4 squares + 1 square per point of Luck (minimum of 5 squares). This can be turned on and off as a free action.

Imbue Weapon

At 11th level the Crusader can imbue a weapon he's holding with divine might as a swift action. In doing this, the weapon imbued deals double damage to a single outsider type (this type is chosen when imbuing the weapon). This imbuing process lasts for a number of rounds equal to $\frac{1}{2}$ the Crusader's level + their Luck modifier.

Beacon of Righteousness

At 13th level the Crusader inspires their allies around them to keep fighting. Allies within 6 squares of them that fall under half HP receive a +1k1 to all checks they make.

Battle Prayer

At 14th level the Crusader can pray as a full-round action to implore the powers beyond them to assist in their efforts. The Crusader can reroll 1s on attack and damage rolls after the prayer is finished. This lasts for 1d10 rounds.

Serve the Weak

At 17th level you can ensure the safety of an ally within your line of sight. As an immediate action once per day you can grant an ally that you can see their Deflection against an attack made against them in place of their own.

Divine Battlefield

At 18th level the Crusader purifies the land within 12 squares of him. Summoned creatures and raised undead that are their enemies cannot enter within the radius.

Godslayer

At 19th level the Crusader's *Purge* ability reaches its apex. Once per day when using *Purge* the Crusader can make a single attack as a standard action. If the target of their *Purge* is at $\frac{1}{2}$ the Crusader's level or lower they are slain instantly. If not, this deals an additional +4k4 damage on a successful hit and negates all of the enemies' resistances.

First Awakening

As a swift action a number of times per day equal to 1 + the Crusader's Luck you can touch yourself to heal a number of HP equal to your Luck. This can be done on an ally within your reach, but it instead takes a standard action.

Heroic Awakening

When being healed by an ally, the Crusader adds $\frac{1}{2}$ their Luck as bonus dice onto their heal roll. In addition, allies within 2 squares gain $+\frac{1}{4}$ Luck on their own healing.

Unchained Awakening

Crusaders receive Resistance 15 to Unholy damage (or Resistance 15 to Holy damage if he's undead).

True Awakening

Enemies within 6 squares of the Crusader have a free intimidate check made against them. This intimidate check adds the Crusader's Luck again as a bonus (effectively doubling the roll). If the enemies are successfully intimidated, they're frightened instead of shaken.

Crusader (Saint)

A servant of YHVH who seeks to return order to the world. These Saints champion to purify that which is deemed unholy, destroying it and its followers.

Deific Requirement: A Saint must either worship YHVH, or venerate Him.

Sanctified Purge

This functions as the *Purge* ability, except it only works on undead, demons, and other unholy beings (ones which are healed by unholy energy). Instead of $\frac{1}{2}$ the Saint's level, they receive the full level as a bonus against these specific targets.

This replaces Purge.

YHVH's Gift

At 4th level and every 4 levels thereafter, the Saint receives a boon from YHVH. These boons are to help them smite and destroy all undead, demons, and unholy beings.

Holy Huntsman

4th Level: When dealing damage against a target of a *Sanctified Purge*, increase Penetration by $+\frac{1}{2}$ level.

8th Level: Pick a weapon group you're proficient with. These weapons gain Savage.

12th Level: Become immune to spells and special abilities cast by the target of a *Sanctified Purge*. This doesn't affect spells from those that aren't the target.

16th Level: Against targets of a *Sanctified Purge*, gain +Luck to all Deflections.

20th Level: Upon killing a target of a *Sanctified Purge*, heal all HP.

This replaces Deific Gift.

Crusader (Divine Duelist)

Able warriors with light weapons, Divine Duelists have training in deftly avoiding attacks and counter-striking just as quickly.

Divine Finesse

Divine Duelists gain a bonus to hit and damage with *Finesse* weapons equal to ½ level.

This replaces Purge.

Fencing Gift

At 4th level and every 4 levels thereafter, the Divine Duelist receives gifts which benefit their dueling and evading.

Divine Fencer

4th Level: On *Divine Defenses*, use Smarts if it's greater than Luck.

8th Level: Pick a weapon group you're proficient with. These weapons gain Finesse.

12th Level: Gain an additional amount of Dodges per day equal to ½ Agility (this stacks with similar Feats).

16th Level: Increase the penetration of weapons wielded by Smarts + Luck.

20th Level: Become immune to called shot's critical effects.

This replaces Deific Gift.

Battlemage

Magic warriors who wield both sword and spell as equal weapons. Battlemages use their powers in conjunction with each other, strengthening their effectiveness.

6 Hit Points

2 Skill Points

1 Soak

Level	Special Abilities	Magic Points	HP Gained	Atk/round
1 st	Spellcasting, Dual Casting Combat	3	—	1
2 nd	Spellstrike	4	—	1
3 rd	Mixed Talent	5	+1	1
4 th	Arcane Tutelage	6	+1	1
5 th	First Awakening	7	+1	1
6 th	Mixed Talent	8	—	1
7 th	Arcane Armor	10	+1	2
8 th	Arcane Tutelage	11	+1	2
9 th	Mixed Talent	12	+1	2
10 th	Heroic Awakening	13	—	2
11 th	Brutalize Spell	14	+1	2
12 th	Arcane Tutelage, Mixed Talent	15	+1	2
13 th	Esoteric Combat	16	+1	3
14 th	Spell Blending	17	—	3
15 th	Unchained Awakening, Mixed Talent	18	+1	3
16 th	Arcane Tutelage	19	+1	3
17 th	Mana Vortex	20	+1	3
18 th	Mixed Talent	21	—	3
19 th	Unfettered Dodge	22	+1	4
20 th	True Awakening, Arcane Tutelage	24	+1	4

Weapon and Armor Proficiency

Battlemages gain proficiency with simple weapons, and two of the following: sword, polearm, axe, hammer, or bow. They're proficient with armor and do not take penalties when casting spells while in armor.

Spellcasting

Battlemages cast arcane spells and at 1st level, the Battlemage receives $2 + \frac{1}{2}$ Magic in spells learned. For every level beyond 1st, the Battlemage learns a new spell of a level they can cast.

Spellcasting relies on the user's soul to be completely functional. The inner soul (the Battlemage's Resistance stat) is used for Magic Points, granting the Battlemage more power to draw upon for their spells. The outer soul (the Battlemage's Magic stat) is the raging fire of their spells and is thus used for attack and damage as if it were Strength or Agility when using a melee weapon.

Dual Casting Combat

As a full-round action the Battlemage can, at 1st level, two-weapon fight with a spell in their off-hand. The spell must only take a standard action to cast, and is considered a light weapon (and that the Battlemage has the feat) for the purposes of penalties. This can also be used with ranged spells, so long as they take a standard action and are only against a single target (example: rays).

Spellstrike

At 2nd level as a part of an attack (but not a Dual Casting Combat attack) with a melee or ranged weapon, the Battlemage can deliver a spell through their weapon. The spell must correspond with the weapon's range (a melee spell in a melee weapon, ranged spell in a ranged weapon.) This can be done multiple times on a full-round action, so long as the Battlemage can spend the MP on each of the spells used. When adding the spell, the damage is rolled separately from the weapon's damage (however the spell applies the penetration and special abilities from the weapon held).

Mixed Talent

At 3rd level and every 3 levels thereafter the Battlemage receives either a Soldier's *Martial Talent* or a Mage's *Magic Tampering*, using their level in place of the others for the purpose of qualifying for prerequisites.

Arcane Tutelage

Battlemages have their arcane practices tried and tested over the years, and through intense training, greatness is achieved.

Arcane Nuke

4th Level: On a Spellstrike, increase penetration by the Battlemage's Magic.

8th Level: 1/day add full Magic to the keep dice for attack rather than half.

12th Level: If a spell kills a target, the target explodes dealing 1 + ½ Magic amount of slashing damage to all adjacent enemies (bypassing Soak).

16th Level: Area of effect spells no longer harm allies.

20th Level: The Battlemage becomes immune to a single arcane element (except Arcane, Sonic, or Corruption).

Arcane Duelist

4th Level: Use Magic in place of Agility on Finesse weapons for damage.

8th Level: The Battlemage adds a bonus to Avoid equal to their Magic.

12th Level: Once per day the Battlemage can move half speed and make a full-round action.

16th Level: When using Dual Casting Combat, take no penalty for two-weapon fighting.

20th Level: The Battlemage becomes immune to combat maneuvers.

Arcane Armor

At 7th level the Battlemage adds a bonus to Deflection while wearing armor equal to their Resistance. If no armor is worn, Resistance is still added to Deflection, and a bonus +50% of Resistance is added on top of it. (Example: A 6 RES while wearing no armor means an initial 6 Deflection, then a bonus +3 on top of it for a 9 RES total).

Brutalize Spell

At 11th level the Battlemage's spells are able to utterly destroy its targets. When dealing damage and they brings the opponent below $\frac{1}{2}$ HP with their spell, that opponent is stunned for 1 round.

Esoteric Combat

At 13th level the Battlemage gains an additional attack roll with their spell when using Dual Casting Combat. This attack roll is made at double the penalty that'd normally be delivered (and cannot be negated through other abilities).

Spell Blending

At 14th level the Battlemage can blend two spells together as a full-round action, halving the effects of both but combining their uses together. Example: combining a fireball and lightning bolt together for an explosion of fire in a 6 square radius that then shoots out from its origin square a 24 square line of electricity, both at $\frac{1}{2}$ damage.

Mana Vortex

At 17th level the Battlemage can spend a move action to absorb MP from all enemy magic users within 6 squares. The amount of MP absorbed is $\frac{1}{2}$ of Magic + $\frac{1}{2}$ of Resistance (minimum of 2 MP absorbed). This can be done a number of times per day equal to the Battlemage's Magic.

Unfettered Dodge

At 19th level upon dodging a spell the Battlemage can, as an immediate action, move up to their move speed. This can be done once per combat.

First Awakening

When using Spellstrike or Dual Casting Combat, add +1k1 to the spell's damage dice.

Heroic Awakening

Ignore the range requirement for the purpose of Spellstrike, counting it as the weapon's range.

Unchained Awakening

When an ally casts spell that grants a bonus, increase that bonus by +50%

True Awakening

Battlemages can increase the damage dice of a weapon she's wielding by +2k0, +1k1, or +0k2. In addition to this if an enemy has a weakness deal x3 damage, not x2.

Battlemage (Bound Warrior)

Bound Warriors use intelligent weapons which they mysteriously came into possession of.

Bonded Weapon

At 1st level you gain a *Bonded Weapon*, this is an intelligent weapon that you possess. This weapon must be one you're proficient with, and cannot be a Siege weapon, Grenade, or unarmed strikes, and the weapon cannot cost more than 200 Gold.

This intelligent weapon can speak through telepathy with you, and the intelligent weapon is unbreakable unless special conditions are met.

This *Bonded Weapon* can only be broken if it is sundered by a legendary weapon.

This replaces Dual Casting Combat.

Bound Tutelage

In place of the Arcane Tutelage class feature, you instead gain abilities which compliment your *Bonded Weapon*.

4th Level: You can make a single attack as a standard action, absorbing the damage dealt as HP gained. If this attack would kill them, treat the maximum as their total HP.

8th Level: You can spend 1 MP to grant your *Bonded Weapon* one of the following: 2k1 of Fire, Water, Ice, Earth, Acid, Electricity, Wind, or Corruption damage.

12th Level: The *Bonded Weapon* can take physical form. Bonded Weapons have base stats as follows below on the same page. In addition to this, they can speak all of the same languages as you and count as having all of the same feats. Bonded Weapons count as Battlemages (without an archetype) and are half your level. They can use all of your class abilities and spells, but using them expends your resources, not their own.

16th Level: Gain bonus HP equal to your double Resistance. This is only gained at 12th level.

20th Level: Once per encounter your *Bonded Weapon* can make an attack against the Mental Defense of an enemy within 6 squares as if it were a melee attack. On a successful hit, they are paralyzed for a number of rounds equal to its damage dice.

Bonded Weapon

Stats: STR 5, MAG 4, END 5, RES 3, SRT 2, AGI 4, LUK 2

Size: 4

Alter Form: As a swift action, the Bonded Weapon can return to weapon form.

Innately Magical: Choose a spell from your master's spell list. You can cast this spell without spending MP once per day. This spell must be 3rd level or lower.

Languages: All of the languages known by your master.

Store Life

On a successful kill, you can cause your *Bonded Weapon* to absorb the ½ target's Total HP (without factoring in the damage that had been dealt to current HP). You can absorb that HP into yourself, healing you as a move action. This can be done once per encounter.

This replaces Esoteric Combat.

Battlemage (Psi-Blade)

Mystical telepaths who engage in battle with their psychic and martial prowess. Psi-Blades use their understanding of humanoid's minds to analyze their battle tactics.

Psychic

Instead of using the *Arcane* spell list, you use the *Psychic* spell list.

This replaces Spellcasting.

Summon Weapon

You have a melee weapon that they can summon made of psychokinetic energy. This weapon deals 3k1 damage base, and adds Magic instead of Strength or Agility. Attacks with this weapon go against Mental Defense, not Defense, and bypass armor (unless it is magical in nature, or conjured by a spell.)

A Summoned Weapon can be created a number of times per day equal to 1 + Smarts, and lasts for Magic + Smarts number of rounds (minimum of 2).

This replaces Dual Casting Combat.

Mental Fortitude

Add your Resistance onto Mental Defense (against spells, Resistance is effectively doubled because of this).

This replaces Arcane Armor.

Intimidating Presence

All enemies within 6 squares receive a -1k0 to attack if they are half your level. If they are ¼ your level, they take a -3k0 instead (to a minimum of 1k1).

This replaces Esoteric Combat.

Technomancer

Utilizers of technology from the more technologically advanced regions of Morta IV, Technomancers control technology with their mental powers.

6 Hit Points

4 Skill Points

1 Soak

Level	Special Abilities	HP Gained	Atk/round
1 st	Technomancer's Foci	—	1
2 nd	Steal Spell	+1	1
3 rd	Reality Hack	—	1
4 th	Steal Spell	+1	1
5 th	First Awakening	—	1
6 th	Reality Hack, Steal Spell	+1	1
7 th	—	—	1
8 th	Steal Spell	+1	1
9 th	Reality Hack	—	1
10 th	Heroic Awakening, Steal Spell	+1	1
11 th	—	—	2
12 th	Reality Hack, Steal Spell	+1	2
13 th	—	—	2
14 th	Steal Spell	+1	2
15 th	Unchained Awakening, Reality Hack	—	2
16 th	Steal Spell	+1	2
17 th	—	—	2
18 th	Reality Hack, Steal Spell	+1	2
19 th	—	—	2
20 th	True Awakening, Steal Spell	+1	2

Weapon and Armor Proficiency

Technomancers gain proficiency with simple weapons, and two of the following: pistol, rifle, shotgun, or Siege. They're not proficient with armor.

Technomancer's Foci

At 1st level the Technomancer chooses a foci to enhance their Technomancy. This takes one of three forms: a phone that contains their power, their mind which swells with mystical power, or a vehicle which serves as a conduit for their power.

Phone: If this is chosen, they gains Steal Spell at 1st level.

Mind: If this is chosen, they gains an additional Reality Hack at 1st level.

Vehicle: If this is chosen, a vehicle under 20,000 G is received free. It cannot be sold.

Steal Spell

At 2nd level and every 2 levels thereafter the Technomancer chooses a spell from any spell list (arcane, divine, etc.) and adds it to a faux spell-list of their own. This spell can be cast once per day, and when gaining this ability again the Technomancer can either choose a new spell to cast once per day, or add a use per day to a previous spell. The Technomancer is restricted by spell level as if they were a mage.

Reality Hack

At 3rd level and every 3 levels thereafter the Technomancer changes an aspect of reality to alter their power. This usually involves altering themselves, but it can involve altering allies and enemies around them.

Speed Hack: If used on herself or an ally, the Technomancer or the ally gains a +1 bonus to all move speeds. If used on an enemy, it's a penalty. For each time this is taken after the first, increase the bonus/penalty by 1 (to a minimum speed of 0).

Thick Skin: If used on herself or an ally, the Technomancer or the ally gains a 1 Deflection to all body parts. For each time this is taken after the first, increase by 1. This is halved on body parts that wear armor over it.

Infinite Ammo: If used on herself or an ally, the Technomancer or the ally are counted as not expending ammunition as they use a ranged weapon. This lasts for 2 rounds, and for each time this is taken after the first, increase the duration by 2 rounds.

Unbreakable Spirit: If used on herself or an ally, the Technomancer or the ally are immune to fear effects. This lasts for 2 rounds, and for each time this is taken after the first, increase the duration by 2 rounds.

Instant Communication: If used on herself or an ally, the Technomancer or the ally are able to mentally communicate no matter the distance. This lasts for 2 minutes, and for each time this is taken after the first, increase the duration by 2 minutes.

Magnetic Feet: If used on herself or an ally, the Technomancer or the ally are able to walk on metallic solid surfaces (such as metal walls and ceilings). This lasts for 1 minute, and for each time this is taken after the first, increase the duration by 1 minute.

Scanning Sight: If used on herself or an ally, the Technomancer or the ally are able to detect lifeforms within 6 squares, even if they're in stealth. This lasts for 2 rounds, and for each time this is taken after the first, increase the duration by 2 rounds.

First Awakening

Technomancers gain a bonus to Mental Defense equal to $\frac{1}{2}$ Smarts.

Heroic Awakening

Technomancers can a number of times per day equal to their Smarts, negate attacks from laser weapons.

Unchained Awakening

Once per day the Technomancer can disable all technology they chooses within 12 squares. With this, they can selectively choose technology which is their own or an allies from being disabled.

True Awakening

Technomancers become immune to any enemies' mind-affecting effects or fear effects.

Marksman

Marksman use ranged weapons with incredible accuracy, slaying enemies before they're even able to see the attack coming.

6 Hit Points

4 Skill Points

1 Soak

Level	Special Abilities	HP Gained	Atk/round
1 st	Hunting Specialization	—	1
2 nd	Land Speed +1 sq.	—	1
3 rd	Eagle Eye 2 sq.	+1	1
4 th	Tree Speed 2 sq.	+1	1
5 th	First Awakening	+1	2
6 th	Land Speed +2 sq., Eagle Eye 4 sq.	—	2
7 th	Pierce Through	+1	2
8 th	Tree Speed 4 sq.	+1	2
9 th	Eagle Eye 6 sq.	+1	3
10 th	Heroic Awakening, Land Speed +4 sq.	—	3
11 th	Terrain Stride	+1	3
12 th	Tree Speed 6 sq., Eagle Eye 6 sq.	+1	3
13 th	Far Shot	+1	4
14 th	Land Speed +6 sq.	—	4
15 th	Unchained Awakening, Eagle Eye 8 sq.	+1	4
16 th	Tree Speed 8 sq.	+1	4
17 th	Volley Shot	+1	5
18 th	Land Speed +8 sq., Eagle Eye 10 sq.	—	5
19 th	On The Hunt	+1	5
20 th	True Awakening, Land Speed +10 sq., Tree Speed 10 sq.	+1	5

Weapon and Armor Proficiency

Marksman gain proficiency with simple weapons, and two of the following: bows, pistols, rifles, or shotguns. They're proficient with armor.

Hunting Specialization

Choose a single creature type from the list to the right. Gain a bonus to hit and damage equal to $\frac{1}{2}$ the Marksman's level. When choosing Humanoid, choose a subtype. Example: Humanoid (Human) or Humanoid (Orc).

Land Speed

Marksman gain a bonus to their land speed depending on their level. This bonus starts at +1 squares at 2nd level and increases by 1 at every other even level.

Eagle Eye

As a full-round action make a single attack with the ranged weapon wielded by the Marksman. This is made as a 2 sq. line, and increases by 2 every 3rd level.

Type
Alien
Animal
Construct
Dragon
Extraplanar
Humanoid
Magic Beast
Mystical
Ooze
Plant
Undead
Vermin

Tree Speed

Marksmen can climb up trees effortlessly, and gain a “climb” speed that specifically applies to them. This starts at 2 squares at 4th level and increases by 2 every 4 levels thereafter.

Pierce Through

At 7th level the Marksman can choose to make a second attack against an opponent within 6 squares of the original target. This attack is made at a -2 penalty per 1 square away from the original target the new target is (maximum of -12 if they're 6 squares away). This can be done a number of times per day equal to the Marksman's Agility, and this *can* be used consecutively one after another.

Terrain Stride

At 11th level the Marksman chooses a single terrain type chosen on the right. The Marksman isn't affected by difficult terrain and environmental hazards from this terrain. More bizarre and exotic terrains can be chosen at the GM's discretion. Hazards such as the toxic atmospheres and the vacuum of space aren't affected by Terrain Stride, however terrain effects such as hazardous bogs don't affect the Marksman.

Type
Arctic
Desert
Forest
Mountain
Plains
Sea
Space
Swamp
Underground
Urban
Vehicle

Far Shot

At 13th level the Marksman are accurate no matter how far they shoot their ranged weapons. They halve penalties from shooting outside of their weapon's range, and when combined with other effects which halve ranged penalties, the penalties are completely negated.

Volley Shot

At 17th level the Marksman can double the amount of attacks that can be made per round. The attacks rolled are rolled at half the amount of dice (but not half the keep dice).

On The Hunt

At 19th level the Marksman can make a single attack against an opponent which qualifies for their Hunting Specialization. If the attack hits, it is counted as an automatic critical hit. This can be used a number of times per day equal to the Marksman's Agility.

First Awakening

The Marksman can make a melee attack with their ranged weapon. One-handed ranged weapons deal 2k1 bludgeoning damage while two-handed ranged weapons deal 3k1 bludgeoning damage.

Heroic Awakening

When rolling damage for ranged weapons and the opponent is within the weapon's first range increment add Smarts as a bonus to damage.

Unchained Awakening

Marksmen gain a bonus to the range of their ranged weapons equal to double Agility number of squares. (Example, a 4 Agility adds +8 squares to the weapon's range.)

True Awakening

The Marksman can, once per day, ignore all penalties imposed upon any rolls they make (except the penalties from Volley Shot). In addition to this, the Marksman can block a ranged attack they are aware of a number of times per day equal to Agility.

Marksman (Scout)

Scouts are urban soldiers who masterfully maneuver around a city, and pick off targets one by one.

Designation

As a swift action you can designate a target. Against the target, you gain a bonus to hit equal to $+(\frac{1}{2} \text{ Smarts})k0$. In addition, the opponent takes a -2 to hit against you.

This replaces Hunting Specialization.

Wall Speed

This functions as the *Tree Speed* ability, except it applies to the walls of buildings.

This replaces Tree Speed.

Marksman (Sniper)

Scouts are urban soldiers who masterfully maneuver around a city, and pick off targets one by one.

Sniping

Snipers add their level as a bonus to the range of one type of firearm chosen at 1st level. Pistols, Rifles, Shotguns, M72A2 LAW, Plasma Cannon, or Flamethrower. At 8th level and 18th level the Sniper can choose a new firearm for their specialization.

This replaces Hunting Specialization and Tree Speed.

Chapter 5: Advanced Classes

Advanced Classes are optional classes characters can take upon meeting the prerequisites, effectively multiclassing with these “new” classes to gain their class abilities, HP bonuses, and effects. These additional classes go up to 10 levels unlike normal classes, and are usually more specialized in terms of purpose compared to normal classes. Unlike archetypes these options are available for anyone who meets the prerequisites, and some Advanced Classes may meld well with the archetypes a character may possess.

Awakenings: Characters still receive the Awakenings from the base class they chose to gain Awakenings from to begin with.

Level Restriction: Each Advanced Class has a level restriction (between 5th level to 10th level), and characters must be at that level or higher in order to meet the level prerequisite for the Advanced Class.

Spellcasting: Some but not all Advanced Classes include spellcasting progression. If the casting type is the same as the casting type of a class you already possess, the levels stack for determining progression. If you did not possess a casting type or the ability to cast spells previously, the class instead grants it to you as if you were multiclassing into a class with spellcasting normally.

Attacks per Level: Instead of the regular progression, it instead lists a bonus amount of attacks you receive per level. So if you are a level 10 Soldier you have 3 attacks per level, and adding 5 levels of a class that grants +2 attacks per level increases your total to 5 attacks per level.

Weapon and Armor Proficiency: This is gained upon taking the class as if you had multiclassed into a class which grants you more proficiencies.

HP: Advanced Classes do not gain starting HP, and instead only receive bonus HP for leveling up. This is due to characters being unable to start off from level 1 as the Advanced Class.

Multiple Advanced Classes: You can take as many Advanced Classes as you want, so long as you meet the prerequisites for all of the classes you’re applying for, and none of the class requirements conflict with each other. For example, if a class requires you to not be able to cast magic, it restricts you from taking levels in Mage and so on.

Dragonrider

Tamers of dragons, these talented warriors use this draconic mount to conquer the skies and land alike. This allows for truly devastating aerial charges.

Prerequisites: Level 6+, Handle Animal trained

Level	Special Abilities	HP Gained	Atk/round
1 st	Draconic Steed	—	+0
2 nd	Mounted Strike	+1	+0
3 rd	Draconic Resistance 5	+1	+0
4 th	Draconic Rundown	+1	+1
5 th	Draconic Resistance 10	+1	+0
6 th	Dragon's Breath	+1	+0
7 th	Draconic Resistance 15	+1	+0
8 th	Fly-By Rider	+1	+1
9 th	Draconic Resistance 20	+1	+0
10 th	Spiritual Link	+1	+0

Draconic Steed

You receive a size 5 dragon you can ride. This dragon has a single bite attack dealing damage for its size (4k2), and receives the following ability scores to be placed where you wish: 6, 5, 4, 2, 2, 1, and 1. Your dragon steed has a 6 square fly speed and a 4 square land speed. At 6th level the mount increases its size by 1.

Mounted Strike

As a full-round action while mounted on your dragon you can make a single attack. If it hits your target they take half damage from the attack and they're staggered.

Draconic Resistance

At 3rd level you and your mount gain resistance to a single arcane element (except sonic or arcane) and this resistance increases by 5 for every odd level thereafter.

Draconic Rundown

On a bite attack made after a move, your mount can deal ½ damage and trip instead.

Dragon's Breath

As a standard action your mount can breathe a 6 square cone of the energy type from your *Draconic Resistance*. The damage dealt is determined by their Endurance.

Flyby Rider

If you make an attack while your dragon is double moving while flying, you gain a +1k0 to hit and damage, and +4 Defense/Avoid until the end of your turn.

Spiritual Link

While mounted both you and your draconic mount are considered to share the same HP pool. Because of this, you can divide damage accordingly to survive longer.

Enchanter

Magic-users who are able to charm their way into other people's hearts, for better or for worse. This is usually magically assisted, even for the simplest of persuasions.

Prerequisites: Level 6+, Luck 5+, Deception or Persuasion trained

Level	Special Abilities	Magic Points	HP Gained	Atk/round
1 st	Magically Silver Tongue	+2	—	+0
2 nd	Sleight of Spell	+0	+1	+0
3 rd	Otherworldly Influence	+0	—	+0
4 th	Expeditious Enchants	+2	+1	+0
5 th	Disenchant Area	+0	—	+0
6 th	Take a Kneel	+0	+1	+1
7 th	Overwhelming Presence	+2	—	+0
8 th	Resist Influence	+0	+1	+0
9 th	Unity	+0	—	+0
10 th	Master of Influence	+2	+1	+0

Magically Silver Tongue

Enchanters can sacrifice MP equal to the spell level they're willing to cast this ability at (from level 1 to 5). This grants a bonus on a Deception or Persuasion check you are about to make equal to double the spell's level (minimum of +2, maximum of +10). Using this ability only takes a swift action.

If the character is unable to cast spells, instead this is only usable once per day and can only be used to gain the minimum effect of +2.

Sleight of Spell

When making an attack with a spell that has *Adjacent Enemy* as the target, you can make a Deception roll against the target's Mental Defense similarly to a *Feint*. On a successful Deception check the target of the spell is unaware of the spell being cast by you, however they are aware of the spell being cast if it deals damage to them, just not the origin. This can be used once per encounter.

Otherworldly Influence

You can make Deception and Persuasion checks against even those who cannot understand the language you're speaking in. This includes monsters.

Expeditious Enchants

As a swift action you are able to apply 1d5 points of any arcane element (except sonic or arcane) as bonus damage on a weapon you or an adjacent ally is wielding. This lasts for a number of rounds equal to your Luck, and the damage dealt bypasses Soak.

Disenchanting Aura

All enemies within a 6 square radius around you are unable to make Deception or Persuasion attempts so long as they remain within 6 squares of you. In addition to this, magically enchanted weapons and armor are considered mundane in the aura.

Take a Kneel

On a successful Persuasion (Intimidate) check those affected are forced to either drop prone, or take a -5 to Defense/Avoid until the end of the next round.

Overwhelming Presence

Enemies attempting to attack you while you are conscious and you have made a Deception or Persuasion attempt within the last hour take your level as a penalty to hit.

Resist Influence

You receive a +5 bonus to Mental Defense against any Deception or Persuasion checks made against you. This also adds to DCs relating to these two skills if it doesn't apply against Mental Defense.

Unity

Allies within 6 squares of you gain the bonuses granted from *Resist Influence*.

Master of Influence

On Deception and Persuasion checks you can choose to either reroll ones or cause both 9s and 10s to explode (but not both at the same time).

Ghost Whisperer

Focused occultists who seek to commune with the spirits of those departed. In doing this they gain knowledge they would normally not know beforehand.

Prerequisites: Level 5+, ability to speak/understand Necrotis

Level	Special Abilities	HP Gained	Atk/round
1 st	Spirit Speak	—	+0
2 nd	Ghost Resilience	+1	+0
3 rd	Spiritual Body I	—	+0
4 th	Undead Sense	+1	+0
5 th	Spiritual Body II	—	+0
6 th	Mental Shield	+1	+1
7 th	Spiritual Body III	—	+0
8 th	Resistance to the Undead	+1	+0
9 th	Spiritual Body IV	—	+0
10 th	Ghost Form	+1	+0

Spirit Speak

A number of times per day equal to your total level, you can speak with a dead being. In doing this you can ask the spirit questions, or check on loved ones who have died in the past. This lasts for a number of rounds equal to your Ghost Whisperer level.

Ghost Resilience

Against effects which deal unholy damage you gain a +4 to the Defense targeted.

Spiritual Body

You can move through walls for 3 rounds per rank of Spiritual Body you have. This can be used once per day, but the rounds needn't be consecutive. Activating this is a swift action.

Undead Sense

You can detect undead within 12 squares of you. Unintelligent undead can't resist, and intelligent undead who try to be hidden have an attack made against their Mental Defense using your Smarts.

Mental Shield

Against undead you gain a +5 to Mental Defense, and this doubles against ghosts.

Resistance to Undead

You are immune to any effects that target Bodily Defense made by undead.

Ghost Form

Once per encounter you can transform into a spirit. While in this spirit form you cannot be affected by physical effects, but you cannot physically interact with anything. This lasts for 1 minute per Ghost Whisperer level.

Grenadier

Users of explosives, Grenadiers are experts with grenades and various other splash tools. In addition to this, they also increase the power of their explosives.

Prerequisites: (Any Class) Level 5+, Smarts 5+

Level	Special Abilities	HP Gained	Atk/round
1 st	Alchemy Training I	—	+0
2 nd	Explosive Talent	+1	+0
3 rd	Grenade Training II	—	+0
4 th	Explosive Talent	+1	+0
5 th	Grenade Training III	—	+0
6 th	Explosive Talent	+1	+1
7 th	Grenade Training IV	—	+0
8 th	Explosive Talent	+1	+0
9 th	Grenade Training V	—	+0
10 th	Hanging by a Thread	+1	+0

Weapon and Armor Proficiency

Alchemists receive [Improvised Throw](#) as a bonus feat.

Grenade Training

When using *Alchemist's Fire*, *Grenades*, or weapons that list "Alchemy" in it receive a +1k0 to damage for every level you have in Grenade Training (up to +5k0 at 9th level).

Explosive Talent

At every even level (except 10th) you receive an Explosive Talent. These talents are listed below. These cannot be taken multiple times unless stated otherwise.

Increased Burst Radius: Increase a thrown weapon's burst by 1 square. If taken on a thrown weapon without a burst, it starts at 1 and increased thereafter. This stacks.

Energy Burst: Change the type of a grenade to cold, electricity, wind, or acid.

Gravity Grenade: When hitting a flying enemy, they fall 1d5+1 squares. Against non-flying enemies, this halves move speed.

Strong Throw: Increase thrown range of a thrown weapon by 1. This stacks.

Persistent Blaze: On a miss with a thrown weapon, deal ½ damage instead.

EMP: Those affected by [Ion Damage](#) take double damage from your grenades. If this is combined with Energy Burst for electricity damage, this deals quadruple damage.

Hanging by a Thread

When reduced below ½ HP you receive a bonus to Deflection on all areas equal to Smarts. This doesn't stack with armor, and supersedes if it's higher than the armor.

Investigator

Intellectuals who study crime and wish to fight it...or assist it with their talents.

Prerequisites: Level 5+, Smarts 5+, [Inspiration feat](#)

Level	Special Abilities	HP Gained	Atk/round
1 st	Hunch	—	+0
2 nd	Intelligent Resilience	—	+0
3 rd	Always Ready	+1	+0
4 th	Mind Blank	+1	+0
5 th	Mundane Aura	+1	+0
6 th	Impart Self	—	+1
7 th	The Perfect Alibi	+1	+0
8 th	False Magic	+1	+0
9 th	Uncontrollable	+1	+0
10 th	All Knowing	—	+0

Hunch

Once per day you can ask the GM whether an action would be good or bad for you.

Intelligent Resilience

You can substitute Endurance for Smarts when calculating HP and Bodily Defense.

Always Ready

You can never be surprised in a surprise round, and cannot be caught [flat-footed](#).

Mind Blank

You can choose what people trying to read your mind see. To detect the thoughts/memories as false, a Deception vs. Awareness is needed.

Mundane Aura

You and any magic items you possess do not detect as magic despite detection.

Impart Self

As a standard action you can touch a helpless target. They detect as you for 1 day.

The Perfect Alibi

When making Deception checks, you can add your Smarts to it instead of Luck.

False Magic

Once per day you can cast a level 1 spell of any casting type without spending MP.

Uncontrollable

You are immune to being mind controlled, possessed, or forced to take actions.

All Knowing

On Knowledge checks you aren't trained in, you can instead add ½ your level.

Mad Scientist

Men of science who take their research very seriously, and sometimes way too far.

Prerequisites: Level 6+, Smarts 6+, Artisan (Potions) or Artisan (Poisons) trained

Level	Special Abilities	HP Gained	Atk/round
1 st	Poison Savvy	—	+0
2 nd	Effect Injection	—	+0
3 rd	Thrown Potion	+1	+0
4 th	Effect Injection	+1	+0
5 th	Chemical Breakdown	+1	+0
6 th	Effect Injection	—	+1
7 th	Aura of Fear	+1	+0
8 th	Effect Injection	+1	+0
9 th	Substance Abuse	+1	+0
10 th	Master of Science	—	+0

Poison Savvy

Poisons you create or use gain a bonus to their attack equal to your Mad Scientist level (maximum of +10).

Effect Injection

You can create a number of injections equal to your Mad Scientist level plus Smarts. These can each be used once per day. Some injections take up more slots and will note when they do. These Injections last for a number of rounds equal to your Smarts. Each injection contains one of the following effects:

Light Recover: Heal 2 HP.

Moderate Recover: Heal 5 HP. Takes up 2 slots.

Heavy Recover: Heal 10 HP. Takes up 4 slots.

Engineered Bulk: You gain a +1k0 on damage when using Strength. Takes up 4 slots.

Light Armor: Grants you a 2 Deflection to all body parts. Takes up 2 slots.

Moderate Armor: Grants 5 Deflection to all body parts. Takes up 5 slots.

Heavy Armor: Grants Smarts as Deflection to all body parts. Takes up 8 slots.

Opposable Feet: While prone you aren't considered prone for the purpose of moving.

Harmful Brainwaves: Anyone detecting your thoughts takes 2 damage. Bypasses Soak.

Thrown Potion

You can throw potions and poisons, dealing their effects onto a person it is thrown at. Using potions as a thrown weapon counts them as dealing 2k1 slashing damage, however this doesn't harm your allies when used on them. Thrown range of 4 squares.

Chemical Breakdown

You can add one of the effects of your *Effect Injections* onto a single potion which you take. This adds +2 to the slots that the *Effect Injection* uses.

Aura of Fear

Enemies within 6 squares who possess a Smarts score lower than your own are shaken.

Substance Abuse

You are immune to the negative effects of poisons, alcohol, and drugs.

Master of Science

For a number of rounds equal to your total level, you can enter into a science-fueled frenzy increasing your effectiveness. You add Smarts as a bonus to all skill checks while doing this, cannot take Stress or Sanity damage over this duration, and are immune to all forms of fear and tiring. This can be used once per day.

Alternatively this can be used once per week to fuel the Mad Scientist's body while they choose to willingly neglect its needs. This effectively allows the Mad Scientist to forgo sleeping, eating, drinking, and even small things like going to the bathroom for the entire week that this is in effect. After which the Mad Scientist must perform all of these tasks on the day after. This ability doesn't come back to the Mad Scientist until the week after the ability was used.

Naturalist

Divine practitioners who focus on nature-based abilities, becoming masters of nature itself.

Prerequisites: Level 8+, Magic 5+, able to cast divine spells

Level	Special Abilities	Magic Points	HP Gained	Atk/round
1 st	Animal Companion, Nature Stride	+2	—	+0
2 nd	Summon Animal	+0	—	+0
3 rd	Woodland Immunities	+0	+1	+0
4 th	Natural Guardian	+2	+1	+0
5 th	Purge the Unnatural	+0	+1	+0
6 th	Nature's Light	+0	—	+1
7 th	Skin like Bark	+2	+1	+0
8 th	Sight beyond Sight	+0	+1	+0
9 th	Vegetative Rejuvenation	+0	+1	+0
10 th	Natural Disaster	+2	—	+0

Animal Companion

Naturalists receive an Animal Companion at 1st level, granting them a companion they can do battle with. This animal has 5 less levels than you (minimum of level 4) and progresses like a standard animal as per the bestiary creature. For stats the animal has the following stats below to distribute (6, 5, 4, 2, 2, 1, 1), this animal has 4 Size and a single natural attack. At Naturalist level 5th this animal gains a +1 to Size.

Summon Animal

As a swift action you can summon your Animal Companion to any square adjacent to you. This is not counted as part of the animal's movement.

Woodland Immunities

At 3rd level you become immune to all natural (non-magic) poisons and diseases.

Natural Guardian

At 4th level so long as your Animal Companion or any allied animal is within 6 squares of you and you are conscious they gain a +2 bonus to all Defenses.

Purge the Unnatural

At 5th level your spells which deal holy (or unholy) damage are considered to affect aliens and mystical beings as though they were demons (or angels).

Nature's Light

At 6th level you can summon a sun-like light in the sky that radiates a 12 square radius around you. This light is considered to be a sun for the purpose of affecting enemies.

Skin like Bark

At 7th level you receive a bonus to Defense and Avoid equal to your Magic. This supersedes any other stats being added to Defense/Avoid if it is higher.

Sight beyond Sight

At 8th level you are able to see invisible creatures as though you had [See Invisibility](#) constantly cast on you.

Vegetative Rejuvenation

At 9th level you recover HP faster so long as you are resting in an area of nature. You heal 1 HP per minute while in an undisturbed area of nature and foliage. This area is effectively similar to a bedroll or tent, though to recover you needn't sleep.

Natural Disaster

At 10th level you can conjure nature's wrath, unleashing an immensely powerful natural disaster upon the world. This can take one of a few forms:

- **Avalanche:** This functions as the Avalanche listed. A mountain must be nearby to accomplish this.
- **Blizzard:** This functions as the Blizzard listed. It must be cold to accomplish this.
- **Sandstorm:** This functions as the Sandstorm listed. You must be in a desert to accomplish this.
- **Volcano:** This creates a large plume of smoke 50x50 squares large in the sky, and spreads lava and magma down the side of the volcano. A volcano must be nearby to accomplish this.

Pilot

Experts in driving vehicles, piloting airplanes, and controlling a starship. These savvy pilots are incredibly talented at what they do best.

Prerequisites: Level 6+, Drive trained

Level	Special Abilities	HP Gained	Atk/round
1 st	Starting Vehicle	—	+0
2 nd	Expert Dodge I	—	+0
3 rd	Vehicular Combatant	+1	+0
4 th	Expert Dodge II	+1	+0
5 th	Push Speed	+1	+0
6 th	Expert Dodge III	—	+1
7 th	Effective Dodge	+1	+0
8 th	Expert Dodge IV	+1	+0
9 th	Guarded Vehicle	+1	+0
10 th	Expert Dodge V	—	+0

Weapon and Armor Proficiency

Pilots receive proficiency in weapons manned on a vehicle.

Starting Vehicle

At 1st level a Pilot starts with a Car, Sailor's Boat, Plane, Fighter, Bomber, or another vehicle that is under 10,000 G.

Expert Dodge

You gain a bonus on the Defense of the vehicle equal to your Agility + double your rank in Expert Dodge. In addition to this, you can expend your own dodge action on your turn to make a dodge attempt using your ship as if you yourself were dodging.

Vehicular Combatant

You receive a +1k1 to attack and damage when using vehicle weapons or ramming.

Push Speed

You gain a bonus to your vehicle's speed when piloting it equal to your Pilot level.

Effective Dodge

When dodging with your vehicle, you can move up to 2 squares immediately.

Guarded Vehicle

Vehicles you are piloting receive a +20 bonus to HP, and a +1 bonus to Deflection.

Spymaster

Hidden in the shadows or even in plain sight, Spymasters utilize their knowledge of how to stay hidden and collect information very well.

Prerequisites: Level 8+, Deception and Stealth trained

Level	Special Abilities	HP Gained	Atk/round
1 st	Cover Identity	—	+0
2 nd	Unfortunate Mishap	—	+0
3 rd	Identity Mask	+1	+0
4 th	Hidden Objects	+1	+0
5 th	Surprise Strike	+1	+0
6 th	Slip Away	—	+1
7 th	False Conspiracy	+1	+0
8 th	Quick Change	+1	+0
9 th	History Blank	+1	+0
10 th	Identity Paradox	—	+0

Cover Identity

Choose a cover identity (including a name, occupation, and so on) that doesn't match up to yourself. You double your level on Deception checks to assume your identity.

Unfortunate Mishap

Once per day you can choose a target for an *Unfortunate Mishap*. Upon being killed by you, any detection of who did the killing doesn't reveal you (however a murder is revealed to have taken place).

Identity Mask

Once per day you can choose to create a 'mask' of an enemy you've killed. You instantly transform to appear as that person for a number of hours equal to your Spymaster level. Attempts to see through the mask go against your Deception.

Hidden Objects

When making a Stealth check to hide an object, you receive a +2k0 to the check.

Surprise Strike

When attacking a character while in Stealth, go against their Avoid instead of Defense. If you'd already be targeting Avoid, gain a +0k1 to hit.

Slip Away

If you successfully make a Stealth check after combat you can appear to have successfully slipped away even if you haven't, ending the combat. You must have cover or concealment in order to do this.

False Conspiracy

You can make a Deception check in order to spread a lie among a massive amount of people. In doing this those who recite the lie you told receive a bonus on their Persuasion check equal to their level. Persuasion is used in place of Deception for those reciting the lie since they believed it, and believe they're telling the truth.

Quick Change

You can assume your Cover Identity as a full-round action if you are not in your cover before activating this ability.

History Blank

As a standard action you can choose to create a *History Blank*. In a 6 square radius emanating from the original square you created the *History Blank* from nobody but yourself and those within the radius are able to remember what happened inside of the radius. People outside of the radius are unable to interfere with the radius while it is active. This lasts for 1 minute per Spymaster level.

Identity Paradox

When assuming your Cover Identity, your real identity is considered to be untraceable for your enemies. Allies do not have this problem however, and the same goes for perceived allies who turn out to be enemies or who betray you later. This lasts so long as your Cover Identity is active.

Chapter 6: Skills

Skills represent various tasks characters can perform and utilize in order to complete non-combat obstacles and situations. Characters who advance in level become better at the skills they can perform.

Physical skills are affected by Armor Penalty. These skills include any ability which relies on Strength, Agility or Endurance (even if the skill's ability changes to a mental one). Armor Penalty reduces the result by the total amount listed on the armor pieces worn.

Skill Roll Calculation:

(Associated Ability) k ($\frac{1}{2}$ Associated Ability) + (Level if the skill is trained)

Example: A level 6 Rogue with 6 Agility with a trained Acrobatics check comes out to $6k3+6$ on a skill roll.

Difficulty	Basic	Easy	Average	Difficult	Challenging	Heroic	Godly
DC	1-10	11-19	20-29	30-39	40-49	50-69	70+

- **Artisan:** Smarts or Luck
- **Acrobatics:** Strength or Agility (Armor Penalty)
- **Awareness:** Smarts
- **Deception:** Luck
- **Drive:** Agility (Armor Penalty)
- **Feats of Strength:** Strength (Armor Penalty)
- **Fortitude:** Endurance (Armor Penalty)
- **Handle Animal:** Luck
- **Heal:** Magic or Smarts
- **Knowledge (Any):** Smarts
- **Linguistics:** Smarts
- **Persuasion:** Luck
- **Ride:** Agility (Armor Penalty)
- **Spellcraft:** Smarts
- **Stealth:** Agility (Armor Penalty)
- **Use Computers:** Smarts
- **Use Magic Device:** Magic or Smarts

Artisan

This skill is used for various situations: crafting, professions, and performing. Sometimes each of these uses intersects with each other. The DC list will be used to show DCs for crafting since Profession and Perform-based checks determine how high the quality is based on how high the result is.

Profession-based checks determine how much gold is made when a craft check is made. Take the result of the craft check and multiply it by 10. This can be done once a day, and counts as a day's worth of work (taking up at least 4 hours of time). This can serve as a side-job while the players aren't actively engaging in adventuring or heists. If you wish to reduce the time, reduce the gold by 20 for every hour reduced (to a minimum of 1 gold).

Profession-based checks determine how well you play an instrument, dance, sing, act, or other various acts. This can be used in place of Profession for making money.

This uses Smarts or Luck as an ability.

Crafting	Artisan Type	DC
Acid	Alchemy	15
Alchemical Items	Alchemy	Special
Poison	Alchemy	15 + to-hit dice
Standard Weapon	Weapon	15
Superior Weapon	Weapon	+5
Exotic Weapon	Weapon	20
Armor or Shield	Armor	10 + Deflection
Simple Item	Varies	10
High-Quality Armor	Varies	15
Superior Armor	Varies	20

Acrobatics

Acrobatics includes jumping over ledges, climbing, swimming, balancing, tumbling, and other manners of athletic or acrobatic tasks. It can also be used for the purpose of maneuvering checks while naturally flying, and doing acrobatic feats while flying.

Skill Usage	DC
Long Jump (1 square)	5 (+5 per +1 sq.)
High Jump (1 square)	5 (+10 per +1 sq.)
Swim (Calm Water)	10
Swim (Rough Water)	15
Swim (Stormy Water)	20
Tumble past threatened area	Enemies' Defense
Move through enemy square	5 + Enemies' Defense
Cross uneven path	10
Cross incredibly uneven path	20

This uses Strength or Agility as an ability. Armor Penalty reduces these checks.

Awareness

Awareness is used for detecting lies, hidden objects or persons, and hearing or seeing from afar.

Skill Usage	DC
Hear the sound of battle	-10
Notice the smell of garbage	-10
Detect the smell of smoke	0
Hear a conversation	0
Notice a visible creature	0
Determine if food is spoiled	5
Hear a creature walking	10
Hear a whispered conversation	15
Find a concealed door	15
Hear a door being unlocked	20
Find a secret door	20
Hear a bow being drawn	25
Notice a creature in stealth	Opposed Stealth
Detect a potion's power	15 + 1 per 1,000 G

Situational Modifiers	DC Modifier
Distance	+1 per 6 sq.
Through a wall	+10
Maker of check is asleep	+10
Through a closed door	+5
Maker of check is distracted	+5

This uses Smarts as an ability.

Deception

Deception is used to lie, deceive, misdirect, and even feint against people. Deception checks don't have their own DCs, instead going against the target's opposed Awareness check.

[Feint](#) is a special type of action in combat which causes its target to lose their Agility to Defense/Avoid. Using a Feint action is a standard action and goes against their target's Mental Defense just like any Deception check.

Deception is also used to disguise yourself and is made against a target's opposed Awareness check. It takes time to set up disguises with simple disguises taking up to 1 hour while complex disguises take up to 4 hours.

This skill uses Luck as an ability.

Skill Usage	DC
Target wants to believe you	+5
The lie is believable	+0
The lie is unlikely	-5
The lie is far-fetched	-10
The lie is impossible	-20
The target is drunk/impaired	+5
You possess convincing proof	+10

Drive

Drive is used for riding and driving vehicles as opposed to riding animals. Routine driving doesn't require a check, only in specific scenarios. Drive can also be used for piloting starships, and other vehicles which would normally be "piloted" instead of "driven".

This uses Agility as an ability. Armor Penalty reduces these checks.

Skill Usage	DC
Icy surface	+5
Tires are blown out	+5
Inclement weather	20
Up a hill	25

Feats of Strength

Feats of Strength is used for heavy lifting, pushing, and tasks that require brute force that don't involve attacking or damage.

This uses Strength as an ability. Armor Penalty reduces these checks.

Skill Usage	DC
Badly injured	+5
Push light object	10
Push heavy object	20
Lift light object	15
Lift heavy object	30
Lift immense object	45

Fortitude

Using Fortitude you push yourself past your normal limits, often involving avoiding fatigue or exhaustion. All of the options listed on the table make the character fatigued if they fail their first check against this, exhausted on a second failed check, and finally unconscious on a third and final failed check.

Skill Usage	DC
Forced march (8+ hours of walking)	10 (+2 per additional hour)
Hold breath (after rounds = END)	10 (+2 per additional round)
Ignore hunger (after rounds = END)	10 (+2 per additional round)
Ignore thirst (after rounds = END)	10 (+2 per additional round)
Run (after rounds = END)	10 (+1 per additional round)
Sleep in Armor	10 + AP
Swim/Tread Water (after rounds = END)	15

This uses Endurance as an ability. Armor Penalty reduces these checks.

Handle Animal

Handle Animal is used for convincing animals to obey you, and the general care and handling that comes with animals. This can also be used to teach an animal a trick.

This uses Luck as an ability.

Skill Usage	DC
Handle an animal	10
Lead an animal	20
Train an animal a trick	15
Rear a wild animal	15 + Animals level

Heal

Heal is used for negating poisons and treating minor injuries. It is done on either the field of battle in the midst of combat or during a period of rest.

Skill Usage	DC	Attack of Opportunity	Time
Identify/treat poison	15	No	Standard
Provide first aid	15	Yes	Standard
Provide long term care	15	Yes	8 hours
Treat deadly wounds	25	Yes	1 hour

First Aid: Stabilize a character (bring them to 0 HP) and stop them from bleeding out. This also heals 1 HP per their level.

Long-Term Care: The target of the healing recovers 4 HP per their level.

Treat Deadly Wounds: Negates bleed, and the target of the healing recovers 5 HP.

This uses Magic or Smarts as an ability.

Knowledge

Knowledge skills are used to gain insight on subjects, depending on the knowledge chosen. While there is a concrete list of a few knowledge types here, characters can come up with their own Knowledges at the GM's discretion so long as they are just general enough to have a proper application. Example, Knowledge (Humanoids) would work for identifying humanoids and their types, yet Knowledge (Life Forms) wouldn't tell you about humans but rather tell you general facts about how various humanoids live and exist. They may overlap in some uses, but try not to make them overlap too much.

Identifying a creature with a Knowledge requires you to make a check equal to DC 10 + Creature's Level. Success gives information about the creature and its lifestyle.

Failure may yield false information, or generally unhelpful information. Alternatively, the character could learn something about the creature but some of the information is misleading. Example, figuring out a creature is weak to a certain type of metal but thinking the metal is Steel instead of Cold Iron.

- **Knowledge (Astronomy):** Aliens
- **Knowledge (Dungeons):** Ooze and Vermin
- **Knowledge (Humanoids):** Any Humanoids
- **Knowledge (Magic):** Fey or Dragons
- **Knowledge (Planes):** Outsiders
- **Knowledge (Religion):** Undead and Aligned Outsiders
- **Knowledge (Technology):** Constructs and AI Beings
- **Knowledge (Wilderness):** Animal, Fey, and Plants

This uses Smarts as an ability.

Knowledge Applications

Application	Knowledge Type	DC
Navigate star chart	Astronomy	10
Track celestial objects	Astronomy	15
Celestial navigation by sea/starship	Astronomy	20
Identify stone, metal, or mineral	Dungeons	10
Identify underground trap/hazard	Dungeons	15
Determine depth underground	Dungeons	20
Know recent or significant event	History	10
Determine date of a specific event	History	15
Know obscure or ancient event	History	20
Identify a spell that's in effect	Magic	20
Identify a spell targeted at you	Magic	20
Identify curses and dark rituals	Dark Magic	25
Recognize a common deity's symbol	Religion	10
Know common mythology	Religion	15
Recognize an obscure deity's symbol	Religion	20
Determine common tactical logistics	Tactics	10
Organize formation fighting	Tactics	15
Determine complex fighting style	Tactics	20
Determine common technology	Technology	10
Determine object's style and creator	Technology	15
Identify complex technological items	Technology	20
Identify a common plant or animal	Wilderness	10
Identify unnatural weather phenomenon	Wilderness	15
Determine artificial nature or feature	Wilderness	20

Linguistics

This is used for determining forgeries, discerning and imitating accents, and learning new languages.

The check for creating a forgery is made to create the forgery itself. In order for it to be successfully recognized as legitimate it must be tested against the Awareness of the forgery. If the check is under 20, the checker automatically passes their Awareness check.

Skill Usage	DC
Understand language spoken	15
Understand/mimic dialect	15
Create forgery	20
Situation	DC Modifier
Language is rare	+5
Dialect is rare	+5
Writing in unlearned language	+15

If Linguistics is trained, you gain a number of bonus languages equal to your Smarts.

This uses Smarts as an ability.

Persuasion

Used for convincing others of your point of view, through force or otherwise.

Those who use Persuasion to Intimidate must make the check against a foe's Mental Defense. On a success, the target is shaken (and cannot be brought beyond the shaken condition through this skill normally). Alternatively Intimidate can be used in place of Persuasion in order to make someone do what you want except doing so lowers their attitude by two. Intimidating takes a standard action. This lasts for 1 round.

Starting Attitude	DC Modifiers
Hostile	+15
Unfriendly	+5
Indifferent	0
Friendly	-5
Helpful	-15

If used as a normal Persuasion check, this is either made against the target's Mental Defense or against their Level + Luck whichever is higher, and is modified by the table's various attitude modifiers.

This uses Luck as an ability.

Ride

Ride is used for mounting, dismounted, and riding animals and other exotic beasts.

This uses Agility as an ability. Armor Penalty reduces these checks.

Skill Usage	DC
Guide with knees	5
Stay in saddle	5
Fight with untrained mount	10
Cover	15
Soft-fall	15
Leap	15
Spur mount	15
Control mount in battle	20
Fast mount or dismount	20

Spellcraft

Used for crafting magical items, identifying magical items, identifying spells, creating spells and scrolls, and various other effects which deal with magic.

0th level spells are spells which have no bonuses or combat benefits associated with them, but are still regarded as a spell. Anyone can cast these if they are trained in Spellcraft, but those who can cast spells as a class ability (such as Mages or Chaplains) do not need a check to do this.

Skill Usage	DC
Cast a "0 th level spell"	10
Identify a spell as it's cast	15
Create a spell	20
Decipher a scroll or magic text	20
Create a magic item, potion, or wand	15 + 1 per 1,000 G

This uses Smarts as an ability.

Stealth

Used for sneaking, hiding objects or people, picking locks, disabling traps, and various other sneaky uses.

This uses Agility as an ability. Armor Penalty reduces these checks.

Skill Usage	DC
Hide	Opposed Awareness
Sniping	5 + Opposed Awareness
Steal unattended object	5 + Opposed Awareness
Steal attended object	10 + Opposed Awareness
Pick lock	20
Disable trap	Trap DC

Use Computers

Used for operating technology and hacking into programs. When you are being hacked by someone, you make a Use Computers check against their opposed Use Computer check.

Security	DC Modifier
None	+0
Minimum	+5
Average	+10
Exceptional	+15
Maximum	+20
Hacking	DC
Crash computer	20
Destroy program	25
Shut down electronic trap	20
Modify program	20
Change password	10
Brute force hacking	25
Hack password	35

This uses Smarts as an ability.

Use Magic Device

Used for activating magic items which require triggers (such as wands or scrolls), and other magical devices.

This uses Magic or Smarts as an ability.

Skill Usage	DC
Use wand	20
Use scroll as a non-spellcaster	30
Decipher written spell	25
Disable magic trap	20

Chapter 7: Weapons

Morta IV is a dangerous place, and having a way to defend oneself is usually a good idea. Many different types of weapons exist. Different classes allow characters to use different weapons, such as the Soldier or Rogue. Weapons in this will be separated by proficiency type, starting with simple.

Superior quality weapons are made with incredible craftsmanship. They give their wielder a +1 bonus to attack when wielding the weapon. Superior weapons cost twice the normal cost of a weapon. Magical weapons are already considered to be of "Superior Quality" and thus the bonuses don't stack.

Weapon Damage Type Key:

(If a weapon is marked with a slash (S/P) they can deal one of the two when they attack)

- **S:** Slashing
- **P:** Piercing
- **B:** Bludgeoning
- **F:** Fire
- **W:** Water
- **I:** Ice
- **Wi:** Wind
- **E:** Electricity
- **Ea:** Earth
- **A:** Acid
- **So:** Sonic
- **Ar:** Arcane

Weapon's handedness list is as follows:

- **Light:** This weapon cannot be two-handed.
- **1-Hand:** This weapon is typically wielded in one-hand, but can be used two-handed.
- **2-Hand:** The weapon must always be wielded in two-hands, since trying with just one-hand is typically too unwieldy.
- **1h-Range:** This ranged weapon is wielded in one hand as opposed to two. It functions as a light melee weapon for the purpose of two-weapon fighting.
- **2h-Range:** This ranged weapon is wielded in two hands as opposed to one. It cannot be used with two-weapon fighting.

Ammunition for ranged weapons are not tracked. Reloading is a move action for firearms and crossbows.

Special Ability Key:

- **Nonlethal:** This weapon can only be used as nonlethal at no penalty. If it brings an enemy to 0, they are unconscious for 1 hour per missing HP. They don't bleed out and die.
- **+ (Stat):** When held, this weapon grants a temporary bonus to the stat listed.
- **Finesse:** This weapon can use Agility for damage instead of Strength.
- **Maneuver:** The wielder can perform this maneuver with the weapon with a +2k0.
- **Damage/Damage:** Can two-weapon fight with the weapon even though it's only one weapon. This is called a "Double Weapon".
- **Brace:** A weapon-specific reaction that allows the wielder to gain a free attack against a foe which charges against them, dealing double damage.
- **Brutish:** Add Strength to hit instead of Agility.
- **Returning:** Flies back to the user's grasp after being thrown, allowing it to be used again. This allows it to be used on a full-round action attack.
- **Reach:** +1 square reach increase.
- **Balanced:** This one-handed or light weapon can be used easily in two-weapon fighting, and reduces the two-weapon fighting penalty by -1k0. This can be placed on Two-Handed Double Weapons.
- **Deadly:** On a critical hit, deal +5 damage.
- **Composite:** Add Strength to damage with this bow-type weapon.
- **Single:** This firearm can only make 1 attack, even if feats or abilities would allow the character to do otherwise. Crossbows are counted as this.
- **Semi:** This firearm can fire multiple attacks in a full-round action. This is standard among modern firearms. Bows are counted as this.
- **Automatic:** This firearm can fire an additional attack (making it a full-round action to use automatic fire), this additional attack is at a -2k0 to hit and deals 1k0 less damage. Switching to Auto (and back to Semi) is a swift action.
- **Accurate:** Targets Avoid as opposed to Defense.
- **Scatter:** Weapon's range is counted as a cone (Range of 2 sq. becomes a 2 sq. cone) unless Slug Ammo is used.
- **Concealable:** The wielder gains a +2 bonus on Stealth checks made to hide this weapon. Light melee weapons are always considered to have this, as well as all one-handed ranged weapons.
- **Bulky:** The wielder receives a -2 penalty on Stealth checks made to hide this weapon. One-Handed melee weapons are always considered to have this (two-handed weapons cannot be hidden, melee or ranged).
- **Shield Breaker:** Negate a shield's Deflection when attacking with this weapon.
- **Shielding:** Grants wielder a Deflection equal to the base damage dice rolled without factoring in ability scores as if it were a shield.
- **Jousting:** Deals double damage when used on a charge while mounted/driving.
- **Savage:** This weapon can only be reduced to 1 damage, not 0.

Simple

Name	Price	Damage	Pen	Type	Range	Weight	Type	Special
Unarmed Strike	—	1k1	0	Light	Melee	—	B	Finesse, Nonlethal
Gauntlet	4 G	+1k0	1	Light	Melee	1 lbs.	B	Unarmed, Finesse
Dagger	1 G	1k2	2	Light	Melee	1 lbs.	S/P	Thrown 2 sq., Finesse
Sickle	6 G	2k2	1	Light	Melee	2 lbs.	S	Trip
Club	—	2k2	0	1-Hand	Melee	3 lbs.	B	Nonlethal
Morningstar	8 G	3k2	2	1-Hand	Melee	6 lbs.	B/P	Finesse
Heavy Mace	12 G	3k2	2	1-Hand	Melee	8 lbs.	B	+1 STR, Brutish
Quarterstaff	—	2k2/2k2	0	2-Hand	Melee	4 lbs.	B	Finesse, Nonlethal
Garrote	3 G	1k2	1	2-Hand	Melee	1 lbs.	S	Grapple
Blow Dart	2 G	1k1	0	1h-Range	4 sq.	1 lbs.	P	+1 to Poison DC
Sling	—	1k2	0	1h-Range	10 sq.	—	B	Composite

Sword

Name	Price	Damage	Pen	Type	Range	Weight	Type	Special
Gladius	15 G	2k2	0	Light	Melee	3 lbs.	S	Finesse, Disarm
Kukri	5 G	2k1	0	Light	Melee	2 lbs.	S/P	+1 AGI, Finesse
Short Sword	10 G	2k2	0	Light	Melee	2 lbs.	S/P	Balanced, Finesse
Wakizashi	35 G	2k2	0	Light	Melee	2 lbs.	S/P	Deadly, Finesse
Longsword	15 G	3k2	2	1-Hand	Melee	4 lbs.	S	+1 STR
Scimitar	15 G	3k3	0	1-Hand	Melee	4 lbs.	S	+1 AGI, Deadly
Rapier	20 G	2k2	4	1-Hand	Melee	2 lbs.	P	+1 AGI, Finesse
Estoc	50 G	3k2	4	1-Hand	Melee	4 lbs.	P	Finesse
Katana	50 G	3k2	0	1-Hand	Melee	6 lbs.	S	Deadly
Broad Sword	35 G	4k2	2	1-Hand	Melee	8 lbs.	S	Brutish, Savage
Bastard Sword	40 G	3k3	3	1-Hand	Melee	6 lbs.	S	+1 STR, Brutish
Bhuj	15 G	4k2	1	1-Hand	Melee	2 lbs.	S	Savage, Deadly
Khopesh	12 G	3k3	2	1-Hand	Melee	6 lbs.	S	Trip
Shotel	50 G	3k2	1	1-Hand	Melee	3 lbs.	S/P	Shield Breaker
Flamberge	25 G	4k2	4	1-Hand	Melee	4 lbs.	S	Finesse, Sunder
Falcata	18 G	3k3	1	1-Hand	Melee	4 lbs.	S	Sunder
Falchion	75 G	4k3	2	2-Hand	Melee	8 lbs.	S	Deadly, Savage
Greatsword	50 G	5k4	2	2-Hand	Melee	8 lbs.	S	+1 STR, Brutish
Double Sword	100 G	3k2/3k2	1	2-Hand	Melee	10 lbs.	S	Balanced
Nodachi	60 G	4k4	0	2-Hand	Melee	8 lbs.	S/P	+1 STR, Brace
Zweihänder	50 G	5k3	3	2-Hand	Melee	7 lbs.	S	Brutish, Shielding
Claymore	35 G	6k4	2	2-Hand	Melee	6 lbs.	S	Reach, Brutish

Polearm

Name	Price	Damage	Pen	Type	Range	Weight	Type	Special
Shortspear	1 G	2k2	1	1-Hand	Melee	3 lbs.	P	Thrown 2 sq., Finesse
Trident	15 G	3k2	0	1-Hand	Melee	4 lbs.	P	Reach
Longspear	5 G	2k2	3	2-Hand	Melee	9 lbs.	P	Reach, Brace
Spear	2 G	3k2	2	2-Hand	Melee	6 lbs.	P	Thrown 2 sq., Brace
Bardiche	10 G	4k3	2	2-Hand	Melee	14 lbs.	S	Reach, Brace, Sunder
Bec De Corbin	15 G	3k2	1	2-Hand	Melee	12 lbs.	B/P	Reach, Brutish
Halberd	10 G	3k2	2	2-Hand	Melee	8 lbs.	B/S	Trip, Brutish
Lance	10 G	3k3	4	2-Hand	Melee	10 lbs.	P	Jousting, Reach
Scythe	18 G	4k2	3	2-Hand	Melee	10 lbs.	P/S	Reach, Trip
Partisan	12 G	3k2	2	2-Hand	Melee	12 lbs.	S	Reach, Finesse
Glaive	8 G	3k3	0	2-Hand	Melee	10 lbs.	S	Reach, Shielding
Guisarme	9 G	4k3	0	2-Hand	Melee	12 lbs.	S	Reach, Trip, Finesse
Bill	11 G	3k3	0	2-Hand	Melee	11 lbs.	S	Reach, Brace, Trip, Brutish
Naginata	35 G	3k2	0	2-Hand	Melee	9 lbs.	P	Reach, Brace
Spetum	50 G	2k2/4k2	2	2-Hand	Melee	8 lbs.	S/P	Piercing (4k2) side has Reach
Voulge	25 G	4k2	0	2-Hand	Melee	10 lbs.	S	Brutish, Sunder
Military Fork	20 G	4k4	2	2-Hand	Melee	7 lbs.	P	Reach, Brutish
Ranseur	10 G	5k3	4	2-Hand	Melee	12 lbs.	P	Reach, Disarm
Fauchard	14 G	5k4	2	2-Hand	Melee	10 lbs.	S	Reach, Trip, Savage

Axe

Name	Price	Damage	Pen	Type	Range	Weight	Type	Special
Sagaris Axe	8 G	2k2	0	Light	Melee	3 lbs.	S/P	Balanced, Finesse
Tomahawk	10 G	3k2	0	Light	Melee	3 lbs.	S	Deadly, Thrown 2 sq.
Hand Axe	6 G	2k2	0	Light	Melee	3 lbs.	S	Balanced, Thrown 4 sq.
Hurlbat	12 G	2k2	0	Light	Melee	2 lbs.	S&P	Thrown 2 sq.
Battle Axe	10 G	4k3	1	1-Hand	Melee	5 lbs.	S	+1 STR, Brutish
Parashu	34 G	5k3	3	1-Hand	Melee	6 lbs.	S	Deadly, Finesse
Greataxe	20 G	6k4	2	2-Hand	Melee	8 lbs.	S	+2 STR, Brutish
Lochaber Axe	18 G	5k4	4	2-Hand	Melee	7 lbs.	S	Reach, Sunder, Brutish
Dane Axe	28 G	4k4	3	2-Hand	Melee	4 lbs.	S	Reach, Brutish, Savage
Labrys	30 G	3k2/3k2	2	2-Hand	Melee	9 lbs.	S	Balanced, Brutish, Savage

Hammer

Name	Price	Damage	Pen	Type	Range	Weight	Type	Special
Light Hammer	1 G	2k1	0	Light	Melee	2 lbs.	B	Thrown 2 sq.
Warhammer	12 G	2k2	0	1-Hand	Melee	5 lbs.	B	+1 STR, Brutish
Horseman's Pick	15 G	3k2	0	1-Hand	Melee	5 lbs.	B/P	Sunder, Brutish
Earth Breaker	40 G	4k2	0	2-Hand	Melee	14 lbs.	B	Brutish, Deadly
Lucerne Hammer	15 G	4k3	1	2-Hand	Melee	12 lbs.	B/P	Brace, Reach, Sunder
Tetsubo	20 G	3k3	1	2-Hand	Melee	10 lbs.	B	Sunder, Brutish, Savage
Meteor Hammer	50 G	4k3	0	2-Hand	Melee	12 lbs.	B	Reach, Trip, Brutish, Savage

Bow

Name	Price	Damage	Pen	Type	Range	Weight	Type	Special
Hand Crossbow	100 G	2k1	1	1h-Range	6 sq.	2 lbs.	P	Accurate
Crossbow	35 G	3k2	3	2h-Range	16 sq.	4 lbs.	P	2 STR for damage*
Heavy Crossbow	50 G	4k3	4	2h-Range	24 sq.	8 lbs.	P	4 STR for damage*
Twin Crossbow	300 G	3k2/3k2	2	2h-Range	16 sq.	18 lbs.	P	4 STR for damage*
Shortbow	30 G	2k1	1	2h-Range	12 sq.	2 lbs.	P	Composite
Longbow	75 G	4k2	2	2h-Range	20 sq.	3 lbs.	P	Composite
Recurve Bow	95 G	2k2	3	2h-Range	8 sq.	5 lbs.	P	4 STR for damage*, Accurate
Greatbow	250 G	4k3	4	2h-Range	30 sq.	7 lbs.	P	5 STR for damage*

* For damage, the weapon counts you a having this Strength due to not using yours.

Pistol

Name	Price	Damage	Pen	Type	Range	Mag	Weight	Type	Special
Flintlock Pistol	5 G	3k2	0	1h-Range	4 sq.	1 int.	4 lbs.	B&P	Single, Accurate
Pistol	30 G	4k4	1	1h-Range	8 sq.	15 box	3 lbs.	B&P	Semi
Machine Pistol	35 G	3k3	2	1h-Range	6 sq.	30 box	6 lbs.	B&P	Semi, Auto
Hand Cannon	50 G	5k4	4	1h-Range	8 sq.	8 box	4 lbs.	B&P	Single
Revolver	75 G	4k3	2	1h-Range	8 sq.	6 cyl.	3 lbs.	B&P	Semi
Laser Pistol	250 G	6k3	2	1h-Range	8 sq.	25 box	1 lbs.	F	Semi, Accurate
Plasma Pistol	450 G	8k4	5	1h-Range	6 sq.	50 box	2 lbs.	F&E	Semi, Auto
Stun Pistol	250 G	6k3	0	1h-Range	8 sq.	25 box	1 lbs.	E	Semi, Nonlethal

Rifle

Name	Price	Damage	Pen	Type	Range	Mag	Weight	Type	Special
Musket	15 G	4k2	0	2h-Range	8 sq.	1 int.	9 lbs.	B&P	Single, Accurate
Rifle	25 G	6k4	2	2h-Range	16 sq.	20 box	8 lbs.	B&P	Semi
Submachine Gun	60 G	5k3	2	2h-Range	8 sq.	35 box	7 lbs.	B&P	Semi, Auto
Machine Gun	180 G	5k4	4	2h-Range	22 sq.	45 box	75 lbs.	B&P	Auto
Sniper Rifle	175 G	8k6	5	2h-Range	24 sq.	11 box	35 lbs.	B&P	Single
Laser Rifle	500 G	7k5	4	2h-Range	20 sq.	50 box	12 lbs.	F	Semi, Accurate
Stun Rifle	500 G	7k5	0	2h-Range	20 sq.	50 box	12 lbs.	E	Semi, Nonlethal
Plasma Rifle	750 G	9k6	5	2h-Range	30 sq.	80 box	16 lbs.	F&E	Semi, Auto
Laser Sniper	800 G	12k6	6	2h-Range	50 sq.	25 box	12 lbs.	F	Single, Accurate

Shotgun

Name	Price	Damage	Pen	Type	Range	Mag	Weight	Type	Special
Blunderbuss	20 G	4k2	2	2h-Range	6 sq.	1 int.	8 lbs.	B&P	Scatter, Single, Accurate
Shotgun	30 G	5k5	3	2h-Range	8 sq.	6 int.	8 lbs.	B&P	Scatter, Semi, Savage
Auto Shotgun	50 G	4k4	4	2h-Range	6 sq.	12 box	11 lbs.	B&P	Scatter, Auto
Laser Shotgun	400 G	6k5	4	2h-Range	4 sq.	10 box	3 lbs.	F	Scatter, Semi, Accurate
Stun Shotgun	400 G	6k4	0	2h-Range	4 sq.	10 box	3 lbs.	E	Scatter, Semi, Nonlethal
Plasma Shotgun	800 G	8k6	5	2h-Range	6 sq.	8 box	8 lbs.	F&E	Scatter, Semi

Exotic

Name	Price	Damage	Pen	Type	Range	Weight	Type	Special
Flying Claws	15 G	2k2	0	Light	Melee	1 lbs.	B	Reach, Steal, Grapple
Nunchaku	2 G	1k2	0	Light	Melee	2 lbs.	B	Disarm, Finesse
Whip	1 G	1k1	-2*	Light	Melee	2 lbs.	S	Finesse, Trip, Disarm, Reach
Chain Whip	10 G	2k1	1	1-Hand	Melee	5 lbs.	S	Trip, Disarm, Reach
Chainsword	250 G	4k3	5	1-Hand	Melee	13 lbs.	S&P	Brutish, Sunder, Disarm, Savage
Chainsaw	150 G	6k4	4	2-Hand	Melee	10 lbs.	S&P	+1 STR, Brutish, Sunder, Savage
Power Hammer	140 G	6k3	3	2-Hand	Melee	20 lbs.	B	+2 STR, Brutish, Savage
Boomerang	3 G	2k1	0	1h-Range	6 sq.	3 lbs.	B	Returning
Shuriken (5)	1 G	1k2	1	1h-Range	2 sq.	—	S	+1 AGI, Deadly
Rope Dart	1 G	2k2	2	1h-Range	4 sq.	—	P	Returning
M72A2 LAW	320 G	8k8	10	2h-Range	30 sq.	5 lbs.	F	Single
Plasma Cannon	850 G	14k9	15	2h-Range	24 sq.	20 lbs.	F&E	Single
Flamethrower	150 G	5k5	0	2h-Range	6 sq.	20 lbs.	F	Scatter, target catches fire

* Instead of reducing a target's Deflection (if they have any), they increase it by this amount. This is not the case with foes that don't have Deflection.

Grenades (counts as Simple)

Name	Price	Damage	Pen	Burst	Mag	Range	Weight	Type	Special
Frag	25 G	8k4	4	4 sq.	6 box	6 sq.	1 lbs.	S	Deadly, Savage
Smoke	6 G	—	—	3 sq.	6 box	6 sq.	2 lbs.	—	Smoke as per the hazard.
Tear Gas	10 G	—	—	3 sq.	6 box	6 sq.	2 lbs.	—	Nauseates those in area.
Thermite	45 G	5k5	6	1 sq.	6 box	6 sq.	2 lbs.	F	Ignore object Deflection.
White Phosphorous	25 G	6k3	2	4 sq.	6 box	6 sq.	2 lbs.	F	Causes smoke in origin sq.
Molotov Cocktail	1 G	4k2	0	—	1 int.	6 sq.	1 lbs.	F	Target catches fire.
Plasma	85 G	6k6	10	—	2 box	6 sq.	1 lbs.	F&E	Deadly, Savage
Stun	50 G	5k5	0	2 sq.	6 box	6 sq.	1 lbs.	E	Nonlethal

Siege

Siege weapons take a full-round action to reload (a standard if it's a crew of 2-4, and a move action if it's a crew of 5-10). The crew listed is the *minimum* amount of crew needed to effectively operate the weapon.

Name	Price	Damage	Pen	Mag	Crew	Range	Weight	Type	Special
Ballista	250 G	6k6	4	1 int.	1	24 sq.	450 lbs.	P	SPD: 4, 8 STR for damage
Catapult, Light	300 G	8k5	4	1 int.	2	30 sq.	600 lbs.	B	SPD: 2, 12 STR for damage
Catapult, Heavy	450 G	10k6	6	1 int.	4	40 sq.	800 lbs.	B	SPD: 1, 16 STR for damage
Ram	600 G	5k3	3	N/A	10	Melee	135 lbs.	B	Total all Strength*
Cannon	950 G	10k8	6	1 int.	2	20 sq.	1.5 tons	B	SPD: 2, Accurate
Mortar	250 G	12k6	6	1 int.	1	40 sq.	50 lbs.	B/P/S	Accurate, Burst: 2 sq.

* Total the Strength of all carriers for the bonus to damage.

The speed listed in the *Special* section is the speed of the siege weapon in squares.

Special Materials

Weapons typically come in a standard form, being made of iron, wood, or other materials to make the weapon in question usable. Higher quality metals exist, allowing for standard weapons (such as a Longsword) to be strengthened beyond their standard uses.

Unless a weapon is a double weapon (such as a Double Sword), the weapon can only be made of one material. If the weapon is a double weapon, each side can be modified with a different material (example: one is adamantine, the other is steel).

Weight penalties can only reduce a weapon down to 0 lbs. or effectively weightless.

If a weapon enhancement lacks a price, it can be applied to a weapon when it is bought with no additional cost to the weapon.

On ranged weapons, these bonuses are applied to their ammunition.

Name	Price	Effects
Bone	—	-2 lbs., makes a weapon fragile
Wood	—	Makes a weapon nonlethal
Obsidian	+15 G	-5 lbs., makes a weapon fragile & +2 to-hit
Copper	+25 G	+2 damage on electricity attacks
Bronze	+350 G	-4 lbs., +1 Persuasion
Iron	+500 G	+4 lbs., +2 to damage
Cold Iron	+1,600 G	-1 to-hit, +3 to damage, Cold Iron Penetration
Meteoric Iron	+600 G	+1 to Luck
Steel	+800 G	+6 lbs., +4 to damage
Primal Steel	+1,800 G	-2 to-hit, +5 to damage, Cold Iron Penetration
Gold	+2,000 G	+4 Persuasion, makes a weapon fragile
Orichalcum	+1,200 G	+3 lbs., +1 to Resistance
Silver	+1,000 G	+1 to Magic, Silver Penetration
Mithral	+2,000 G	½ Weight, +1 to Agility, Silver Penetration
Platinum	+8,000 G	+2k0 to-hit, Silver Penetration
Adamantine	+5,000 G	+10 lbs., +2 Penetration, Adamant Penetration

Name: Bone

Price: N/A

Description: Weapons made from bone reduce the weight by 2 lbs. and receive the *Fragile* quality. *Fragile* makes it so that on a critical failure to-hit the weapon is considered broken and is unusable until fixed.

Name: Wood

Price: N/A

Description: Weapons made from wood receive the *Nonlethal* quality.

Name: Obsidian

Price: +15 G

Description: Weapons made from obsidian reduce the weight by 5 lbs., receive the *Fragile* quality, and the weapon receives a +2 bonus to-hit.

Name: Copper

Price: +25 G

Description: Weapons made from copper increase electricity damage dealt when channeled through the blade by 2.

Name: Bronze

Price: +350 G

Description: Weapons made from bronze reduce the weight by 4 lbs., and grant you a +1 to Persuasion checks.

Name: Iron

Price: +500 G

Description: Weapons made from iron increase the weight by 4 lbs., and receive a +2 bonus to damage. *Note: Most weapons are made from iron. Club, Quarterstaff, Garrote, Blow Dart, Sling, Nunchaku, Whip, and the Boomerang aren't made of iron.*

Name: Cold Iron

Price: +1,600 G

Description: Weapons made from cold iron reduce to-hit by -1, increase damage by +3, and gain a +4 bonus to Penetration against *Magical Beasts*.

Name: Meteoric Iron

Price: +600 G

Description: Weapons made from meteoric iron increase your Luck by 1 while wielded. This can go over the stat cap.

Name: Steel

Price: +800 G

Description: Weapons made from steel increase the weight by 6 lbs., and receive a +4 bonus to damage.

Name: Primal Steel

Price: +1,800 G

Description: Weapons made from primal steel reduce to-hit by -2, increase damage by +5, and gain a +4 to Penetration against *Magical Beasts*.

Name: Gold

Price: +2,000 G

Description: Weapons made from gold grant you a +4 bonus to Persuasion checks, and receive the *Fragile* quality.

Name: Orichalcum

Price: +1,200 G

Description: Weapons made from orichalcum increase the weight by 3 lbs., and increase your Resistance by 1 while wielded. This can go over the stat cap.

Name: Silver

Price: +1,000 G

Description: Weapons made from silver increase your Magic by 1 while wielded. This can go over the stat cap. In addition to this, silver weapons gain a +4 to Penetration against *Humanoid (Lycanthropes)*.

Name: Mithral

Price: +2,000 G

Description: Weapons made from mithral increase your Agility by 1 while wielded. This can go over the stat cap. In addition to this, silver weapons halve weight and increase Penetration against *Humanoid (Lycanthropes)*.

Name: Platinum

Price: +8,000 G

Description: Weapons made from platinum increase your bonus to-hit by +2k0. In addition to this, silver weapons gain a +4 to Penetration against *Humanoid (Lycanthropes)*.

Name: Adamantine

Price: +8,000 G

Description: Weapons made from adamantine increase the weight by 10 lbs., +2 to Penetration, and adamantine weapons gain a +4 to Penetration against *Constructs*.

Magic Enhancements

Weapons can be enhanced with magical effects to increase their potency. These magical enhancements can be bought and applied to weapons, however some enhancements can only be applied to certain weapons. These prerequisites for weapons are listed in the description of the weapon enhancement.

Name	Price	Effects
Spirit String	+1,500 G	Use Magic or Agility instead of Strength on damage.
Elemental	+1,500 G	Gain bonus elemental damage on the weapon.
Blessed	+4,000 G	Deal extra damage to demons.
Tainted	+4,000 G	Deal extra damage to angels.
Quick	+10,000 G	Gain an additional attack on a full-round action.
Hands Free	+18,000 G	Allow the weapon to telekinetically float around.
Vorpal	+25,000 G	Attacks to the head instantly kill the target.

Name: Spirit String

Price: +1,500 G

Description: This only applies to bow-type weapons (including crossbows). You can add either Magic or Agility to damage (whichever is higher) in place of Strength on Composite weapon. Magic/Agility also supersede the weapon's Strength when it lists "count as x Strength for damage", and can go beyond the initial number.

Name: Elemental

Price: +1,500 G

Description: On a successful hit you can choose to deal the weapon's damage as a chosen element instead of the weapon's normal damage type, or you can choose to deal ½ standard damage and ½ elemental damage. The elemental damage chosen must be arcane elements (except sonic and arcane).

Name: Blessed

Price: +4,000 G

Description: This weapon is bathed in holy energy. Against demons this weapon deals +50% more damage, and demons that try to wield this weapon take its damage every minute.

Name: Tainted

Price: +4,000 G

Description: This weapon is bathed in unholy energy. Against angels this weapon deals +50% more damage, and angels that try to wield this weapon take its damage every minute.

Name: Quick

Price: +10,000 G

Description: When making a full-round attack you can make an additional attack at a -1k0 penalty.

Name: Hands Free

Price: +18,000 G

Description: As a move action you can activate this weapon's "hands free" function. This allows the weapon to float around you in your square, and attack on its own. The weapon has a single attack per turn, and unless you direct the blade as a swift action the attack made is chosen by the GM. The attack made by the weapon is made as if you're wielding it.

Name: Vorpal

Price: +25,000 G

Description: On a successful attack against an unarmored head, the head is severed and if this would kill the target they are instantly killed. Otherwise a critical hit against the head instantly kills the target, regardless of being armored or not.

Mundane Enhancements

Non-magical enhancements to various weapons made to strengthen their effectiveness and usability. These come in many forms such as attachments for firearms or as teeth on a blade.

Melee Weapons

Name	Price	Effects
Serrated Edge	+250 G	-1k0 to hit, 1d5 bleed
Crescent Guard	+250 G	Grants a weapon shielding.
Slim Blade	+250 G	-1k0 to damage, grants a weapon finesse.
Thick Blade	+350 G	Grants a weapon savage.
Crushing Weight	+400 G	Grants a weapon shield breaker.
Long Grip	+600 G	Increases reach for a melee weapon.

Name: Serrated Edge

Price: +250 G

Description: With this blade it gets caught on clothing and sinew upon attacking, tearing through people but also getting caught in them. These weapons take a -1k0 to hit and deal a bonus 1d5 damage. This only applies to slashing weapons.

Name: Crescent Guard

Price: +250 G

Description: This weapon gains the Shielding property, but cannot gain the benefits of Slim Blade, Thick Blade, or Crushing Weight. This only applies to swords.

Name: Slim Blade

Price: +350 G

Description: This weapon deals -1k0 to damage, but gains the Finesse property. This cannot gain the benefits of Crescent Guard, Thick Blade, Serrated Edge, or Crushing Weight.

Name: Thick Blade

Price: +250 G

Description: This weapon gains the Savage property, but cannot gain the benefits of Crescent Guard, Slim Blade, Thick Blade, or Crushing Weight.

Name: Crushing Weight

Price: +400 G

Description: This weapon gains the Shield Breaker property, but cannot gain the benefits of Slim Blade, Thick Blade, or Crescent Guard.

Name: Long Grip

Price: +600 G

Description: This weapon gains the Reach property. This only applies to two-handed weapons.

Ranged Weapons

Name	Price	Effects
Repeating Cart	+250 G	Make a crossbow a semiautomatic.

Name: Repeating Cart

Price: +250 G

Description: This changes the crossbow to Semi instead of a Single. This cart holds up to 8 crossbow bolts.

Firearms

Name	Price	Location	Effects
Holographic Sight	+150 G	Optics	Increase accuracy.
C79 Scope	+300 G	Optics	Increase range by x3.4
7x Scope	+650 G	Optics	Increase range by x7
Heavy Barrel	+245 G	Barrel	Increase accuracy.
Suppressor	+400 G	Barrel	Reduces weapon's sound.
Foregrip	+150 G	Underbarrel	Increase accuracy.
Bipod	+200 G	Underbarrel	Increase accuracy while prone.
Flashlight	+100 G	Siderail	Attach a flashlight to your gun.
Laser Sight	+250 G	Siderail	Increase accuracy.
Extended Magazine	+200 G	Magazine	Doubles a firearm's magazine.
Speed Loader	+425 G	Magazine	Increases a revolver's reload time.

Name: Holographic Sight

Price: +150 G

Description: This weapon receives a +2 to hit.

Name: C79 Scope

Price: +300 G

Description: Increase the weapon's range by x3.4 (rounded down).

Name: 7x Scope

Price: +650 G

Description: Increase the weapon's range by x7 (rounded down).

Name: Heavy Barrel

Price: +245 G

Description: This weapon receives a +1 to hit.

Name: Suppressor

Price: +400 G

Description: Anyone within 4 squares of the character firing a suppressed firearm must make a DC 20 Awareness check to notice where the firearm's shot came from. Laser and plasma weapons cannot be suppressed. Increase the DC by 2 for every 1 square away the characters are away from the one firing the suppressed firearm.

Name: Foregrip

Price: +150 G

Description: This weapon receives a +2 to hit.

Name: Bipod

Price: +200 G

Description: While prone and the bipod is set up (a swift action) this weapon receives a +5 to hit.

Name: Flashlight

Price: +100 G

Description: This frees up a hand, attaching a flashlight to the weapon.

Name: Laser Sight

Price: +250 G

Description: This weapon receives a +1 to hit.

Name: Extended Magazine

Price: +200 G

Description: Double the weapon's magazine.

Name: Speed Loader

Price: +425 G

Description: Reloading a revolver is reduced to a swift action.

Chapter 8: Armor

Defending against attack comes in different forms, however armor serves as the greatest means of defense against would-be attackers. Armor comes in a couple different varieties, and some are rarer than others. Lighter armor allows for more maneuverability while granting minimal protection, while the opposite is true for heavy armor.

Armor can be made Superior quality by spending 300 G on it. Superior quality decreases the Armor Penalty by 1. Magic armor is considered to already be Superior quality, and thus the benefits don't stack.

Deflection (Def): This reduces damage made by weapons to a certain degree, and protects the wearer from harm. This number subtracts from damage rolled before applying Soak. A weapon's Penetration stat reduces the amount of Deflection armor has.

Agility to Defense (AtD): This is how much of a character's Agility is able to be added to their Defense and Dodge stats. This only applies to Body armor.

Armor Penalty (AP): This is a penalty that is applied on certain skills. If a character tries to wear armor they're not proficient with, this penalty applies to attack rolls as well.

Spell Failure (SF): This is a percentage chance of a spell failing while this armor is worn, adversely affecting the wearer's spellcasting. This only applies to characters with the ability to cast spells who have not taken the *Arcane Armor Training* feat.

Location (Lo): This is where the armor's Deflection is applied to upon being attacked. Deflection isn't dispersed evenly per body part with the body having the most Deflection and the head having the least. The exception to this rule is Shields which instead must be raised as a swift action and guard the body part specified when raised. (Example, a Kite Shield raised to guard the head grants 4 Deflection to the head).

Pieces of armor that have an (S) next to their location can be stacked on top of another piece of armor that fits in the same location. For example, a Chain Coif can be worn with a Standard Helm on top of it, totaling the bonuses and penalties.

Speed: How fast a character can move (in squares) while wearing this armor. Heavier armors make it so you have less squares to move in a single round due to their bulky nature. Only armor that covers the body or legs reduces your movement speed. The reduction to speed is represented as a -1 sq. and so on.

If multiple pieces of armor are worn, take all of the bonuses and penalties together.

Armor Pieces

Name	Price	Def	AtD	AP	SF	Speed	Weight	Lo
Leather Helm	10 G	1	—	-0	0%	—	3 lbs.	Head
Chain Coif	20 G	1	—	-1	0%	—	5 lbs.	Head (S)
Standard Helm	35 G	2	—	-1	0%	—	2 lbs.	Head
Great Helm	50 G	3	—	-2	5%	—	3 lbs.	Head
Leather Coat	20 G	2	+8	-1	10%	-0 sq.	18 lbs.	Body
Chain Shirt	100 G	4	+6	-2	20%	-0 sq.	25 lbs.	Body (S)
Banded Plate	180 G	5	+4	-4	25%	-1 sq.	35 lbs.	Body
Breastplate	200 G	6	+2	-6	30%	-1 sq.	30 lbs.	Body
Leather Bracers	3 G	1	—	-0	0%	—	1 lbs.	Arms
Gauntlets	4 G	2	—	-0	5%	—	1 lbs.	Arms
Pauldrons	10 G	3	—	-1	15%	—	6 lbs.	Arms
Vambrace	25 G	5	—	-1	10%	—	5 lbs.	Arms
Leather Leggings	5 G	1	—	-0	0%	-0 sq.	1 lbs.	Legs
Greave	8 G	2	—	-1	0%	-0 sq.	2 lbs.	Legs
Cuisses	12 G	3	—	-1	0%	-0 sq.	6 lbs.	Legs
Sabaton	15 G	5	—	-2	0%	-1 sq.	5 lbs.	Legs

If an attack is made that isn't a called shot, roll a 1d10 before damage is dealt and consult below (reroll on missing body parts).

Head	Body	Left Arm	Right Arm	Left Leg	Right Leg
1	2-6	7	8	9	10

Shields

Shields are usually worn in one hand while another weapon is used for attacking. They are used by raising them to block an incoming attack, granting a certain degree of protection to the wearer. In order to make a shield protect a specific body part, you must use the **Raise** action as a swift action and select a part of your body (except the arm the shield is worn in). When raised, the shield applies its Deflection to that body part on top of the armor already worn.

While not raised, the shield instead only protects the arm it is worn in which is chosen when the shield is equipped.

Name	Price	Def	AtD	AP	SF	Speed	Weight
Buckler	5 G	1	—	-1	5%	—	5 lbs.
Targe	7 G	2	—	-2	10%	—	6 lbs.
Heater Shield	20 G	3	—	-4	10%	—	10 lbs.
Kite Shield	25 G	4	—	-5	15%	—	15 lbs.
Pavise*	30 G	6	+4	-10	50%	—	45 lbs.

* As a standard action, plant the shield into the ground to act as a wall from one side of your square. This shield cannot be risen, but protects the Body, Arms, and Legs.

Special Materials

Much like weapons, armors can be made from special materials. Each one affects its performance differently from making armors that are too bulky yet offer tons of defense and offering very fast armor made from special materials such as Mithral.

Most armor uses iron except for any designated as “Leather” and “Hide”. Because of this, they don’t benefit from the iron material being applied to them.

Reduction of Armor Penalty can only bring an armor piece to a minimum of 0 AP, meaning it doesn’t apply or remove any. Deflection can be reduced to a minimum of 0 (meaning it grants no protection), and weight to 0 making it effectively weightless.

- **DEF:** Deflection
- **AP:** Armor Penalty
- **AtD:** Agility to Defense

Unlike weapons, special materials don’t have greater bonuses beyond their listed effects.

Name	Price	Effects
Bone	—	-3 DEF, +2 AtD, -4 lbs. to weight
Wood	—	+2 DEF, +3 AP, -2 AtD, +5 lbs. to weight
Leather	+50 G	-2 DEF, -4 AP, AtD +2, weight is halved
Copper	+150 G	+1 DEF, +4 lbs. to weight, Weakness to Electricity
Bronze	+200 G	-1 DEF, -1 AP, +1 AtD, -2 lbs. to weight
Iron	+350 G	+1 DEF, +8 lbs. to weight
Cold Iron	+650 G	+2 DEF, +1 AP, +1 AtD, +7 lbs. to weight
Meteoric Iron	+350 G	+1 DEF, -1 AP, +8 lbs. to weight
Steel	+450 G	+2 DEF, +1 AP, -1 AtD, +9 lbs. to weight
Primal Steel	+900 G	+4 DEF, +3 AP, -3 AtD, +12 lbs. to weight
Gold	+1,200 G	-3 AB, +3 AtD, +5 lbs. to weight
Orichalcum	+1,100 G	-2 DEF, +3 AtD, weight is halved
Silver	+750 G	+1 DEF, -1 AP, +1 AtD, -8 lbs. to weight
Mithral	+1,400 G	-3 AP, +3 AtD, weight is halved, +2 sq. land speed
Platinum	+2,000 G	+2 DEF, -2 AP
Adamantine	+1,500 G	+5 DEF, -1 AtD, +10 lbs. to weight

Magic Enhancements

Armor can be enhanced with magical effects to increase their potency. The same bonus when worn by different pieces of armor does not stack. Some enhancements can only be applied to specific pieces, or shields. This will be noted if so.

Armor enhancements are assumed to be applied to the Body Armor, rather than the Head, Arms, or Legs however they can be applied to these pieces. Shields instead rely on the [weapon's table](#) for Magic Enhancements. Multiple enchantments can be placed on one piece of armor, but the same enchantment cannot be placed multiple times unless otherwise stated.

Name	Price	Effects
Lightened	+1,000 G	This armor is easier to wear, and easier to control.
Mirroring	+2,500 G	Once per encounter mirror a spell from you.
Warding	+4,000 G	This armor applies defensive bonuses to MenDef.
Fortifying	+4,000 G	This armor applies defensive bonuses to BodDef.
Energy Block	+8,000 G	Resist a specific arcane energy of your choice.
Ghost Shunt	+12,500 G	Shunt an attacking incorporeal being away.
True Defense	+24,000 G	Become immune to a specific physical damage.

Name: Lightened

Price: +1,000 G

Description: When applied to a piece of armor, decrease the armor's Armor Penalty by 2 and increase Agility to Defense by 2.

Name: Mirroring

Price: +2,500 G

Description: Once per encounter if a spell attack is made against you and would fail, you can reflect the spell back at the caster. This spell's attack is made against the caster at the same bonus.

Name: Warding

Price: +4,000 G

Description: While wearing this armor, you gain a bonus of +4 Mental Defense.

Name: Fortifying

Price: +4,000 G

Description: While wearing this armor, you gain a bonus of +4 Bodily Defense.

Name: Energy Block

Price: +8,000 G

Description: Against an arcane energy type (chosen when the armor is made) gain a Resistance of 10. Sonic and Arcane cannot be chosen to be resisted.

Name: Ghost Shunt

Price: +12,500 G

Description: If an enemy that is incorporeal attacks you they have an attack made against their Mental Defense, the attack is (Resistance k $\frac{1}{2}$ Resistance). On a success, the incorporeal enemy's attack fails even if they'd normally hit, and they take 10 damage (Soak isn't used to divide this damage).

Name: True Defense

Price: +24,000 G

Description: When this armor is made with this enhancement, choose a physical damage type (slashing, piercing, or bludgeoning). This body part is immune to this physical damage.

Mundane Enhancements

These enhancements aren't magical in nature, these are enhancements which are made to armor by the forger by increasing the amount of plates used, making the armor more flexible, or even polishing the armor so it shines bright.

Name	Price	Effects
Glimmering	+350 G	Sometimes blind foes.
Increased Plating	+500 G	Increase Deflection.
Reduced Plating	+500 G	Reduce move reduction.

Name: Glimmering

Price: +350 G

Description: If an enemy is adjacent to you, once per day you can attack the enemies' Mental Defense (using Agility) and on a successful hit the opponent is blinded until the next round.

Name: Increased Plating

Price: +500 G

Description: While wearing a piece of armor increase its Deflection by 1 and increase Armor Penalty by 2.

Name: Reduced Plating

Price: +500 G

Description: While wearing a piece of armor, increase its Agility to Defense by 1, and reduce Deflection by 1.

Chapter 9: Equipment

Gear of many kinds are possessed and owned by characters. These are different from weapons and armor which are used for combat. Some equipment can be worn for various effects or can be carried for use in certain situations.

Included in the equipment list is also the rules for making *Wands, Staves, Intelligent Items, Potions, and Scrolls*.

Mundane Gear

The various items listed here are common gear carried by adventurers and people. These include kits for various scenarios, manacles for restraining, and maps used for travel.

Alchemical Gear

Names	Price	Weight
Alchemist's Fire	20 G	1 lbs.
Alchemy Lab	200 G	40 lbs.
Acid	10 G	1 lbs.
Antitoxin	50 G	—
Pellet, Smoke	25 G	—
Pellet, Toxic	60 G	—

Name: Alchemist's Fire

Price: 20 G | **Weight:** 1 lbs.

Description: This can be thrown as if it is a grenade using the same proficiency. This deals 1k1 points of fire damage, and a burst of 1 square. Upon being hit, the target is [set on fire](#).

Name: Alchemy Lab

Price: 200 G | **Weight:** 40 lbs.

Description: This lab must be set up in order to be used. Once set up and used on checks to make alchemical items (anything except an Alchemy Lab on the Alchemical Gear page) this grants a +1k0 bonus on Artisan (Alchemy) checks.

In order to craft an alchemical item, take the price of the item and divide it by 10. After that, add 10 to the result and that is the crafting DC (ex: Alchemist's Fire is a DC 12 in order to create, and an Antitoxin is DC 15).

Name: Acid

Price: 10 G | **Weight:** 1 lbs.

Description: This can be thrown as if it is a grenade using the same proficiency. This deals 1k1 points of acid damage, and a burst of 1 square. Upon being hit, the target takes 1d5 points of acid damage for an additional round thereafter (this is unaffected by Resilience).

Name: Antitoxin

Price: 50 G | **Weight:** —

Description: This vial filled with a thick green liquid can be used to fight against poisons. When drinking the antitoxin you receive a +4 bonus to Bodily Defense against poisons for 1 minute, and if you're already affected by a poison while drinking it the poison must make another attack (at its original bonus) against your new BD.

Name: Smoke Pellet

Price: 25 G | **Weight:** —

Description: This functions as a smoke grenade, except the smoke is contained within the square the pellet is thrown into, and any invisible creature becomes visible for 3 rounds.

Name: Toxic Pellet

Price: 60 G | **Weight:** —

Description: This functions as a smoke grenade, except the smoke is contained within the square the pellet is thrown into, and anyone within the smoke becomes nauseated.

Clothing

Names	Price	Weight
Clothes, Cold	8 G	7 lbs.
Clothes, Hot	8 G	1 lbs.
Clothes, Noble	75 G	10 lbs.
Clothes, Normal	1 G	2 lbs.
Gas Mask	15 G	—
Glasses	5 G	—
Hat	1 G	—
Jewelry	50 G	—
Mask	1 G	—
Shoes	1 G	—
Snowshoes	5 G	2 lbs.

Name: Cold Clothes

Price: 8 G | **Weight:** 7 lbs.

Description: These clothes protect against the cold, granting you a +5 Bodily Defense against cold weather.

Name: Hot Clothes

Price: 8 G | **Weight:** 1 lbs.

Description: These clothes protect against the heat, granting you a +5 Bodily Defense against heat weather.

Name: Noble Clothes

Price: 75 G | **Weight:** 10 lbs.

Description: These clothes are exceptionally fancy, and grant a +2 bonus on Persuasion checks when dealing with nobles.

Name: Normal Clothes

Price: 1 G | **Weight:** 2 lbs.

Description: These clothes are the standard clothes worn by normal people. All characters start with standard clothes without any cost.

Name: Gas Mask

Price: 15 G | **Weight:** —

Description: While worn you're immune to inhaled poisons or effects which would cause the nauseated or sickened conditions.

Name: Glasses

Price: 5 G | **Weight:** —

Description: Eyeglasses compensate for poor vision. If you have the *Murky Vision* drawback, the penalty is halved.

Name: Hat

Price: 1 G | **Weight:** —

Description: Hats are accessories characters can wear.

Name: Jewelry

Price: 50 G | **Weight:** —

Description: Jewelry is an accessory piece characters can wear. More expensive pieces of jewelry are available, but 50 G is the cheapest jewelry that can be bought. Fake jewelry can be bought for half the price (25 G), and an Awareness check (DC 25) must be made in order to recognize it as a fake.

Name: Mask

Price: 1 G | **Weight:** —

Description: Masks are accessories characters can wear that conceals an identities. Wearing a mask grants a +2 bonus to Deception checks to disguise.

Name: Shoes

Price: 1 G | **Weight:** —

Description: Shoes are accessories characters can wear.

Name: Snowshoes

Price: 5 G | **Weight:** 2 lbs.

Description: Snowshoes are accessories characters can wear. If worn while in a snowy environment that has difficult terrain, you are unaffected by the speed penalty.

Food & Drink

Names	Price	Weight
Alcohol (Glass)	3 G	—
Coffee/Tea	2 G	—
Rations	1 G	—

Name: Alcohol

Price: 3 G | **Weight:** —

Description: Alcohol is usually a readily available drink everywhere. In order to get drunk, you must drink a number of glasses of alcohol equal to twice your Endurance. When drunk you receive a +1 bonus to Luck, and a -1 penalty to Smarts for 1 minute. If more is drank after becoming drunk, you become sickened and become nauseated if you drink quadruple your Endurance.

Name: Coffee / Tea

Price: 2 G | **Weight:** —

Description: Coffee and tea can be drank, and when imbibed halve the penalties of fatigue or exhaustion.

Name: Rations

Price: 1 G | **Weight:** —

Description: This is a various assortment of food and drink items which are used to prevent starvation and dehydration. One purchasing of rations lasts for one day.

Hirelings

Names	Price
Doctor	5 G
Lawyer	10 G
Messenger	2 G
Scribe	2 G
Slave	50 G
Valet	1 G

Name: Doctor

Price: 5 G

Description: When hired, a doctor provides medical services to an individual. They are usually level 3 nonheroic characters with Heal trained as well as a few other useful skills (example: Knowledge {Medicine}, and Awareness). The price listed is their per-day service.

Name: Lawyer

Price: 10 G

Description: When hired, a lawyer provides legal services to an individual. They are usually level 5 nonheroic characters with social skills (such as Deception and Persuasion). In addition they'll have Awareness or Linguistics, as well as a Knowledge skill. The price listed is their per-day service.

Name: Messenger

Price: 2 G

Description: Messengers are usually sent from one place to another to deliver messages when there is no alternative means of doing so (such as telegrams, phone, or the internet). The price listed is their per-day service.

Name: Scribe

Price: 2 G

Description: Scribes are literate individuals who can write for those who are illiterate, or who can transcribe text documents in need of translation. Scribes are usually level 3 nonheroic characters with Linguistics. The price listed is their per-day service.

Name: Slave

Price: 50 G

Description: Slaves are people purchased for manual labor and who do not have any freedom. Old slaves are half price while particularly strong or attractive slaves are double the price.

Name: Valet

Price: 1 G

Description: This includes valets, butlers, lady's maids, secretaries, and other skilled servants who work to run a household or business. The price listed is their per-day service.

Hunting

Names	Price	Weight
Air Bladder	1 G	—
Bear Trap	2 G	10 lbs.
Compass	10 G	—
Horn/Whistle	3 G	—
Net	4 G	5 lbs.
Rope (10 sq.)	1 G	10 lbs.

Name: Air Bladder

Price: 1 G | **Weight:** —

Description: Air bladders contain enough air within them to sustain a swimmer for a single round. More advanced versions of air bladders exist, all the way up to scuba diving gear (which instead costs 400 G) that instead lets the user breathe for a minute.

Name: Bear Trap

Price: 2 G | **Weight:** 10 lbs.

Description: Used for trapping creatures larger than a typical humanoid (although they work on creatures of most sizes), bear traps snatch around a target's foot and hinder their movement. If someone steps on a square that a bear trap is placed in, they have an attack (at a 5k4) made against their Avoid. On a successful hit, the attack deals 4k4 piercing damage and the target halves their speed if they are size 6 or smaller. These can be hidden using Stealth, and to disable the trap one must succeed at a DC 25 Stealth check.

Name: Compass

Price: 10 G | **Weight:** —

Description: Compasses are used for finding directions and grant a +1k0 bonus on checks made to find a direction.

Name: Horn/Whistle

Price: 3 G | **Weight:** —

Description: Horns can be used to convey simple commands or concepts (such as "Retreat", "Attack", or "We're being attacked!") Signal horns require no Awareness check to hear so long as you are within a mile. Outside of that range it requires a DC 10 Awareness check, +5 for every mile you are away from the mile distance.

Name: Net

Price: 4 G | **Weight:** 5 lbs.

Description: This can be used as a weapon in order to trap people. First, make a ranged attack using the net against the target's Avoid. On a successful hit they are considered to be grappled (-2 Defense/Avoid) and also they have their speed halved and cannot run or charge. Second if the character moves and they fail a DC 20 Acrobatics check they are tripped. In order to escape the person entangled in the net must spend their standard action to make a DC 30 Acrobatics check to get out of the net, or attack the rope with a light slashing weapon. The net has 0 DEF and 2 HP.

Name: Rope

Price: 1 G | **Weight:** 10 lbs.

Description: Rope can be used to tie people up, tied up for swinging over a ledge or hazard, and many other uses. To escape from rope bindings you must make an Acrobatics check (DC = 30 + double Strength of the one tying).

Illuminations

Names	Price	Weight
Candle	1 G	—
Flashlight	15 G	—
Lamp	3 G	1 lbs.
Torch	2 G	1 lbs.

Name: Candle

Price: 1 G | **Weight:** —

Description: Candles are inexpensive sources of light, illumination a 2 square radius surrounding you. Candles burn for 1 hour.

Name: Flashlight

Price: 15 G | **Weight:** —

Description: Flashlights are more expensive sources of light, and are one of the most effective. They illuminate a 12 square cone of light, and the batteries last for 8 hours. Replacement batteries cost 1 G.

Name: Lamp

Price: 3 G | **Weight:** 1 lbs.

Description: Lamps illuminate a 4 square radius surrounding you. Lamps burn for 6 hours. 1 pint of replacement lamp oil costs 1 G.

Name: Torch

Price: 2 G | **Weight:** 1 lbs.

Description: Torches illuminate a 6 square radius surrounding you. Torches are treated as clubs that deal an additional 1d5 of fire damage if used in combat.

Living & Housing

Names	Price
Castle	200,000 G
Cottage	350 G
House	1,000 G
Mansion	40,000 G
Shack	100 G
Store	28,000 G

Name: Castle

Price: 200,000 G

Description: This is a large property is able to hold up to 100 hirelings, 600 soldiers, 1,000 extra people without crowding (or 10,000 with crowding). Castles are around 100x100 squares. Smaller castles use the *mansion* dimensions and price.

Name: Cottage

Price: 350 G

Description: This small property is able to hold a family of up to 3 people (or 6 people with crowding).

Name: House

Price: 1,000 G

Description: This moderate property is able to hold a family of up to 5 people (or 12 people with crowding).

Name: Mansion

Price: 40,000 G

Description: This moderately large property is able to hold up to 10 hirelings, 30 soldiers, 50 extra people without crowding (or 1,000 people with crowding). Mansions are around 36x36 squares.

Name: Shack

Price: 100 G

Description: This miniscule property is able to hold up to 1 people (or 2 people with crowding).

Name: Store

Price: 28,000 G

Description: This moderately large property is able to hold up to a family of 10 (or 200 extra people with crowding), and contains all of the necessary materials and space to run a shop. Most of the property isn't used for living, hence the small standard size for a family to live in.

Poisons

Names	Price
Coolington's Brew	900 G
Demon Bile	850 G
Doom Lily Pollen	750 G
Dream Venom	600 G
Dwarven Moonshine	600 G
Elven Absinthe	750 G
Magma Blood Pollen	950 G
Orc War Grog	900 G
Reason Bane	650 G
Shadowdust	600 G

Name: Coolington's Brew

Price: 900 G | Ingested/Inhale | 4k3 vs. Bodily Defense

Description: This poison must be ingested for its effects to take place. Once taken, you receive a -2 Smarts and have a 50% chance to lose your turn due to speaking in unintelligible jokes and memes. This lasts for 1d5 rounds. Goblins are immune to the -2 to Smarts.

Name: Demon Bile

Price: 850 G | Injury | 6k3 vs. Mental Defense

Description: When struck by a weapon coated in this poison, you have an attack made against Mental Defense and on a successful hit you resort to attacking allies within line of sight for 1d10 rounds. If you cannot attack allies (or refuse) you instead take a -1 to Endurance for each round.

Name: Doom Lily Pollen

Price: 750 G | Ingest | 4k3 vs. Bodily Defense

Description: For 1d5 rounds, you are sickened.

Name: Dream Venom

Price: 600 G | Ingest | 5k3 vs. Mental Defense

Description: For 1d5 rounds, you fall asleep.

Name: Dwarven Moonshine

Price: 600 G | Ingest | 5k3 vs. Bodily Defense

Description: For 1d5 rounds, you are blind.

Name: Elven Absinthe

Price: 750 G | Ingest | 4k4 vs. Mental Defense

Description: For 1d5 rounds, you are confused.

Name: Magma Blood Pollen

Price: 950 G | Injury | 4k4 vs. Bodily Defense

Description: You deal 1 point of fire damage with your weapon if it hits (this bypasses Soak). This lasts for 1d10 rounds.

Name: Orc War Grog

Price: 900 G | Ingest | 4k4 vs. Bodily Defense

Description: You gain a +2 bonus to Strength, and a -2 to Resistance, Smarts, and Luck. This lasts for 1d10 rounds.

Name: Reason Bane

Price: 600 G | Injury | 4k4 vs. Mental Defense

Description: For 1d5 rounds, you take 1 point of sanity damage.

Name: Shadowdust

Price: 600 G | Injury | 4k4 vs. Bodily Defense

Description: For 1d10 rounds deal 1 point of unholy damage (bypassing Soak).

Religious Gear

Names	Price	Weight
Blessed Water	25 G	1 lbs.
Religious Symbol	5 G	1 lbs.
Religious Text	50 G	3 lbs.

Name: Blessed Water

Price: 25 G | **Weight:** 1 lbs.

Description: Blessed water can be bought in one of two forms: holy or unholy. Holy water deals 1d10 points of damage to undead and demons, unholy deals 1d10 points of damage to the living and angels. This works as a grenade.

Name: Religious Symbol

Price: 5 G | **Weight:** 1 lbs.

Description: This item is used to channel energy into. It is also used to denote if someone is a worshipper of a religion.

Name: Religious Text

Price: 50 G | **Weight:** 3 lbs.

Description: This is a bible, manuscript, or other such religious text.

Tool Kits

Names	Price	Weight
Kit, Alchemy	25 G	5 lbs.
Kit, Hunter	30 G	15 lbs.
Kit, Mage	20 G	12 lbs.
Kit, Medical	50 G	3 lbs.
Kit, Tracker	45 G	18 lbs.
Kit, Travelling	14 G	10 lbs.

Name: Alchemy Kit

Price: 25 G | **Weight:** 5 lbs.

Description: This kit provides all of the necessary tools and materials to create alchemical items. So long as you possess an Alchemy Kit, you can make Artisan (Alchemy) checks.

Name: Hunter Kit

Price: 30 G | **Weight:** 15 lbs.

Description: Hunter kits are used to ready adventurers for hunting monsters. With a Hunter's Kit you can extract poisons and special reagents from creatures. In addition to this, it includes a manual of monsters granting you a +1k0 on any Knowledge checks made to identify monsters.

Name: Mage Kit

Price: 20 G | **Weight:** 12 lbs.

Description: All magic-users are expected to carry a Mage Kit. In the kit are materials and resources that aid in spellcasting such as foci, spellbooks, and artifacts to channel magic into. Also included are materials used to write.

Name: Medical Kit

Price: 50 G | **Weight:** 3 lbs.

Description: Medical kits are used to help allies recover from wounds, to stop bleeding, and to fight back against poisons. A Medical Kit grants a +1k0 bonus on any Heal skill checks.

Name: Tracker Kit

Price: 45 G | **Weight:** 18 lbs.

Description: Tracker's Kits are used to find and track footprints and people trying to escape from you. They grant a +1k0 bonus to Awareness checks made to track or follow someone.

Name: Travelling Kit

Price: 14 G | **Weight:** 10 lbs.

Description: Travelling Kits are the most basic kits sold. Contained within are 2 rations as well as a bedroll or similar sleeping bag, and other miscellaneous tools needed for survival (such as frying pans, shovels, and so on). In addition to this, a set of lockpicks is included thus negating any penalties to checks made without them.

Torture Implements

Names	Price	Weight
Heretic's Fork	10 G	1 lbs.
Iron Maiden	500 G	300 lbs.
Rack	300 G	500 lbs.
Rat Cage	5 G	15 lbs.
Thumbscrew	15 G	1 lbs.
Trephine	20 G	1 lbs.

Name: Heretic's Fork

Price: 10 G | **Weight:** 1 lbs.

Description: You must fasten this double pronged implement onto a helpless target's neck. The target takes 1 point of piercing damage any time they begin to fall asleep, effectively waking them up and subjecting them to either fatigue or exhaustion. If the target falls unconscious due to the damage, they take 1 point of piercing damage per round thereafter until they are killed. (Damage is unaffected by Resilience)

Name: Iron Maiden

Price: 500 G | **Weight:** 300 lbs.

Description: This large coffin filled with internal spikes is used to execute people (although it's mostly for intimidation). If someone between size 1 and 5 is placed within the Iron Maiden and you close the door upon them, they take 8 points of piercing damage. (Damage is unaffected by Resilience)

Name: Rack

Price: 300 G | **Weight:** 500 lbs.

Description: In order to utilize this tool you must splay a helpless victim across the rack and tie their wrists and ankles tight. Turning a crank deals 1 point of damage, and the crank can be turned up to four times. Every turn after the fourth deals 4 points of damage instead and deals a -1 to Strength, Endurance, and Agility. (Damage is unaffected by Resilience)

Name: Rat Cage

Price: 5 G | **Weight:** 15 lbs.

Description: In order to utilize this tool you must fasten the cage to a helpless victim upon their stomach and chest region. Up top heated materials such as charcoal are used to entice the rats (minimum of 1 rat, maximum of 20) to dig and burrow into the victim. This deals 1 point of piercing damage per rat within the cage. This takes place 1d10 rounds after the cage's roof is heated. (Damage is unaffected by Resilience)

Name: Thumbscrew

Price: 15 G | **Weight:** 1 lbs.

Description: In order to utilize this tool you must fasten the victim's thumbs into the device. A victim is able to move but can't effectively wield weapons, hold items, or perform actions that require their hands (such as spellcasting). When you fasten the thumbscrew upon the victim's thumbs this crushes them and deals 2 points of bludgeoning damage each time it's tightened. (Damage is unaffected by Resilience)

Name: Trepine

Price: 20 G | **Weight:** 1 lbs.

Description: Sometimes used as a surgical tool, other times as a torturing tool, using a trephine is a full-round action and requires a DC 30 Heal check to be made. On a successful check any penalties to Smarts are negated. On a failed check, 2 points of damage is taken. Failing this check by 5 or more (or intentionally failing) instead deals 6 points of damage and deals a -4 to Smarts instead and this is on top of any penalties the victim already possesses to Smarts. (Damage is unaffected by Resilience)

Vehicles

Vehicles are typically driven or piloted by a single individual or a group of individuals seeking to maintain the ship they are on. They rely on the pilot(s) to make checks for the vehicle in order to help it.

Starship speed is not equivalent to character scale. 1 square in starship scale is equal to roughly 500 feet (or 150 meters) while 1 square in character scale is 5 feet (or 1 meter). Because of this, translating starship scale speed to character speed is generally unreliable.

Starships receive a +5 to Soak and +10 to Deflection against character-scale weapons, including siege weapons. Weapons mounted on starships are considered to be starship-scale weapons and receive a +2k2 to damage and +4 Penetration vs. characters in character scale that are at least Size 6 or smaller.

Because of how large vehicles are in comparison to humans, their size listed is instead how large they are as a token, not the stat known as "Size" seen on characters and monsters in the bestiary.

Names	Price	Type
Wagon	75 G	Land
Carriage	100 G	Land
Motorcycle	4,000 G	Land
Car	5,200 G	Land
Tank	40,000 G	Land
Row Boat	50 G	Sea
Speed Boat	8,000 G	Sea
Sailor's Boat	10,000 G	Sea
Warship	25,000 G	Sea
Airship	10,000 G	Air
Plane	18,000 G	Air
Helicopter	25,000 G	Air
Fighter	30,000 G	Starship
Bomber	45,000 G	Starship
Freighter	60,000 G	Starship
Gunship	200,000 G	Starship
Corvette	1,000,000 G	Starship
Frigate	2,000,000 G	Starship
Cruiser	10,000,000 G	Starship

Name: Wagon

Price: 75 G | **Cargo:** 2,000 lbs. | **Deck:** 1

Crew: 1 | **Passengers:** 2 | **Type:** Land

Size: 2x3 sq. | **Speed:** 6 sq. | **Propulsion:** Pulled (One 6 size creatures)

Defense: 10 | **HP:** 24 | **Soak:** 5 | **Deflection:** 3

Weapon: Ram 2k1 (2k1 bludgeoning damage), melee

Name: Carriage

Price: 100 G | **Cargo:** 200 lbs. | **Deck:** 2

Crew: 1 | **Passengers:** 5 | **Type:** Land

Size: 2x3 sq. | **Speed:** 8 sq. | **Propulsion:** Pulled (Two 6 size creatures)

Defense: 10 | **HP:** 23 | **Soak:** 5 | **Deflection:** 3

Weapon: Ram 2k1 (2k1 bludgeoning damage), melee

Name: Motorcycle

Price: 4,000 G | **Cargo:** 200 lbs. | **Deck:** 1

Crew: 1 | **Passengers:** 1 | **Type:** Land

Size: 1x2 sq. | **Speed:** 16 sq. | **Propulsion:** Motor (6 hours of fuel)

Defense: 12 | **HP:** 14 | **Soak:** 4 | **Deflection:** 2

Weapon: Ram 2k1 (3k2 bludgeoning damage), melee

Name: Car

Price: 5,200 G | **Cargo:** 275 lbs. | **Deck:** 1

Crew: 1 | **Passengers:** 4 | **Type:** Land

Size: 2x2 sq. | **Speed:** 44 sq. | **Propulsion:** Motor (12 hours of fuel)

Defense: 15 | **HP:** 22 | **Soak:** 6 | **Deflection:** 5

Weapon: Ram 4k4 (6k4 bludgeoning damage), melee

Name: Tank

Price: 40,000 G | **Cargo:** 425 lbs. | **Deck:** 1

Crew: 4 | **Passengers:** 0 | **Type:** Land

Size: 4x4 sq. | **Speed:** 16 sq. | **Propulsion:** Motor (5 hours of fuel)

Defense: 9 | **HP:** 35 | **Soak:** 8 | **Deflection:** 15

Weapon: Ram 6k4 (8k6 bludgeoning damage), melee ; Cannon 5k4* (13k8 bludgeoning & piercing damage), 80 sq. range, 3 sq. burst, single shot, *Savage*

Name: Row Boat

Price: 50 G | **Cargo:** 1,000 lbs. | **Deck:** 1

Crew: 1 | **Passengers:** 2 | **Type:** Sea

Size: 1x3 sq. | **Speed:** 4 sq. | **Propulsion:** Oars (Two 2+ STR creatures)

Defense: 8 | **HP:** 14 | **Soak:** 3 | **Deflection:** 1

Weapon: Ram 2k1 (2k1 bludgeoning damage), melee

Name: Speed Boat

Price: 8,000 G | **Cargo:** 2,100 lbs. | **Deck:** 2

Crew: 1 | **Passengers:** 3 | **Type:** Sea

Size: 4x4 sq. | **Speed:** 16 sq. | **Propulsion:** Motor (6 hours of fuel)

Defense: 12 | **HP:** 26 | **Soak:** 5 | **Deflection:** 10

Weapon: Ram 2k2 (3k2 bludgeoning damage), melee

Name: Sailor's Boat

Price: 10,000 G | **Cargo:** 150 tons | **Deck:** 2

Crew: 50 | **Passengers:** 120 | **Type:** Sea

Size: 4x15 sq. | **Speed:** 18 sq. | **Propulsion:** Current (Two masts with sails)

Defense: 5 | **HP:** 80 | **Soak:** 8 | **Deflection:** 20

Weapon: Ram 6k5 (8k6 bludgeoning damage), melee, 20 Cannons (10 on the port side and 10 on the starboard side)

Name: Warship

Price: 25,000 G | **Cargo:** 50 tons | **Deck:** 2

Crew: 60 | **Passengers:** 160 | **Type:** Sea

Size: 4x20 sq. | **Speed:** 30 sq. | **Propulsion:** Current (One mast with sails)

Defense: 2 | **HP:** 130 | **Soak:** 10 | **Deflection:** 20

Weapon: Ram 6k4 (8k6 bludgeoning damage), melee ; 20 Cannons (10 on the port side and 10 on the starboard side)

Name: Airship

Price: 10,000 G | **Cargo:** 30 tons | **Deck:** 2

Crew: 20 | **Passengers:** 100 | **Type:** Air

Size: 4x12 sq. | **Speed:** 20 sq. | **Propulsion:** Current (One mast with sails)

Defense: 4 | **HP:** 90 | **Soak:** 8 | **Deflection:** 10

Weapon: Ram 6k4 (8k6 bludgeoning damage), melee ; 6 Cannons (3 on the port side and 3 on the starboard side)

Name: Plane

Price: 18,000 G | **Cargo:** 4.5 tons | **Deck:** 2

Crew: 8 | **Passengers:** 110 | **Type:** Air

Size: 6x20 sq. | **Speed:** 20 sq. | **Propulsion:** Engine (16 hours of fuel)

Defense: 6 | **HP:** 110 | **Soak:** 12 | **Deflection:** 15

Weapon: Ram 9k6 (10k7 bludgeoning damage), melee

Name: Helicopter

Price: 25,000 G | **Cargo:** 1.5 tons | **Deck:** 1

Crew: 2 | **Passengers:** 8 | **Type:** Air

Size: 4x12 sq. | **Speed:** 60 sq. | **Propulsion:** Engine (16 hours of fuel)

Defense: 4 | **HP:** 120 | **Soak:** 10 | **Deflection:** 10

Weapon: Ram 7k6 (9k5 bludgeoning damage), melee

Name: Helicopter

Price: 25,000 G | **Cargo:** 1.5 tons | **Deck:** 1

Crew: 2 | **Passengers:** 8 | **Type:** Air

Size: 4x12 sq. | **Speed:** 60 sq. | **Propulsion:** Engine (16 hours of fuel)

Defense: 4 | **HP:** 120 | **Soak:** 10 | **Deflection:** 10

Weapon: Ram 7k6 (9k5 bludgeoning damage), melee ; 2 Machine Guns (under the helicopter) ; 2 M72A2 LAWs (under the helicopter)

Name: Fighter

Price: 30,000 G | **Cargo:** 110 lbs. | **Deck:** 1

Crew: 1 | **Passengers:** 1 | **Type:** Starship

Size: 4x4 sq. | **Speed:** 16 sq. | **Propulsion:** Engine (2 days of fuel)

Defense: 10 | **HP:** 60 | **Soak:** 8 | **Deflection:** 10

Weapon: Ram 6k5 (7k4 bludgeoning damage), melee ; 2 Laser Rifles (range is instead starship scale)

Name: Bomber

Price: 45,000 G | **Cargo:** 110 lbs. | **Deck:** 1

Crew: 1 | **Passengers:** 2 | **Type:** Starship

Size: 4x4 sq. | **Speed:** 14 sq. | **Propulsion:** Engine (2 days of fuel)

Defense: 8 | **HP:** 90 | **Soak:** 8 | **Deflection:** 10

Weapon: Ram 6k5 (8k4 bludgeoning damage), melee ; 2 Laser Rifles (range is instead starship scale) ; 2 Plasma Cannons (range is starship scale)

Name: Freighter

Price: 60,000 G | **Cargo:** 100 tons | **Deck:** 4

Crew: 10 | **Passengers:** 10 | **Type:** Starship

Size: 8x8 sq. | **Speed:** 12 sq. | **Propulsion:** Engine (2 months of fuel)

Defense: 2 | **HP:** 190 | **Soak:** 12 | **Deflection:** 20

Weapon: Ram 8k8 (12k10 bludgeoning damage), melee ; 4 Laser Rifles (range is instead starship scale) ; 4 Plasma Rifles (range is instead starship scale) ; 2 Laser Snipers (range is instead starship scale)

Name: Gunship

Price: 200,000 G | **Cargo:** 5 tons | **Deck:** 2

Crew: 4 | **Passengers:** 4 | **Type:** Starship

Size: 12x12 sq. | **Speed:** 8 sq. | **Propulsion:** Engine (1 months of fuel)

Defense: 1 | **HP:** 240 | **Soak:** 12 | **Deflection:** 20

Weapon: Ram 10k8 (14k10 bludgeoning damage), melee ; 6 Laser Rifles (range is instead starship scale) ; 4 Plasma Rifles (range is instead starship scale) ; 4 Laser Snipers (range is instead starship scale) ; 2 Plasma Cannons (range is starship scale)

Name: Corvette

Price: 1,000,000 G | **Cargo:** 2,000 tons | **Deck:** 4

Crew: 50 | **Passengers:** 200 | **Type:** Starship

Size: 14x14 sq. | **Speed:** 12 sq. | **Propulsion:** Engine (1 year of fuel)

Defense: 2 | **HP:** 200 | **Soak:** 10 | **Deflection:** 10

Weapon: Ram 10k9 (14k10 bludgeoning damage), melee ; 4 Laser Rifles (range is instead starship scale) ; 2 Plasma Rifles (range is instead starship scale)

Name: Frigate

Price: 2,000,000 G | **Cargo:** 5,000 tons | **Deck:** 6

Crew: 1,000 | **Passengers:** 200 | **Type:** Starship

Size: 18x18 sq. | **Speed:** 4 sq. | **Propulsion:** Engine (1 year of fuel)

Defense: 5 | **HP:** 260 | **Soak:** 14 | **Deflection:** 15

Weapon: Ram 12k10 (16k12 bludgeoning damage), melee ; 6 Laser Rifles (range is instead starship scale) ; 6 Plasma Rifles (range is instead starship scale) ; 4 Plasma Cannons (range is starship scale)

Name: Cruiser

Price: 10,000,000 G | **Cargo:** 10,000 tons | **Deck:** 10

Crew: 5,000 | **Passengers:** 1,000 | **Type:** Starship

Size: 14x14 sq. | **Speed:** 4 sq. | **Propulsion:** Engine (2 year of fuel)

Defense: 0 | **HP:** 300 | **Soak:** 16 | **Deflection:** 20

Weapon: Ram 10k9 (14k10 bludgeoning damage), melee ; 8 Laser Rifles (range is instead starship scale) ; 8 Plasma Rifles (range is instead starship scale) ; 6 Plasma Cannons (range is starship scale)

Wands

Wands contain weaker spells that can be utilized without much issue. These wands can contain any type of spell (Arcane, Psychic, Divine, etc.) and the levels of spells within the must either be 1st or 2nd level.

Activating wands requires a DC 20 Use Magic Device check if the user can't cast spells. Otherwise no UMD check is needed. **Wands/Staves use the caster's MAG for spell effects/to-hit.**

Wands		
Spell Level	Price	Charges
1 st Level	500 G	5
2 nd Level	1,000 G	5
1 st Level	1,000 G	10
2 nd Level	2,500 G	10
1 st Level	2,000 G	15
2 nd Level	3,500 G	15
1 st Level	3,000 G	20
2 nd Level	4,500 G	20
1 st Level	4,000 G	25
2 nd Level	5,000 G	25

Staves

Staves are higher powered versions of wands, containing much more powerful spells within them as well as containing a charge per day rather than a bulk of charges that are spent forever. Only magic-users capable of casting the appropriate spell level can use the staff. **To buy additional charges, increase the price by a number of Gold equal to 2,000 per spell level.**

Staves		
Spell Level	Price	Charges
1 st Level	5,000 G	1/day
2 nd Level	10,000 G	1/day
3 rd Level	20,000 G	1/day
4 th Level	45,000 G	1/day
5 th Level	70,000 G	1/day

Intelligent Items

Items imbued with a soul are regarded as *Intelligent Items*. These items have a personality of their own, and telepathic communicate with anyone touching them (similar to a [Bonded Weapon](#)). These items have a Magic, Resistance, Smarts, and Luck. These stats start at a 1 and for every 500 Gold spent on the item you can advance one of the weapon's stats.

This weapon possesses training in one Magic, Smarts, or Luck skill for each point it has in Smarts. In order for the intelligent item to speak aloud (and not through telepathy) you must spend 2,000 G.

Intelligent Items know a number of human languages equal to their Smarts.

Potions

Potions can be drank to recover from wounds and get you out of a pinch. They are usually relatively inexpensive, and can be crafted easily by alchemists or spellcasters.

Name	Price	Craft DC
Cure Salve I	50 G	10
Cure Salve II	200 G	14
Cure Salve III	400 G	19
Cure Salve IV	950 G	22
Cure Salve V	1,250 G	25
Cure Salve VI	1,800 G	30
Soul Salve I	250 G	12
Soul Salve II	800 G	17
Soul Salve III	1,400 G	23

Name: Cure Salves (I - VI)

Price: 50 G - 1,400 G

Description: Cure Salves are used to recover from wounds for a short time to ensure people won't die while in the midst of combat.

Tier I: Heals 4 HP.

Tier II: Heals 6 HP.

Tier III: Heals 10 HP.

Tier IV: Heals 14 HP.

Tier V: Heals 18 HP.

Tier VI: Heals 24 HP.

Name: Soul Salves (I - III)

Price: 250 G - 1,400 G

Description: Soul Salves are used to strengthened the drinker's soul so they can recover their magical energy.

Tier I: Recover 5 MP.

Tier II: Recover 10 MP.

Tier III: Recover 15 MP.

Scrolls

Scrolls contain spells of all levels and all kinds, and are used by those with spell books to record new spells into spell books. Scrolls are also used as one-time spells that can be activated by spellcaster or non-spellcasters with a DC 30 Use Magic Device.

Name	Price
1 st Level	100 G
2 nd Level	450 G
3 rd Level	900 G
4 th Level	1,350 G
5 th Level	2,000 G

Cybernetics

Cybernetics are used to replace missing limbs, or enhance existing ones with new and improved versions. Characters have slots for each of their limbs.

Head, Body, Left/Right Arms, and Left/Right Legs.

Name	Price	Location
Prosthesis	1,500 G	Arms or Legs
Dark-Sight Eyes	2,500 G	Head
Organic Prosthesis	3,000 G	Arms or Legs
Skeletal Reinforcement	5,000 G	Body
Synthetic Reflexes	40,000 G	Legs

Name: Prosthesis

Price: 1,500 G (3,000 G for Organic versions)

Description: Characters who lose an arm or leg can have them replaced by synthetic replacements. These replacements work well, but they take a -1 on attack rolls with spells for each limb replaced with cybernetics. Organic limbs don't take this penalty.

Name: Dark-Sight Eyes

Price: 2,500 G

Description: With these eyes you gain 6 square Darkvision. If you already have Darkvision, you increase it by 4.

Name: Skeletal Reinforcement

Price: 5,000 G

Description: Increase your Deflection by 5.

Name: Synthetic Reflexes

Price: 40,000 G

Description: Utilizing this cybernetic is an immediate action before combat begins, and upon being used you gain two different initiative turns. This second turn is done at a -10 Initiative.

Items of Power

Items of Power are items that are to be worn on specific parts of the body in order to grant special abilities and powers to the wearer. Many Items of Power exist, and the most powerful of them are regarded as *Artifacts*.

The following slots exist for Items of Power:

- Head (Mask, Helm, Helmet, Hat, Cap)
- Neck (Cloak, Cape, Amulet)
- Body (Vest, Shirt)
- Hands (Gloves, Bracers, Wristbands)
- Ring – Two rings can be one at once.
- Belt (Belt, Sash)
- Boots (Boots, Shoes, Sandals)

Characters can only wear one Item of Power per slot they have (except for Rings).

Ring slot items count as one per hand, and if a hand is missing then a slot for a ring is missing. If the character has multiple arms/hands this doesn't grant more ring slots but so long as they have at least two hands they also have two ring slots.

Name	Price	Location
Jingasa of Solitude	1,200 G	Head
Crown of Nobility	3,000 G	Head
Heaven's Halo	6,200 G	Head
Plague Doctor's Mask	11,000 G	Head
Cap of the Ocean	18,500 G	Head
Spell Amplifying Amulet	1,800 G	Neck
Amulet of a Broken Star	3,250 G	Neck
Brandished Chain	6,000 G	Neck
Beads of Clarity	8,800 G	Neck
Brooch of Hate	13,000 G	Neck
Vest of Recuperation	1,600 G	Body
Martial Artist Gi	3,200 G	Body
Desperado's Duster	5,000 G	Body
Blast Vest	8,500 G	Body
Dark Finery	13,200 G	Body
Gauntlets of Gripping	2,900 G	Hands
Corruption Gloves	4,400 G	Hands
Spell Parry Gloves	9,000 G	Hands
Tremor Gauntlets	14,000 G	Hands
Demonic Claw	18,000 G	Hands
Thief's Ring	250 G	Ring
Focus Ring	1,400 G	Ring
Ring of Invisibility	3,000 G	Ring
Squeezing Ring	5,500 G	Ring
Black Magic Ring	8,000 G	Ring
Energy Absorbing Ring	12,000 G	Ring
Mental Scarring Ring	15,000 G	Ring
Regenerating Ring	20,000 G	Ring
Wish Ring	22,500 G	Ring
Ring of Life	25,000 G	Ring
Belt of Empowerment	1,000 G	Belt
Great Strike Belt	4,000 G	Belt
Everlasting Sash	7,500 G	Belt
Silk Shadow Belt	15,000 G	Belt
The Wise Old God's Sash	25,000 G	Belt
Acrobat's Boots	2,000 G	Boots
Quickstep Shoes	4,300 G	Boots
Jaunting Boots	7,000 G	Boots
Levitation Boots	10,250 G	Boots
Winged Sandals	17,500 G	Boots

Head

Name: Jingasa of Solitude

Price: 1,200 G

Description: This small jingasa can be worn and while worn you gain small bonuses while alone. So long as no allies are within 3 squares of you, you gain a +2 bonus to all Defenses.

Name: Crown of Nobility

Price: 3,000 G

Description: This crown is embroidered with jewelry and encrusted with gold and silver. All Persuasion checks receive a +1k0 die bonus, and even if you are not royalty while wearing it you are regarded as such.

Name: Heaven's Halo

Price: 6,200 G

Description: A *Heaven's Halo*, while worn, radiates a holy light that seeks to defend its wearer from unholy harm. This grants you 5 Deflection against demons, and characters who cast Unholy spells exclusively, or devotion to an Unholy deity.

Name: Plague Doctor's Mask

Price: 11,000 G

Description: This magically enchanted *Plague Doctor's Mask* functions as a magical gas mask that in addition to the same effects of a gask mask it also stores the effect that is negated by the mask. As a swift action you can breathe the toxin held within the mask at an adjacent enemy and they have an attack (at the same original bonus) against them.

Name: Cap of the Ocean

Price: 18,500 G

Description: This cap includes a rebreather and is magically enhanced to allow its wearer to survive in the ocean. This allows you to breathe underwater, and grants you a swim speed equal to $\frac{1}{2}$ your land speed. If you already have a swim speed, increase it by an amount equal to $\frac{1}{2}$ your land speed.

Neck

Name: Spell Amplifying Amulet

Price: 1,800 G

Description: While worn this amulet increases the potency of a spell you're casting. This grants the spell a +1k0 bonus to attack and damage. Alternatively you can add +2 MP to the spell's cost to increase the bonus by +1k0. Using this amulet to amplify the spell is a swift action.

Name: Amulet of a Broken Star

Price: 3,250 G

Description: This amulet contains a jewel fashioned from a meteorite, and while worn this amulet can be activated as a swift action. Upon being activated, you gain a Deflection of 2 to all parts of the body for 1 minute. This Deflection is natural and functions even while you're not wearing armor.

Name: Brandished Chain

Price: 6,000 G

Description: While worn the *Brandished Chain* helps you defend against mental exhaustion. Reduce stress damage by 1 while it's worn.

Name: Beads of Clarity

Price: 8,800 G

Description: These Buddhist-style prayer beads can be used to strengthen you spiritually. Against incorporeal creatures you gain your Resistance as Deflection.

Name: Brooch of Hate

Price: 13,000 G

Description: While worn this brooch with a cracked ruby empowers you while in combat and surrounds you with a fiery glow. So long as you aren't at full HP, you gain a +2 square land speed, a +2 to all Defenses, and a +1k0 to attack and damage.

Body

Name: Vest of Recuperation

Price: 1,600 G

Description: This vest allows you to, once per day as an immediate action, recover to 1 HP while unconscious and at 0 or less HP.

Name: Martial Artist Gi

Price: 3,200 G

Description: This specialized Gi makes you more powerful while in unarmed combat. If unarmored and you do not have any class abilities which grant a bonus to Deflection, you gain half your Endurance to Deflection.

Name: Desperado's Duster

Price: 5,000 G

Description: The *Desperado's Duster* is a shaggy brown duster which doesn't look like it has been enhanced on a first glance. If you wear the duster you reduce penalties to attack with a firearm by half.

Name: Blast Vest

Price: 8,500 G

Description: Appearing as a bomb squad's vestments, this magical vest grants you +1 to Soak and +2 Deflection when taking damage from grenades or similar splash thrown weapons.

Name: Dark Finery

Price: 13,200 G

Description: This shadowy suit is finely crafted, but also built for espionage. It grants you a +2k0 to Stealth, and so long as you're in an area of darkness you are considered to be invisible.

Hands

Name: Gauntlets of Gripping

Price: 2,900 G

Description: These function as the gauntlet piece of armor, and in addition to the Deflection bonus you are unable to be disarmed while this is worn. If you are already unable to be disarmed due to a class ability, you deal 2 damage to anyone attempting to disarm you. This damage bypasses Soak.

Name: Corruption Gloves

Price: 4,400 G

Description: These gloves radiate with corrupted energy, slowly taking a toll on you. While worn you can deal 4k2 points of corruption damage with a weapon you wield or unarmed strikes and you take ½ this damage and it cannot be resisted by corruption resistance. It takes a swift action to activate this effect.

Name: Spell Parry Gloves

Price: 9,000 G

Description: You can parry spells. If you have *Redirecting Strike* or *Riposte* you can redirect the spell back at the caster with the same bonus to attack as the caster.

Name: Tremor Gauntlets

Price: 14,000 G

Description: These function the gauntlet armor piece, save that they can be punched into the ground as a move action. Once this is done, you can detect the movement of any land-bound creatures within 12 squares of you. This doesn't detect anyone flying or climbing. This allows you to instantly spot anyone moving while in stealth, but not anyone standing still and in stealth.

Name: Demonic Claw

Price: 18,000 G

Description: This hellish claw has maroon talons which pulsate with black veins attached to the demon skin-like glove. This functions as two claw natural attacks (one for the two pairs of gloves), and these claws have a penetration of 5, Brutish, Savage, and Deadly. These gloves can be activated as a swift action, radiating a blood red energy surrounding you. All adjacent enemies feel their skin rotting, and take 1 damage (that bypasses Soak).

Rings

Name: Thief's Ring

Price: 250 G

Description: This tiny ring attaches to a pinky finger, and disguises itself as a simple pinky ring. This magical tool functions as a lockpick for the purpose of using Stealth checks to pick locks and disable traps. It grants a +2k0 on checks made to do this.

Name: Focus Ring

Price: 1,400 G

Description: This ring allows you to steady yourself, pouring your focus into your spells. While focusing as a full-round action you can reduce the MP cost of the spell you cast on the next turn by 1 (to a minimum of 1). Additional turns can be spent focusing, reducing the casting cost by an additional 1 to a maximum of $\frac{1}{2}$ your Magic.

Name: Ring of Invisibility

Price: 3,000 G

Description: This invisibility can be activated as a swift action, and when activated you are considered invisible just like the [spell](#). This lasts for 5 rounds.

Name: Squeezing Ring

Price: 5,500 G

Description: You can occupy the same square as an ally without penalties.

Name: Black Magic Ring

Price: 8,000 G

Description: Possessing a black onyx gem in the center, this ring enhances unholy powers. You deal +2k0 unholy damage whenever dealing unholy damage.

Name: Energy Absorbing Ring

Price: 12,000 G

Description: When bought/created, the arcane energy is chosen (it cannot be sonic, corruption, or arcane) and you gain Energy Absorption with that element. It can absorb a number of damage equal to Resistance x 5.

Name: Mental Scarring Ring

Price: 15,000 G

Description: This ring can be activated as a swift action, and once activated it radiates a maddening energy around you. All enemies adjacent to you has an attack against their Mental Defense (using attack as if it were a spell, except it uses Smarts). Enemies who have their Mental Defense hit, they take 1 Sanity damage.

Name: Regenerating Ring

Price: 20,000 G

Description: If you have a hand which you can place this ring upon and a limb is missing, that limb can be regrown. In addition to this, it heals 1 HP per round for 10 rounds and once per encounter it can negate a limb being severed.

Name: Wish Ring

Price: 22,500 G

Description: Imbued with the magic of a djinn, this ring is a one-time use magical item that can be used to grant a single wish. The wish can accomplish anything within the bounds of reality so long as it follows the following wish-giving rules:

- 1) You cannot wish for additional wishes in any manner shape or form. This includes more means to acquire wishes.
- 2) Attempting to achieve loopholes in order to break or otherwise subvert the laws of reality will result in the charge spent with no benefit.
- 3) The wish cannot grant the wisher the power to become a deity, demi-god, or equivalent power. The power bestowed will always come at a cost if it is leagues and bounds beyond their original power.

Additional rules can be applied by the DM if the power is attempting to be abused. Otherwise, this ring can allow the wisher to receive a single thing that they want. Extremely powerful wishes (such as gaining powerful gear) will always cost something.

Name: Ring of Life

Price: 25,000 G

Description: This is a one-time use ring similar to the *Wish Ring*. It is activated immediately if you would die. The ring imbues you with life-giving energy and brings you back to full HP (you are still prone after its use however).

Belt

Name: Belt of Empowerment

Price: 1,000 G

Description: When activated this belt as a swift action it makes you feel stronger. For 1 hour/level you're able to carry double the amount of gear you're normally able to carry.

Name: Great Strike Belt

Price: 4,000 G

Description: This belt can be activated as a swift action, and while activated you can wield a two-handed weapon in one-hand while still gaining the benefits of using two hands. This lasts for 1 hour.

Name: Everlasting Sash

Price: 7,500 G

Description: While worn if you are considered old for your species, you can negate the penalties and bonuses.

Name: Silk Shadow Belt

Price: 15,000 G

Description: This smooth and thin belt allows you to achieve a simple incorporeal form, allowing you to move through walls for 1 minutes.

Name: The Wise Old God's Sash

Price: 25,000 G

Description: This simple sash wouldn't be thought of as magical if it wasn't for the magical aura radiating from it. This sash makes you immune to ability score damage.

Boots

Name: Acrobat's Boots

Price: 2,000 G

Description: When making an Acrobatics check you gain a +1k0 to these checks.

Name: Quickstep Boots

Price: 4,300 G

Description: As a swift action you can activate the boots in order to move quicker. This grants you a +4 square land speed.

Name: Jaunting Boots

Price: 7,000 G

Description: *Jaunt Boots* are short-distance teleporting boots that can be activated as a move action. Once activated you can teleport yourself up to 12 squares away without provoking attacks of opportunity. You must have line of sight.

Name: Levitation Boots

Price: 10,250 G

Description: These boots help prevent potentially dangerous falls and death. While worn these boots prevent you from falling and taking falling damage.

Name: Winged Sandals

Price: 17,500 G

Description: Used for the sake of flight, *Winged Sandals* can be activated as a swift action and for 1 minute you receive an 8 square fly speed. This can be done once per encounter.

Chapter 10: Rules

Unless otherwise specified, round down.

Hit Points

Characters have a set number of Hit Points that increases with level based on their class, and any Feats or Class Abilities they might take.

HP Calculations: Class HP + Endurance + HP Gained + Miscellaneous Bonuses

Characters who reach 0 HP are unconscious. Characters die at a number of negative HP equal to 2 + Endurance.

Soak

Characters have a set number of Soak that rarely if ever increases beyond its base number. Damage is divided by Soak before being applied against HP.

Soak Calculations: Species Size + Class Bonus + Miscellaneous Bonuses

Example: If a character has 8 HP and 4 Soak, and an attack would deal 12 damage it's divided by 4 and thus deals 3 damage to HP. Deflection is applied before dividing Soak. Thus, if the character has 4 Deflection in the example above, they would take 2 damage instead of 3.

Movement

The most common form of movement among humanoids is a 6 square land speed, sometimes abbreviated as **6 sq. (Land)**.

Moving diagonally counts the first square as one, the second as two, the third as one, and so on.

Step: Steps are a special type of movement that only moves a character 1 square (unless otherwise specified). Taking a Step is a free action, however if a Step is taken a movement cannot be taken in the same turn (such as a Move action or a Charge).

Re-Rolls

For every 2 points a character has in Luck, they gain a once per encounter re-roll of any check made. These re-rolls can be used on any type of check except for damage rolls, or checks which have already been re-rolled through Class Abilities or other such abilities.

Calculations

Physical To-Hit Formula: (Agility) k ($\frac{1}{2}$ Agility) + Misc. Bonuses

Magical To-Hit Formula: (Magic) k ($\frac{1}{2}$ Magic) + Misc. Bonuses

Damage: Base Damage + ($\frac{1}{2}$ Strength)k($\frac{1}{4}$ Strength)

Example: A Strength of 6 wielding a weapon with a base damage of 4k2, the damage is now 7k3.

Defense: 15 + Agility + $\frac{1}{2}$ Luck (+ Resistance vs. Spells)

Avoid: 10 + Double Agility + $\frac{1}{4}$ Luck (+ Resistance vs. Spells)

Mental Defense: 15 + Smarts + $\frac{1}{4}$ Luck (+ Resistance vs. Spells)

Bodily Defense: 15 + Endurance + $\frac{1}{4}$ Luck (+ Resistance vs. Spells)

Defenses: Whenever a bonus lists that it affects “all Defenses”, this affects Defense, Avoid, Mental Defense, and Bodily Defense.

Initiative: 1d10 + Agility

Defense vs. Avoid: Defense is used by characters when attempting to block and avoid normal attacks such as those from weapons. Avoid is used for moving quickly out without needing to block, requiring one to be deft on their feet.

Against magical attacks, characters add their full Resistance bonus if one of these Defenses is called upon by a spell. For example having a 2 in Resistance when your Defense of 16 is targeted grants you an 18 vs. the spell’s roll.

Dodging: A dodge can be taken as part of a reaction (similar to an attack of opportunity) in an attempt to evade an attack. Characters can dodge once per turn unless otherwise stated. Dodging starts at (AGI) k 1 at 1st through 5th level, and increases the keep dice beyond that by 1 up to k4 at 16th - 20th levels.

Level	Dodge
1-5	(AGI) k 1
6-10	(AGI) k 2
11-15	(AGI) k 3
16-20	(AGI) k 4

A dodge roll adds the result to the character’s Defense or Avoid, and is compared against the incoming attack roll. Dodge must be declared before the attack is rolled.

Alternatively if the character is wielding a melee weapon and the attack made against them is a melee attack they can attempt to *Parry*. Parrying is similar to a dodge and uses the same table, however the roll made uses the character’s attack with the wielded weapon.

Physical vs. Magical: Unless stated, attacks with weapons deal physical damage and attacks with spells deal magical damage. Weapons that deal damage (such as fire damage) aren’t categorized as magical or physical and are instead “energy”, however magical resistances against fire apply against these energy-based fire weapons.

Two-Handing: You can two-hand a one-handed weapon. When two-handing a weapon, you deal an additional 1k0 damage with your weapon. Two-handed weapons are already counted to have this bonus applied.

Negative Dice: If a specified check would require you to roll zero dice (such as a penalty making a check 0k2), roll “Negative Dice” for the check. You roll 1 die at zero, and an additional 1 die for each point the penalty would reduce the roll below zero dice (example: a -3k0 to a 1k1 check would make it 2k1 Negative Dice.) Use the Keep Dice of the original roll. Negative Dice, when rolled, take the lowest results rather than taking the highest. The check *can* still pass, however it is incredibly unlikely as failure occurs more often than not. Effects which cause the dice to explode still work on Negative Dice. 0k1 is effectively 1k1 in Negative Dice.

Deflection: Creatures and armor have what is known as “Deflection”, blocking a certain amount of damage to body parts and preventing damage. If damage is reduced to 0 or below through Deflection, it is completely negated. Unless specified, Deflection from multiple sources does not stack together. Only the highest Deflection is used on a specified body part. For example if a creature with 2 Natural Deflection to all body parts wears armor that grant 6 Deflection to its body, the 6 Deflection from its armor supersedes its Natural Deflection. However, if the creature’s listing states that the Natural Deflection stacks with armor worn, it’d receive 8 Deflection to the body.

Energy Resistance: Some creatures and species have resistance to elements (example: Fire Resist 5), and this reduces damage like Deflection only it’s specifically against that damage type, Resistance is applied before Soak like armor. A stronger form of Resistance is Immunity, which completely negates damage with no reduction. Absorption is an even more powerful version, transmuting damage that would have been dealt into recovering HP. **Energy Weakness** is when a creature takes 50% more damage from a select element type.

Holy Resistance on a living creature increases healing by the tens digit (minimum of 1), and *Unholy Resistance* on an undead creature does the same effect for them.

Attacks of Opportunity: Casting a spell, moving through or out of a threatened square, using ranged weapons in melee, and using an item while threatened all provoke attacks of opportunity. Characters have one attack of opportunity per round. This attack of opportunity can be given up in place of making an additional Dodge.

Flanking: When two characters surround a target (being able to draw a line through the center of the square), they both gain a +1k0 bonus to-hit.

It is possible to flank with ranged weapons so long as you can provoke with the range weapon (such as through the *Provoking Fire* feat).

Called Shots: Taking a called shot deals a -2k0 penalty to your attack. Upon hitting the body part targeted, you deal one of the following effects below alongside damage.

If Deflection would reduce a called shot's damage to 0, its effects don't take place. This applies to critical hits on called shots as well.

- *Head:* Staggered for 1 round. A critical hit is an instant kill.
- *Arm (Right or Left):* Drop held item, -2 penalty to attacks for 1 round. A critical hit severs the arm instead, and instead deals a -4 penalty.
- *Body:* 1 damage. A critical hit deals 4 damage instead. These bypass Soak.
- *Leg (Right or Left):* -2 land speed per leg hit. A critical hit severs the leg instead, and in place of the penalty permanently deals a -2 land speed.

Critical Hit/Fail: Bypassing a defense by x2 or more counts as a critical hit. Skills cannot critically hit.

If a roll against a Defense is half or below the Defense's number, it critically fails and on your next turn all checks take a -2k0.

Critically hitting with a weapon or spell doubles the damage dealt before Soak.

Run: Running is a full-round action and requires the character to move in a straight line. The character who is running moves at quadruple their speed (triple if armor is reducing your movement speed).

Carrying Capacity: Characters have three states of carrying plus three additional states. These weight limits are presented in pounds (lbs.). Light Limit deals no penalty, Medium Limit reduces speed by half, and Heavy Limit reduces speed by half and also applies a -5 penalty to both Defense and Avoid. Over the Head, Off the Ground, and Push/Drag are considered Heavy Limit for the purpose of penalties.

- **Light Limit:** $5 + (\text{Strength} + \text{Endurance}) \times 5$
- **Medium Limit:** $5 + (\text{Strength} + \text{Endurance}) \times 10$
- **Heavy Limit:** $5 + (\text{Strength} + \text{Endurance}) \times 15$
- **Over the Head:** Heavy Limit $\times 1.5$
- **Off the Ground:** Heavy Limit $\times 3$
- **Push/Drag:** Heavy Limit $\times 5$

Surprise Round: If you have caught an enemy unaware before initiating an attack (such as through stealth, or careful deception, or through other forms of ambush) you initiate a surprise round. This is a combat round where *only* the ambushing group gets a chance to act. Initiative is rolled like normal, however characters not on the ambushing side (or who don't have abilities that allow them to act in a surprise round) are skipped, and only the ambushing group is factored in for actions.

Actions

The following are actions which can be taken by characters in a round.

Action Type	Examples
Standard	Attacking with a weapon, using an item, reloading a crossbow/firearm, casting a spell. Skills; Deception, Heal, Persuasion, Use Computers, and Use Magic Device.
Move	Moving (up to full speed), drawing an item or weapon, standing up from prone, opening or closing a door, and moving a heavy object by force. Skills; Artisan (to perform), Acrobatics, Drive, and Ride.
Swift	Picking up an object, changing a weapon's settings (semi to auto), some abilities and powers. Skills; Handle Animal and Linguistics.
Free	Dropping an item, dropping prone, talking, and freeing a hand from a two-handed weapon. Skills; Awareness, Fortitude, Knowledges, Spellcraft, and Stealth.
Immediate	Taking a prepared action.
Reaction	Making an attack of opportunity, dodging, and parrying.
Full-Round	Making multiple attacks with a weapon, charging, delivering a coup de grace, running, withdrawing, and loading a siege weapon.

* Drawing a weapon while moving or taking a step action changes it to a free action.

Actions per Round: In a typical round, a character can take a single standard, move action, and swift action or a single full-round action and swift action. You can also take as many free actions as you want in your turn (up to GM's discretion).

Immediate actions can only be taken once per round but they can be taken outside of your turn. Reactions are similar to immediate actions, except they must be triggered by someone else (such as moving through a threatened square and thus provoking an attack of opportunity).

Characters can downgrade a swift action into a move action, and a move action into a standard if they so wish. Thus, if they want to take two swift actions they would need to expend a swift and their move action doing this. If they'd want to spend three swift actions, they'd expend their swift, move, *and* standard.

Charge: A charge requires you to move in a straight line to reach your opponent. You double your speed (though at minimum you must move 2 squares) and make a single attack at a +2 bonus to hit and damage, yet take a -2 penalty to Defense and Avoid until the end of the next turn. If you are limited to only a standard action, you can do a charge at your normal movement speed as a standard.

Full-Round Attack: If a character has more than one attack in a round, they can take a full-round action to make a *Full-Round Attack*. Doing this allows you to attack as many times as you have Attacks per Round (as listed on your class). A Full-Round Attack can be made before or after a Step.

Coup de Grace: This is made as a full-round attack against a helpless opponent.

When a coup de grace is made, treat the character's soak as 1 for the purpose of the damage of the attack made. Though the damage is rolled normally, effects which trigger on a critical hit also trigger on a coup de grace (such as having a Deadly weapon.)

Withdraw: Making a withdraw attempt is a means to get away from a fight without getting harmed. Double your movement speed when you move, and you are immune to attacks of opportunity while withdrawing. If you are limited to only a standard action, you can take a withdraw action at your normal movement speed.

Preparing an Action: Preparing an action is made on your turn in place of taking an action itself (example: "I prepare to attack if I see any enemies"). You can prepare standard actions, move actions, swift actions, or free actions. Using a prepared action is an immediate action once the condition is met. Your initiative does not change when taking a prepared action.

Holding an Action: You can hold an action if you wish to take your action later in the initiative turn order. This changes your initiative to the new initiative.

Attack Location: If an attack is made but it's unsure where the attack would hit when dealing damage, roll a 1d10 before damage is dealt and consult below (reroll on missing body parts). This is also repeat on the Armor page.

Head	Body	Left Arm	Right Arm	Left Leg	Right Leg
1	2-6	7	8	9	10

If you wish to speed up combat in your turn, you can default to hitting the enemies' Body (it has a 50% chance of being hit, while the rest of the body parts have a 10% chance each).

NOTE: If the characters aren't making a called shot and a critical hit is scored against a body part that is randomly rolled, that critical hit effect doesn't take place. For example, critically hitting the head on a random roll doesn't decapitate the opponent.

Combat Flow

This is meant to help some players understand the flow of combat, and how to structure their turn. This should also be understood by the GM in order to keep combat flowing properly and at a steady rate.

Taking/Dealing Damage

Character 1 attacks and rolls 8k4 (result of 28) against *Character 2*'s Defense. It's a hit! First, the roll to see where it hit is made (result of 6, the Body) and then damage is rolled at a 6k3 (result of 27, Penetration 4).

Character 2 wears armor with 5 Deflection, and is reduced by 4 because of the weapon's Penetration ending with 1 Deflection total. 1 is subtracted from the total damage for a new total of 26 damage. This is then divided against a Soak of 4, resulting in a 6.5 (rounded down to become 6). *Character 2* takes 6 damage, and is reduced to 4 HP.

In return, *Character 2* wishes to retaliate on their turn. They make an attack and rolls 8k4 as well (result of 36) against *Character 1*'s Defense. It'd be a critical hit, however *Character 1* wishes to Dodge. At their level they roll 6k1 for a Dodge. It results in a 10, and adds to Defense. It doesn't stop the attack from hitting, but transforms it from a critical hit into a regular hit. Damage is then carried out like above in a similar manner.

Dissecting a Turn

Characters in The Fade Tabletop each take turns during combat, representing their actions taken within a short time. Sometimes however it can be confusing when to take what actions. This reference turn is one of the most common types of actions taken by players - no fancy tricks needed. All you need to do is make sure beforehand that the numbers on your sheet are correct!

1. Move to the closest enemy (or Step if they are close enough)
2. Make an attack with your held weapon or chosen spell.
 - a) If you have multiple attacks, make them.
3. On a hit, deal damage.
 - a) Roll where you hit on the body if you do not make a called shot (or default to the Body).
 - b) Check your weapon's Penetration against the body part's Deflection if any.
4. End your turn.

Spellcasting and Magic

Magic is broken up into different spellcasting types. Arcane, Divine, and Psychic are the primary three with numerous different deviations existing (but few being documented or practiced). Spells are cast differently depending on the magic type.

- **Arcane:** Requiring complex hand motions and/or vocal chanting, arcane spells are incredibly flashy and obvious.
- **Divine:** Involving praying, imploring the divine, and gripping a holy symbol tightly. Divine spells aren't as flashy as arcane, but they require focus.
- **Psychic:** These spells are cast through mental fortitude alone, requiring a mere thought to unleash Psychic Armageddon.

Every spellcasting class has Magic Points (MP for short) which are spent on casting a spell. Point costs are low for lower level spells and abilities while being expensive for more intricate and powerful spells. If a spellcaster's MP is somehow exhausted below 0, they are knocked unconscious for 1 hour per point below 0.

Magic Points: Class' MP (based on level) + caster's Resistance

Casting a spell is typically a standard action unless otherwise mentioned by the spell.

Spells provoke attacks of opportunity when cast if proper measures (see below) aren't taken, and thus if the caster is attacked and ends up taking damage, they'll require a concentration check to maintain the spell. The DC of the check is 10 + Spell Level + Damage Dealt. On a failed test, the spell is lost and wasted.

Concentration Checks: If a caster is within an enemies' provoking range and casting a spell would provoke an attack of opportunity, the caster can make a concentration check to avoid being attacked. The DC of this is 10 + Spell Level and on a failed concentration check, the spell is lost (but the caster still doesn't provoke).

Concentration checks are made at $(\frac{1}{2} \text{ Magic}) + (\frac{1}{2} \text{ Resistance})$ k $(\frac{1}{4} \text{ Magic}) + (\frac{1}{4} \text{ Resistance})$. For example a Mage with 4 in both Magic and Resistance has a concentration check of $4k2 \{(2 + 2) \text{ k } (1 + 1)\}$

Spells that deal a bonus or penalty to the same thing (such as two spells that deal a -2 Defense) do not stack unless otherwise specified, only the highest bonus or penalty is applied.

Attack Locations and Called Shots: Some spells can use effects such as called shots while others cannot. This all depends on the spell's application and use. The spell being cast *cannot* be a radius centered on you or an emanation. Cones, lines, bursts, and so on can all be used on called shots for similar effects (however they do not rely on the random Attack Location roll as with normal weapons, instead always defaulting to the body unless aimed).

Single target spells function like weapons, and use Attack Locations *and* Called Shots.

Size

Creatures and characters come in all different shapes and sizes. Sizes in *The Fade Tabletop*, are listed as a number between 1 and 10 (with numbers higher than 10 being exceedingly rare, but not impossible to find).

Size: Characters size 1 through 4 fit within one square, characters size 1 can fit multiple of their own size into one square. Size 5 characters take up 2 squares by 2 squares on a grid map, and for every step above 5, increase the amount of squares they take up (to a maximum of 6x6 at Size 9).

When attempting a grapple, trip, disarm, and similar maneuvers on a creature that is 2 or more steps larger than you, take a penalty to the check equal to -1k0 per step over 2 steps the creature is. This is instead a bonus for the opposite scenario.

Reach: Creatures of size 1 have no reach and must enter the square of a target they're fighting (which provokes attacks of opportunity) in order to attack. Creatures that are size 5 have a natural reach of +1 higher than the normal reach, and this increases by +1 for every step beyond 5 (maximum of 6 Reach at Size 9).

Natural Attacks: For every step below 4 the creature is, their natural weapon's damage decreases by 1k0 (minimum of 1k1). For every step above 4 the creature is, their natural weapon's damage increases by 1k0 (maximum of 6 rolled dice, after which the bonus is added to the keep dice to a maximum of 6 keep dice).

Size	Space	Reach	Average Height	Average Weight
1	0x0	0	6" - 1'	1/8 - 4 lbs.
2	1x1	1	1' - 3'5"	4 - 30 lbs.
3	1x1	1	3'6" - 4'2"	30 - 60 lbs.
4	1x1	1	4'3" - 8'	60 - 500 lbs.
5	2x2	2	8' - 16'	505 - 4000 lbs.
6	3x3	3	16' - 32'	2 - 16 tons
7	4x4	4	32' - 64'	16 - 125 tons
8	5x5	5	64' - 128'	125 - 400 tons
9	6x6	6	128' - 256'	400 - 800 tons
10	6x6	6	256' - 512'	800 - 1,400 tons

Natural Attack	Damage
Bite	3k2
Claw	2k1
Gore	3k2
Slam	2k2
Sting	2k1
Tentacle / Hoof / Wing	2k1
Tail Slam / Pincers	2k2

When calculating size bonuses to damage, the maximum includes the base damage plus the bonus added by size. Thus, the maximum base damage (before applying Strength) a natural attack can reach is 6k6.

When reducing damage for creatures of Sizes below 4 and the rolled dice is already 1, remove from the keep dice if it is above 1. For example, 1k2 would become 1k1.

These bonuses to Natural Attacks apply to "Unarmed" which is considered a Natural Attack. **Artificial Weapons are not modified in this way.**

Stress and Sanity

Characters in games will encounter stressful situations, and monsters which could potentially bring them over the edge and slip into insanity. The mere presence of some creatures can terrify characters into losing their mind as well.

Calculations

Stress: 10 + Smarts + Resistance + $\frac{1}{4}$ Luck

Sanity: Smarts + Resistance + $\frac{1}{4}$ Luck

Stress: This score determines a character's short term sanity and composure. Sanity is first applied to Stress until it reaches the maximum in the Stress' stat. After which it starts applying to the character's Sanity stat. Stress is reduced by 1 for every hour of sleep/rest.

Sanity: This score is how much the stress of the world has permanently impacted the character. For each point a character has in Sanity, they gain a random mental illness as determined by the roll-able chart. If a character reaches maximum in their Sanity stat, they're completely lost to insanity and become completely unplayable until cured of their insanity. Characters regain 1 point of Sanity per every 1 week of rest without a stressful situation occurring. A character's randomly rolled mental illnesses only go away once their Sanity stat is completely cleared.

Mental Illness	
1d%	Disability
1-5	Hallucinations
6-10	Schizophrenia
11-15	Aphasia
16-20	Echopraxia
21-25	Logorrhea
26-35	Autophagia
36-40	Bipolar
41-45	Body Dysmorphia
46-50	Depression
51-60	Fugue
61-70	Hypochondria
71-80	Insomnia
81-90	Megalomania
91-99	Multiple Personality Disorder
100	Post-Traumatic Stress Disorder

Name: Hallucinations

Descriptions: Every turn during combat roll a 1d100. On a 1-50 they act normally while on a 51-100 they see things that aren't actually there, and must act upon said things they're seeing (effectively losing their turn.)

Name: Schizophrenia

Descriptions: Every turn during combat roll a 1d100. On a 1-50 they act normally while on a 51-100 they attack the closest target (friend, foe, or themselves if nobody is within striking distance).

Name: Aphasia

Descriptions: The character can no longer communicate with any spoke languages they know. They must use sign language, or pictures.

Name: Echopraxia

Descriptions: Every turn during combat roll a 1d100. On a 1-50 they act normally while on a 51-100 they repeat the action they took last round even if doing so wouldn't make sense.

Name: Logorrhea

Descriptions: Every turn during combat roll a 1d100. On a 1-50 they act normally while on a 51-100 they are stuck talking the entire time. They can make Deception or Persuasion checks normally, however can take no other action.

Name: Autophagia

Descriptions: Every turn during combat roll a 1d100. On a 1-50 they act normally while on a 51-100 they begin eating themselves and their unarmed damage to themselves.

Name: Bipolar

Descriptions: Every turn during combat roll a 1d100. On a 1-50 they act normally while on a 51-100 they attack the nearest ally within range. If they cannot attack their ally, they instead lose their action.

Name: Body Dysmorphia

Descriptions: Every turn during combat roll a 1d100. On a 1-50 they act normally while on a 51-100 they either attack themselves, or if the option is available they instead change their appearance through a spell or special ability.

Name: Depression

Descriptions: Every turn during combat roll a 1d100. On a 1-50 they act normally while on a 51-100 they lose their turn.

Name: Fugue

Descriptions: Every turn during combat roll a 1d100. On a 1-50 they act normally while on a 51-100 they move in a random direction (as determined by the GM).

Name: Hypochondria

Descriptions: Every turn during combat roll a 1d100. On a 1-50 they act normally while on a 51-100 they use healing items, spells, or abilities on themselves regardless of whether they're injured or not. If they cannot, they lose their turn.

Name: Insomnia

Descriptions: Instead of the standard 8 hours of sleep, the character sleeps for 12 hours. If they sleep for between 8 hours to 11 hours they gain the full benefits of sleeping save that they wake up fatigued.

Name: Megalomania

Descriptions: Every turn during combat roll a 1d100. On a 1-50 they act normally while on a 51-100 they must make a Persuasion check against the closest person in an attempt to intimidate them. If there are no people nearby, they lose their turn.

Name: Multiple Personality Disorder

Descriptions: The character has 4 additional unique personalities in addition to their own, and these personalities will take control at a whim. During combat at the start of the character's turn they must roll a 1d10. 1-2 means they're themselves, 3-4 means they're violent and attacks anyone in sight, 5-6 means they're incredibly depressed and refuses to act, 7-8 means they run away all enemies, and 9-10 means they're convinced they're on the other side, and attack any allies within range.

Name: Post-Traumatic Stress Disorder

Descriptions: Every turn during combat roll a 1d100. On a 1-50 they act normally while on a 51-100 they are stunned for 1d5 rounds.

Special Combat Rules

The following are rules, definitions, and terms for events which take place in combat.

Area Attacks

Attacks which cover a multi-square area. Select the square you want to target first, and then measure out from the target square. Example 2-by-2 square radius. Other such effects like the Lightning Bolt spell cover a special area (in this case, a line). Use the user as the origin, and measure out from there in a straight line.

Attack of Opportunity

Squares adjacent to characters who are armed are considered "threatened squares". Some weapons or racial abilities allow for reach, giving characters a larger amount of threatened squares. If an enemy moves through the character's threatened square(s), they get an attack of opportunity on them. Using the "step" action doesn't provoke, and entering a threatened square doesn't provoke. The following other actions provoke attack of opportunities, as listed below.

- Attacking with a ranged or thrown weapon
- Reloading a firearm/crossbow
- Picking up an item
- Retrieving a stored item
- Using skills which require concentration (such as using Stealth to disable a trap)

Characters can gain multiple attacks of opportunity through the Combat Reflexes feat. This grants an additional amount of attacks of opportunity equal to the character's Agility (minimum of 1).

Ability Damage or Ability Drain

Ability damage is a certain type of damage only dealt to a creature's ability score. This is typically done through poisons, diseases, and other debilitating effects. Ability damage can be recovered after 8 hours of rest. If a character reaches 0 in an ability score due to ability damage, effects occur that are varied by which ability score is affected. Ability drain is similar to ability damage, but can only be recovered through magic.

- **Strength:** At 0 Strength, the character is unable to hold themselves up and is permanently prone until they recover.
- **Magic:** At 0 Magic, the character loses the ability to feel the outer world with their spirit and cannot cast magic anymore.
- **Endurance:** At 0 Endurance, the character has lost all of their life energy and is unable to keep living. They die instantly.
- **Resistance:** At 0 Resistance, the character has lost their soul. If they are a living creature who loses their soul involuntarily, they stop existing after 1d5 rounds.
- **Agility:** At 0 Agility, the character is unable to move their muscles and is effectively paralyzed until they recover.

- **Smarts:** At 0 Smarts, the character's brain is unable to function properly and they fall catatonic until they recover.
- **Luck:** At 0 Luck, the world around them refuses to cooperate with day-to-day life. They are unable to accomplish anything except eating, sleeping, and walking.

Burst Radius

Grenades and other similar explosives cover a "burst" instead of an area attack. When doing a burst, choose a corner of the square you want to affect, measuring out from the corner. Some spells list a "6 square burst", which is a burst radius.

Concealment

Poor lighting, gas, smoke, foliage, and many other environmental effects can grant one concealment, making it harder for them to hit you. This doesn't represent a physical body blocking you, only there being an inability to see properly. Concealment imposes a 20% miss chance on attacks.

Total Concealment

More severe than regular concealment, total concealment occurs when one has line of effect to an enemy, but not line of sight (example: being blind). This is a 50% miss chance on attacks, and you can't make attack of opportunities against people with total concealment.

Cover

Characters gain a +4 bonus to Defense while in cover. Granting it could be trees, walls, cars, or boxes. So long as it's physically in the way of the attack to a degree.

Partial Cover

Partial cover is when only part of your body is being concealed by a solid object (example: a car blocking anything below the legs, but not above it). This is instead a +2 bonus to Defense.

Total Cover

If you do not have line of effect to the target (you can't draw a line from your square to theirs without crossing a solid barrier) they have total cover and can't be attacked.

Improved Cover

In cases such as attacking through an arrow slit, a target may have "improved cover". In this case, the bonus is doubled and grants a +8 to Defense.

Difficult Terrain

Broken ground, steep stairs, or even climbing up mountainous terrain can provide difficulty when moving. It costs twice as much in movement to move through squares of difficult terrain. Creatures larger than 1 square pay the cost of difficult terrain if part of their token lands upon a square containing difficult terrain.

Partial and Total Defense

As a standard action, a character can intentionally defend themselves. This grants them a +2 bonus on Defense, steeling themselves for the outcome of the attack. If they spent a full-round action, they instead receive a +6 bonus to Defense.

Ion Damage

Robots, vehicles, and other electrical devices can be heavily affected by weapons that deal electricity damage. Weapons that deal electricity damage are considered “ion weapons” in that they can severely cripple machinery. Organic beings without cybernetics take the standard damage. Mechanical beings, vehicles, or organic beings with cybernetics take an additional +3k0 electricity damage, and are considered “fatigued”, even if they’d normally be immune to that condition. The damage is always considered lethal, even if delivered from a nonlethal weapon.

Moving Through Occupied Squares

Moving through the squares of allies doesn’t cost anything, however the same can’t be said for moving through an enemies’ square. Trying to move through an enemies’ square requires you to succeed at a DC 20 Acrobatics check.

Prone Targets

Being prone imposes a -1k0 penalty to attacking with melee, and grants enemies attacking a prone enemy a +1k0 bonus to hit. Enemies attempting to hit a prone enemy from range take a -1k0 to hit however. Being prone (ex: behind a wall) could grant total cover.

Regeneration

Creatures with regeneration recover an amount of HP on their turn equal to that of their listed regeneration. For some creatures, this regeneration can be suppressed by certain weapons or effects. For example: Regeneration 5 (Cold) means the creature recovers 5 HP on its turn, and this regeneration is stopped if it takes cold damage. Regeneration is suppressed for 2 rounds.

Attacking into Melee

When using ranged weapons at an enemy who is currently engaged in melee, the shooter can choose one of two things: take a -2k0 to prevent the risk of hitting your allies, or take no penalty and take the risk of hitting your allies. If the latter is chosen and the shooter misses the target’s Defense or Avoid by 5 or more, or critically fails, they instead hit someone they’re engaged in melee with (GM’s choice).

Spell Resistance

Spell Resistance represents a special defense a magic user must overcome in order to make their spell work effectively, otherwise the spell fizzles out and is useless on the creature (though area attacks still function unless the creature targeted was the origin). Spell Resistance is calculated with $15 + \text{double Resistance} + \frac{1}{4} \text{ Luck}$.

Refooting

Sometimes a character receives horrible luck during the initiative phase, and rolls poorly. Yet, this doesn't mean they're stuck with this! Once per encounter at the end of the first round they act in, characters may choose to 'regain their footing' before a new round is started. Those who wish to reroll their initiative may do so, but if they must take the new result even if it's worse.

Nonlethal

Damage which is nonlethal is made in an attempt not to kill someone. This includes hitting someone with the blunt of a weapon to knock them out, or using a spell to stun their systems. Nonlethal damage is counted on top of lethal damage, the only difference being that once a character reaches 0 HP due to nonlethal damage they fall unconscious and don't go beyond 0 HP. Instead they are unconscious for 1 hour per nonlethal damage over 0 they've taken. Characters who have been knocked unconscious through nonlethal damage can be woken up before the hours are up, counting themselves as being at 1 HP.

Combat Maneuvers

Combat isn't always about attacking and damaging. Sometimes it's about hitting enemies in a certain way, or even forcibly moving them across the battlefield. The following are combat maneuvers one can perform below.

All of these attacks, unless otherwise stated, go against an opposing Defense. If a character has multiple attacks per round, they can substitute one attack for a combat maneuver and continue with the rest of their attacks.

Trip: If you succeed on your attack against the target, they are knocked prone.

Grapple: If you succeed on your attack against the target, they take a -2 penalty to Defense/Avoid and cannot attack with weapons that aren't light. On subsequent rounds you must spend a swift action to maintain the grapple on your target or let go.

Disarm: If you succeed on your attack against the target, their weapon falls from their hands in a square adjacent to them. If you fail on your attack roll by 5 or more you end up disarming yourself.

Sunder: If you succeed on your attack roll against the object, it takes damage as if it were a creature.

Bull Rush: If you succeed on your attack roll against the target and they're no more than one size category larger than you, you push them 1 square back. For every 5 that your attack beats their Defense, they move back 1 additional square. If the target would end up hitting a wall, they take a 1k1 for every square the wall stopped them from moving (4 squares would be 4d4). The attacker can move with the target of their bull rush and stop at any point mid-movement.

Overrun: If you succeed on your attack roll against the target, you pass through their square (and their threatened squares) without provoking attacks of opportunity. If your attack is 5 or more over the target is knocked prone as well.

Reposition: If you succeed on your attack roll against the target, they're moved from their square and into an adjacent square. For every 5 over the target's Defense, they are moved 1 more square in a straight line.

Steal: If you succeed on your attack roll against the target, you take a single item on their person (that is within reach) and you now hold their item.

Feint: On a successful Deception check against the target's Mental Defense, they lose their Agility to their Defense and Avoid. This lasts until the target's next turn.

Duel of Wits

Sometimes a blade isn't useful to correct a conflict, and violence is unnecessary between two individuals. In these situations a duel may take place, one of words and well-made arguments. Within a Duel of Wits, your objective is to tire out the opponent through mental combat, or make them concede to your point. Not all Duels of Wits will end in an agreement between the two individuals, however it isn't uncommon for individuals to agree to disagree or eventually agree to one another's points well after the Duel of Wits took place.

Set Up

Mental HP: This is equal to your [Stress](#). It cannot go below 0, and while in a Duel of Wits it cannot roll over into Sanity damage unless otherwise stated.

Defense: This uses your Mental Defense.

Mental Soak: This is $\frac{1}{2}$ Smarts + $\frac{1}{2}$ Resistance (maximum of 10).

Reason for Duel: Those engaging in the Duel of Wits outline their reason for the duel in the first place, and what the individual wants to happen upon winning the duel.

Social Initiative: This works like Initiative but adds Smarts instead of Agility.

Social Combat

Actions: Each of these actions have an Offensive and Defensive use, and bonuses/penalties that apply against each other when these are used this way.

All of the attacks listed are Smarts attacks versus the opposing character's Mental Defense.

Each round characters should determine which action listed below they will use. If they set one as an attack they can set the same one as their Defense, or set another as their Defense. Their attack and defense choices should be written down on a note card or should be hidden from other players in some way shape or form. At the beginning of the turn everyone should reveal their choices **at the same time**. The choice they made must be stuck with, and rolls are made accordingly on the person's turn.

- *Logic*: Logic receives a +2k1 to attack against Emotional Appeal. As a Defense receive a +5 to Mental Defense vs. Emotional Appeal.
- *Reason*: Reason receives a +2k1 to attack against Logic. As a Defense receive a +5 to Mental Defense vs. Logic.
- *Emotional Appeal*: Emotional Appeal receives a +2k1 to attack against Reason. As a Defense receive a +5 to Mental Defense vs. Reason.

Each attack, after being made, deals damage equal to the same roll used as the attack made. This damage is factored against Mental Soak, then against Mental HP.

Environments

The following are aspects of an environment which, while not always harmful, reflect an aspect of the locale. For example, extremely hot weather in the tropics, or darkness at night.

Cold (Weather)

Unless a character is immune or resistant to cold damage, being exposed to cold weather has a risk for those in it. An unprotected character in a cold environment (below 40 degrees Fahrenheit) takes 1k1 points of ice damage per round if they are hit by an attack to Bodily Defense (2k2 Attack, +1k0 for every minute unprotected in the cold). The ice damage is nonlethal, however if it brings the sufferer of the ice damage to 0 HP due to the nonlethal damage, the target henceforth takes lethal ice damage and will die. They are rendered unconscious when brought to -1 HP due to the nonlethal ice damage.

An unprotected character in a freezing environment (below -20 degrees Fahrenheit) instantly begins taking 4k2 lethal ice damage per minute unless the attack to Bodily Defense (4k4 Attack, +2k1 for every minute unprotected in the cold) to 2k1 nonlethal cold damage instead, using the cold environment above for 10 minutes in-game time.

Ice

A character walking on ice may only move in straight lines, however they gain a +1 square move speed while doing so. Alternatively they can move at half speed without moving in a straight line, however they gain no bonus to their move speed from the ice, or any outside effects.

Darkness

Areas with no light or very minimal light are considered dark. Characters without Darkvision can only see 3 squares in front of them (or lower at the GM's discretion) and characters with Darkvision can see up to how far their Darkvision reaches.

Total darkness means a character without Darkvision cannot see at all, and those with Darkvision have the effects of Darkvision cut in half.

Heat

Heat, such as that from an incredibly hot desert, deals nonlethal damage over time. Once a character has taken an amount of nonlethal damage from heat that it'd bring them to 0 HP, all further damage is lethal. Use the rules for a cold environment for heat rules, except hot conditions are 90 degrees Fahrenheit, and extreme heat is 140 degrees Fahrenheit and above. Fire damage is dealt instead of ice damage.

Water

Any character can wade in calm water that isn't over their head, no checks required. Similarly, swimming in calm water over their head only requires a DC 10 Acrobatics check. Trained swimmers can wade in said calm water over their head with no check required. Armor and/or being encumbered prevents the ability to wade.

By contrast, fast-moving water is much more dangerous. Characters must make a DC 15 Acrobatics check to avoid going under. On a failed check, the character takes 1k1 points of nonlethal damage per round (2k1 if flowing over rocks and cascades).

Very deep water is not only generally pitch black, posing a navigational hazard, but worse, deals 2k2 water pressure damage per 20 sq. the character is below the surface. Very cold water deals 2k1 points of nonlethal ice damage due to hypothermia per minute of exposure.

Status Effects

These are debilitating conditions which characters may suffer at certain points in the game, such as being nauseated from a terrible smell or bleeding due to a horrific wound.

Bleed

When someone is bleeding profusely, they are counted as being affected by bleed. For each round passed on the listed duration, the person bleeding takes the listed damage (if it's a die roll of bleed damage, don't re-roll the damage per round. Just deal the same amount as before again). Bleed is negated by any form of magical healing, or a DC 20 Heal check.

Blindness

The inability to see for some reason or another. They lose their Agility to Defense/Avoid and take an additional -2 to Defense/Avoid, are unable to make sight-based Awareness checks, have a 50% chance of missing opponents, and finally only move at half speed.

Broken

Only items can be broken. If it is broken, it is unusable until someone has made the proper Artisan skill check to repair it. Common items are usually a DC 5, Weapons and Armor are a DC 10, complex mundane items are a DC 15, etc.

Confusion

Confusion can either be from a magical effect, or something like a poison. A confused target has a 50% chance of harming themselves, an ally, or do absolutely nothing. The failure effects all depend on the type of poison used. Magical confusion allows the caster to choose from the effects listed. *Insanity* is a greater form of confusion, and instead causes the target to have a 50% chance of attacking allies and is permanent until otherwise cured through magic or other remedies.

Cowering

A cowering character is in an extreme state of fear. They cannot take any actions, are prone, and lose their Agility to Defense and Avoid.

Dazed

Characters who are dazed are unable to act, but take no other penalties.

Deafened

A character who is deafened takes a -4 to Initiative, is unable to make sound-based Awareness checks, and has a 20% chance of failure with casting spells (unless they are Psychic or otherwise don't require ones voice).

Exhausted

An exhausted character takes a -4 penalty to any Strength or Agility based check (including attacking if it relies on Strength or Agility). In addition they cannot charge and move at half speed. After an hour of rest, an exhausted character is instead fatigued. A fatigued character becomes exhausted if they do something that would fatigue them.

Fatigue

Fatigue imposes a -2 penalty to any Strength or Agility based check (including attacking if it relies on Strength or Agility). Doing anything that would fatigue an already fatigued character instead makes them exhausted. After 8 hours of rest or sleep the character recovers from fatigue.

Flat-Footed

When a character is taken by surprise or is attacked by a character in stealth, they remove their Agility to Defense and Avoid. Flat-footed is applied in a surprise round, and a character who is flat-footed can't take attacks of opportunity while in this state. On the first round of combat if a character hasn't acted yet, they're considered flat-footed.

Frightened

A frightened character runs from their source of fear as best as possible. If they are unable to flee, they fight to the best of their abilities. A frightened character takes a -2 to attacks, skill checks, and their Mental Defense. A frightened character can use anything they have on them that assists escaping. Frightened is a more severe effect of shaken.

Nauseated

Nauseated characters are only able to take a move action per round.

Panicked

A panicked character drops everything they're holding, and runs from the source of their fear and cannot fight back even when cornered. They cannot take any other actions, however if they have spells or abilities that assist in fleeing, they can use them. Panicked is more extreme than Shaken or Frightened.

Paralyzed

Paralyzed characters are helpless, and are counted as having a Defense/Avoid of 5.

Petrified

A character is turned to stone, and considered unconscious. If a petrified character is shattered, they die unless the attack made against them (+0 if nobody attacked them) exceeds their Bodily Defense by 5 or more. If the attack doesn't bypass their Bodily Defense by 5 or more, it only deals 3k2 points of damage.

Shaken

A character who is shaken takes -2 to attack, skill checks, and saving throws. Shaken is a less severe condition of panicked or frightened. Intimidate checks against a target's Mental Defense causes them to be shaken.

Sickened

A character who is sickened takes a -2 on all checks made. Sickened is a less severe version of nauseated, however the two can stack together.

Staggered

A character that's staggered can only take a single move or standard action per round. A staggered character can still take swift, free, and immediate actions.

Stunned

A character that is stunned drops everything held, loses Agility to Defense/Avoid and takes a -2 to their Defense and Avoid.

Unconsciousness

A character that's unconscious is prone and helpless. Unconsciousness occurs from either being knocked to negative hit points due to lethal damage, or being brought to 0 HP due to nonlethal damage.

Environmental Hazards

The following rules cover status effects such as bleed, environmental rules such as extreme heat, and environmental effects such as falling objects.

Acid

While inside of acid, anyone who isn't immune starts to take damage due to the acid burning and eating the skin of its target. Those inside of the acid take 4k2 damage per round of being in the acid. Being totally submerged in acid deals 8k6 acid damage to the one being submerged. In addition to this, the target may suffer from drowning.

In addition to all of this, while adjacent to acid the fumes deal damage to one's lungs. Anyone near the acid without proper gear has an attack made against Bodily Defense (4k2 Attack, +1k0 for every minute spent in the area) and on a successful hit the character is nauseated.

Atmosphere

Planets have varying atmospheres beyond the normal, breathable and sustainable ones. Some are more dangerous than others. Usually space suits or similar worn materials are used to combat these.

Corrosive: Corrosive atmospheres eat away at clothing, flesh, and even some metals. Those who begin their turn unprotected in corrosive atmospheres take a 4k2 attack (increasing by +1k0 on subsequent rounds in the atmosphere) to their Bodily Defense. On a successful hit, they take 4k2 points of damage (or half on a miss).

Toxic: Toxic atmospheres have chemicals that harm living beings, and sometimes rust machinery. Those who begin their turn unprotected in toxic atmospheres take a 4k3 attack (increasing by +1k0 on subsequent rounds in the atmosphere) to their Bodily Defense. On a successful hit, they take 2k1 points of damage (or half on a miss) and become nauseated.

Avalanche/Rock Slide

Avalanches tend to occur on mountainsides and when a weapon or object makes a loud noise that causes it to come tumbling down. The GM decides the size and speed of an avalanche however it usually moves at a 4 square speed and is between 10x10 to 20x20 squares large. Avalanches have an 8k6 vs. their target's Avoid, and on a successful hit deals 6k6 points of bludgeoning damage. On a miss the damage is halved. If the avalanche beats their Avoid by 5 or more they are buried under in the avalanche and must make a DC 30 Acrobatics check to crawl out, or an ally must spend 1 minute or more of digging to pull them out of being buried. Being buried can potentially lead to suffocation if they're stuck in there too long.

Rock slides function the same as an avalanche, yet deal 7k7 damage instead.

Boiling Water

Being in boiling water deals 2k1 points of water and fire damage, and being fully submerged in the boiling water deals 8k6 points of water and fire damage. Characters who are submerged are at risk of drowning.

Blizzard/Sandstorm

Creatures and even building and objects inside of a blizzard all receive concealment. In addition, they have an attack made against their Bodily Defense starting at 2k2 and increasing by +1k0 for every hour they remain in the blizzard. On a successful hit they take 1k1 points of cold damage and 1k1 points of bludgeoning damage. On a miss they take half damage. A successful DC 26 Fortitude check after the first attack roll is made grants the creature a +5 bonus to their Bodily Defense against the next attack roll by the blizzard.

Sandstorms function the same way, except they take 2k2 points of bludgeoning damage.

Catching on Fire

When fire reaches a character's hair, clothing, or other flammable materials on the character they have a chance of catching on fire. A character at risk of catching on fire has an attack made against their Avoid (2k2 Attack) and on a success they start taking 2k1 fire damage per round. A fire can be doused by at least a water skin.

If a character takes half their HP in fire damage while having been caught on fire, they receive an attack against their Bodily Defense (4k2 Attack) and on a success their eyes melt, and they are blinded until magical healing that restores blindness is cast.

Cave-In

A cave-in has an attack of 6k4 vs. Avoid, and on a successful hit those within the cave-in take 6k4 points of bludgeoning damage (half damage on a miss). If the cave-in beats their Avoid by 5 or more they are buried under in the avalanche and must make a DC 30 Acrobatics check to crawl out, or an ally must spend 1 minute or more of digging to pull them out of being buried. Being buried can potentially lead to suffocation if they're stuck in there too long.

Drowning

A character can hold their breath under water for a number of rounds equal to twice their Endurance. If a character takes a standard or full-round action, the remaining duration they can hold their breath for is reduced by 1. After this, they must make a DC 10 Fortitude check in order to continue holding their breath. The check must be repeated each round, with the DC increasing by +1 for each previous save.

When the character fails their Fortitude check, they begin to drown. In the first round, they fall unconscious at 0 HP. In the following round, they drop to -1 HP and are dying. In the third round they drown to death. It is possible to drown in substances other than water such as; quicksand, lava, and acid.

Dust Devil

A huge whirlwind that rages through the sands, any creature within 3 squares of the dust devil (typically counting as medium or large size) have an attack made against their Avoid, this attack being made at a 4k2 and increasing by +1k0 for every square closer to the dust devil the creature is. On a successful hit they take 2k2 points of bludgeoning damage (half on a miss) and if the attack bypasses their Avoid by 5 or more they are sucked into the whirlwind and tossed 1d5 squares away in a random direction of the GM's choice. Upon landing they take an additional 2k2 points of bludgeoning damage.

Electric Fence

Creatures touching an electric fence have an attack of 4k4 made against their Avoid (or 6k4 if they are pressed against the fence), and take 3k3 points of electricity damage. On a miss they take half damage. If they are pressed against the fence, they instead take 6k6 points of damage and are stunned for 1 round.

A high voltage fence deals 6k6 points of electricity damage (12k8 for being pressed against the fence).

Exposed Plasma Conduit

When a plasma conduit behind a character is intentionally shot (or hit due to GM determining a missed attack hits it), superheated plasma pours out with an attack roll of 5k4 vs. the target's Avoid, dealing 4k4 points of fire damage to all adjacent squares. On a miss this deals half damage. This plasma spill deals continuous damage to the surroundings and any creatures within it for 1d10+4 rounds.

Falling Damage

Sometimes characters can be launched in the air or fall from large distances. If a character falls a certain number of feet, they will suffer falling damage on the following round of falling. In addition to this, they'll take damage if they hit walls, ceilings, and other hard surfaces instead of landing on the ground.

For every 2 squares a character falls from, they take 1k1 points of damage (considered bludgeoning normally, spiked pits are piercing/slashing). The keep dice equals half of the total damage dice rolled. With this, the maximum amount of damage a character can take is 20k10 at 40 sq. after which the damage is instantly lethal and will kill the person falling upon impact unless they have a way to stop this damage. Deflection does not save a creature falling from a lethal impact. At the end of a fall, the person who fell is prone.

Falling Objects

Objects of certain sizes which fall and land upon someone take damage. The object can be debris from a collapsing building, or the remains of a spaceship colliding with the planet it is trying to reenter. Regardless of the circumstance, the damage is listed here. Objects listed with a † are instantly lethal and kill upon impact.

Attacks which miss a character only deal half damage instead.

Object Size (Roughly)	Attack vs. Avoid	Damage
Coin, Pencil	1k1	—
Ball, Can	1k1	1k1
Fan, Vase	2k1	2k1
Briefcase, Chair	4k2	3k1
Desk, Door	6k3	4k2
Barrel, Ladder	8k4	6k3
Garbage can, Oil barrel	10k5	8k4
Dumpster, Small car	12k6	10k5
Support Beams, Car	14k7	12k6
Truck, Train car	16k8	14k7
Starship+	20k10	†

Lava/Magma

Lava or magma deals 3k2 points of fire damage per round while being exposed, unless the character is completely submerged, in which case they take 14k7 points of fire damage per round. Immunity to fire is also immunity to lava and magma.

Damage lasts for 1d5 rounds after exposure, but the damage dealt is halved. Characters who are immune to lava/magma/fire may still drown if completely submerged for too long.

Loose Sand/Quicksand

When a creature begins its turn in an area of sand that isn't very tightly packed, it is considered difficult terrain. In addition for every square they move within the loose sand they have an attack roll of 3k2 made against their Avoid (an additional +1k0 is added on for every square beyond the first during that round) and on a successful hit they stop in that square and are only able to take a move action for the rest of their turn.

Quicksand follows similar rules to loose sand, except that on a successful hit they instead are stopped in that square and begin to sink. The creature first sinks to their waist, and are reduced to half speed (in addition to the reduction from difficult terrain) and receive attack rolls of 5k3 to their Avoid for each square they move (an additional +2k0 is added on for every square beyond the first during that round). On a successful hit, they stop moving and sink down to their chest. At this point they are completely immobilized and considered helpless. On the round after, they begin to drown in the quicksand.

Low-Hanging Branches

When running through areas of low-hanging branches, an attack of 2k2 is made against their Avoid (+1k0 for every square they move through that is also considered low-hanging branches) and those hit take 2k2 points of slashing damage. While mounted they instead take 4k4 points of slashing damage.

Malfunctioning Automatic Door

Opening and closing at random intervals, this automatic door has an attack of 4k2 vs. Avoid and deals 3k3 points of bludgeoning damage on a successful hit (and dealing no damage on a miss).

Pit/Sinkhole

Any creature ending its turn adjacent to the pit or sinkhole has an attack of 4k2 made against their Avoid, and on a successful hit they fall into the hole taking falling damage appropriate to how far down the character falls. Every subsequent round the attack roll increases by +1k0.

Psychokinetic Phenomenon

These masses of psychic energy are harmful for those within it, and have an attack of 5k3 made against their Mental Defense. On a successful hit they take 4k4 points of psychokinetic damage and are confused for 1 round. This effect is hourly.

Smoke

A character who breathes in heavy smoke has an attack made against their Bodily Defense (2k2 Attack, +1k0 per previous check made) and on a success they spend the turn coughing and choking. A character who chokes for 2 consecutive rounds take 1k1 nonlethal damage per round of choking thereafter. Smoke conceals vision, imposing a 20% miss chance.

Starvation and Thirst

A character can go 1 day without water + 1 additional day per Endurance. After this time, the character must pass a Fortitude check (DC 10, +1 per previous check made) each hour and on a failed check they take 2k1 nonlethal damage. Characters brought to 0 HP this way start taking lethal damage instead.

A character can go without food for 3 days in growing discomfort. After this time, the character must pass a Fortitude check (DC 10, +1 per previous check made) each day and on a success they take 2k1 nonlethal damage. A character brought to 0 HP this way start taking lethal damage instead.

Holy or Unholy Storm

Storms of holy or unholy energy rage in certain areas where these energies are prevalent. Rather than affecting creatures physically, they affect them spiritually. An attack of 6k4 is made against the Mental Defense of those in the storm, and on a successful hit they take 5k5 points of damage appropriate for the type of storm (holy or unholy). This effect is hourly.

Suffocation

A character who has no air to breathe can hold their breath for 2 rounds per Endurance. If a standard or full-round action is taken, the character loses 1 round that they can hold their breath for. After this, they must make a DC 10 Fortitude check in order to continue holding their breath. The check must be repeated each round, with the DC increasing by +1 for each previous save.

When a character fails one of these Fortitude checks, they begin to suffocate. In the first round, they fall unconscious at 0 HP. In the following round, they drop to -1 HP and are dying. In the third round they suffocate to death.

Thornbushes

Being in the same square as a large thornbush harms those inside. An attack of 3k2 is made against their Defense for every round creatures remain within it, and they take 2k1 points of piercing damage on a successful hit (a miss deals half damage). A thornbush can be sliced through with slashing weapons, or burnt through with fire weapons. Thornbushes are considered to have 10 HP for the sake of this, and increase their HP by 10 for every size category they are considered beyond a regular human's size of 1 square.

Traffic

Vehicles moving down a highway have a chance of striking those who enter into the freeway. An attack roll of 5k3 vs. Avoid is made against anyone beginning their turn in the area of traffic. On a successful attack they take 8k6 points of bludgeoning damage, and on a miss they take 2k1 points of bludgeoning damage as they're sideswiped by a vehicle. This area is considered difficult terrain.

Vacuum

When a creature begins its turn in a vacuum environment (such as the vacuum of space) and doesn't have ample survival gear for breathing in space, they receive an attack against their Bodily Defense (this attack is made at a 10k8, and increases by +1k0 for every subsequent round) and on a successful hit the target takes 5k4 points of damage. Every round thereafter the damage increases by +2k1. If the damage brings them to 0, they die due to explosive decompression. In addition to the damage, characters in the vacuum are considered to be suffocating.

Whirlpool

If a creature or vehicle enters into the square of a whirlpool while in the water, they start getting sucked into the center of the whirlpool. This is a 4k4 attack vs. the target's Avoid (increasing by +1k0 for every subsequent round in the whirlpool) and on a successful hit the target takes 4k2 points of bludgeoning damage and is moved 3 squares of the GM's choice (usually nearing the center with 1 of these squares). On a miss, the target doesn't take any damage and is moved 1 square of the GM's choice. This area is considered difficult terrain for the purpose of movement.

Chapter 11: Feats

Feats are gained at every odd level, and grant characters an edge in combat and other scenarios.

Various different types of feats exist:

- **General:** Feats that aren't tied to combat, a character's species, or magic.
- **Combat:** Feats that affect combat; attack, damage, and/or defense.
- **Species:** Feats that require a character to be a specific species to take it.
- **Style:** Feats that represent combat styles. Only one can be active per turn unless otherwise stated.
- **Magic:** Feats that alter magic. Only one can be used per turn unless otherwise stated.

Abbreviations:

- **STR:** Strength
- **MAG:** Magic
- **END:** Endurance
- **RES:** Resistance
- **SRT:** Smart
- **AGI:** Agility
- **LUK:** Luck

Feat Layout:

Name: Feat Name

Prerequisites: Feat Prerequisites (if any)

Description: The description of the feat, how it works, and if there are any special parameters which allow it to work or not.

General Feats

Name	Prerequisite	Description
Arcane Forger	Spellcraft trained	You can create a wide range of magic items.
Armor Proficiency	—	Don't suffer the armor penalty while wearing armor.
Bite the Bullet	END 4	Add ½ Endurance on Mental Defense.
Cyber Hacker	Use Computers trained	You can hack into secure files faster.
Deep Pockets	Level 11	You can hide bulky objects on you easier.
Deeply Religious	Must worship a deity	You can gain a minor devotion like a Chaplain.
Dominating Presence	Level 3	For better or worse, enemies focus on you.
Feather Step	Level 11	You can walk on light surfaces without a check.
Heightened Senses	—	You gain a bonus to Awareness checks on a single sense.
Inspiration	SRT 4	Gain a pool of bonus dice to add to Knowledge checks.
Inspiration, Greater	Improved Inspiration	Your Inspiration can be used on most of your skill checks.
Inspiration, Improved	Inspiration, SRT 6	Increase the use of your Inspiration beyond Knowledge.
Interposing Block	—	Take damage for an adjacent ally.
Jack of All Trades	SRT 4	Use skills you don't already have at a slight bonus.
Jaded	Level 9	You are less affected by non-supernatural fear.
Light Sleeper	Level 9	You are not helpless while sleeping.
Linguist	—	Gain additional languages.
Magic Conduit	Level 5	Other spellcasters can use your magic points.
Meditation	Level 3	Meditate to regain a spent Luck re-roll once per day.
Mental Projection	Level 17	You can choose what mind-reading detects.
Never Give Up	—	When dying, do not fall unconscious.
Opportune Heal	Level 5	You can sacrifice an attack of opportunity to heal.
Peacekeeper	—	Gain bonuses when not harming enemies.
Psychokinetic Pull	Psychic magic*	You can pull light unattended objects to you.
Pupil	Level 7	Gain a companion that follows your orders.
Resilient Body	END 8	Increase Soak by a small amount.
Second Wind	—	Gain a once per combat use of healing lost HP.
Sift Through the Crowd	—	Crowds of people aren't difficult terrain for you.
Skill Focus	—	Gain a bonus to a specific skill check.
Skill Mastery	Skill Focus, Level 7	Skills which you have skill focus in explode.
Skill Training	—	Gain training a skill you don't already have.
Skillful Potion	—	Increase the amount potion heals you when imbibed.
Slippery	Level 15	You are immune to being grappled.
Strengthened Recovery	Second Wind	Recover more HP when taking a second wind.
Swift Potion	—	Use a potion quickly.
Toughness	—	Gain bonus HP.
Tracker	—	You have an easier time tracking people.
Trick Shot	Level 3	You can do various things with your ranged weapon.
Unhindered Movement	AGI 4	Sometimes you're unaffected by difficult terrain.
Unremarkable	—	People have a hard time discerning you in a crowd.
Weapon Proficiency	—	Don't suffer penalties from attacking with a weapon type.
Zero Gravity Training	—	You do not take penalties from a zero-g environment.

Name: Arcane Forger

Prerequisites: Spellcraft is trained

Description: By spending Gold to acquire resources, you can successfully craft many magical items. In materials you need half the gold in value for the item in question, and a Spellcraft test needs to be passed with a DC equal to the price of the item divided by 500, and then +10. Any magic item can be crafted in this manner.

Name: Armor Proficiency

Prerequisites: None

Description: While wearing armor, you don't suffer the armor penalty on armor to attack. Magic using characters still suffer the spell penalty, as this feat doesn't negate it.

Name: Bite the Bullet

Prerequisites: Endurance 4

Description: Add ½ of your Endurance bonus onto Mental Defense against attacks related to pain. This does not apply against intimidation or when in a duel of wits.

Name: Cyber Hacker

Prerequisites: Use Computers is trained

Description: You gain a +1k1 bonus on Use Computers checks made to hack.

Name: Deep Pockets

Prerequisites: None

Description: When making checks to hide objects on your person, so long as you're wearing a full set of clothes, you can ignore the penalty from *Bulky*, and two-handed weapons can be hidden while being considered *Bulky* instead with the penalty.

Name: Deeply Religious

Prerequisites: Must worship a deity

Description: You gain the Chaplain's *Devotion* ability, however instead of affecting your spellcasting you gain a +1 to all Defenses while the Devotion is over 0, and a -1 to all Defenses if it ever reaches 0. Chaplains can take this feat and benefit from it as well, but taking it also increases their Devotion by 2.

Name: Dominating Presence

Prerequisites: Level 3

Description: At the start of combat if you are the closest to an enemy, they must attack you in any way they can and to the best of their ability. They cannot attack your allies. In Duel of Wits, opponents receive a -1 Stress on the first turn.

Name: Feather Step

Prerequisites: Level 11

Description: You can walk on incredibly light surfaces without the need of an Acrobatics check. This includes tightropes, clotheslines, quicksand, and even water.

Name: Heightened Senses

Prerequisites: None

Description: Choose one of your five senses (sight, hearing, touch, smell, and taste). When making Awareness checks related to this sense, you gain a +1k1. This can be taken multiple times, each time choosing a new sense.

Name: Inspiration

Prerequisites: Smarts 4

Description: Gain a pool of inspiration equal to 1 + Smarts (minimum of 2). One point can be spent on any Knowledge check to grant a +1k0 to the roll.

Name: Inspiration, Greater

Prerequisites: Improved Inspiration

Description: Inspiration can now be used on any skill check. In addition, up to four points can be spent now for a +4k0, +0k2, or a +2k1.

Name: Inspiration, Improved

Prerequisites: Inspiration, Smarts 6

Description: Inspiration can now be used on any skill check which uses Smarts. In addition, up to two points can be spent now for a +2k0 or a +0k1.

Name: Interposing Block

Prerequisites: None

Description: If an adjacent ally would take damage, you can instead take the damage for them. This can be used once per encounter.

Name: Jack of All Trades

Prerequisites: Smarts 4

Description: When making a test with an untrained skill, you gain a +1k0 to the skill.

Name: Jaded

Prerequisites: Level 9

Description: You are unaffected by Stress damage from natural sources (seeing horrific gore, disturbing imagery, and so on). Supernatural effects still affect you. In addition to this, you gain a bonus 2 to Stress when in a Duel of Wits.

Name: Light Sleeper

Prerequisites: Level 9

Description: When asleep you are not considered helpless, even if the sleep is magically induced. Being knocked unconscious through damage still leaves you helpless however.

Name: Linguist

Prerequisites: None

Description: Gain a number of bonus languages equal to 1 + Smarts (minimum 2).

Name: Magic Conduit

Prerequisites: Level 5

Description: Adjacent allied spellcasters can use your MP to cast spells instead of their own. This can be activated as a move action once per combat per character.

Name: Meditation

Prerequisites: Level 3

Description: Once per day you can meditate for 30 minutes to regain a spent use of your Luck rerolls per day.

Name: Mental Projection

Prerequisites: Level 17

Description: When someone attempts you read your thoughts and your Smarts is higher than theirs, you can choose what they see in your thoughts. If theirs is higher they need to make a Smarts test against your Mental Defense to bypass this ability.

Name: Never Give Up

Prerequisites: None

Description: When you reach 0 HP you don't fall unconscious. In addition to this, you only die at a negative equal to 2 + double Endurance (minimum of -3).

Name: Opportune Heal

Prerequisites: Level 5

Description: If an enemy would provoke an attack of opportunity from you, you can instead use that attack to heal yourself with a spell or special ability which can be activated as a standard action, move action, or swift action (treating it as an immediate action for the purpose of the attack of opportunity). Even if you have Combat Reflexes this use of an attack of opportunity can only be done once per turn.

Name: Peacekeeper

Prerequisites: None

Description: Gain a +2 bonus to Deception and Persuasion checks. In addition to this while in combat you take a -5 penalty to hit and damage and enemies trying to attack you also take this penalty. This penalty goes away if you make an act of aggression towards an enemy. You also gain a bonus on healing spells equal to your Luck.

Name: Psychokinetic Pull

Prerequisites: The ability to cast Psychic magic or Smarts 6

Description: You can spend a move action to pull an object with a weight of 2 lbs. per point of Smarts into your hands. This object must be unoccupied and not living.

Name: Pupil

Prerequisites: Level 7

Description: Gain a squire, servant, or other such faithful companion who follows you and aids you. This ally's level is half that of your own (starting at level 3 if this is taken at 7th level) and they obey your orders. If they are killed, it takes 24 hours to replace the slain pupil (assuming new candidates are available).

Name: Resilient Body

Prerequisites: Endurance 8

Description: Upon being taken, this feat grants you a +1 bonus to Soak.

Name: Second Wind

Prerequisites: None

Description: Once per encounter take a second wind to regain a number of HP equal to half of your total HP. Doing this is a swift action.

Name: Sift Through the Crowd

Prerequisites: None

Description: Crowds of people are not considered difficult terrain for you.

Name: Skill Focus

Prerequisites: None

Description: Choose a single skill. When making checks with this skill, reroll 1s. This feat can be taken multiple times, each time gaining Skill Focus in a new skill.

Name: Skill Mastery

Prerequisites: Skill Focus, Level 7

Description: All skills which you have Skill Focus for can explode on 10s.

Name: Skill Training

Prerequisites: None

Description: Choose a skill you don't have trained. You can count yourself as having training in that skill. This feat can be taken multiple times (up to your Smarts), each time gaining training in a new skill.

Name: Skillful Potion

Prerequisites: None

Description: When using a potion, increase the healing by +50%.

Name: Slippery

Prerequisites: Level 15

Description: You are unable to be grappled so long as you are conscious and aware.

Name: Strengthened Recovery

Prerequisites: Second Wind

Description: When taking a second wind negate a status condition affecting you, and also recover a number of additional HP equal to your Endurance.

Name: Swift Potion

Prerequisites: None

Description: Once per encounter use a potion as a free action.

Name: Toughness

Prerequisites: None

Description: Gain 1 bonus hit point per level.

Name: Tracker

Prerequisites: None

Description: Gain a +1k1 bonus on Awareness checks made to track.

Name: Trick Shot

Prerequisites: Level 3

Description: When using a ranged weapon you can use it as if it were a tool for various purposes (up to DM's discretion), but some of the following include: blasting a door open, hitting a button, pushing an unattended object, or turning a lever.

Name: Unhindered Movement

Prerequisites: Agility 4

Description: When moving up to your speed in a straight line while on difficult terrain, you don't take penalties to movement. These penalties apply if you take a run or double move, however.

Name: Unremarkable

Prerequisites: None

Description: When trying to discern you from a group, opponents take a -1k0 to Awareness checks.

Name: Weapon Proficiency

Prerequisites: None

Description: Gain proficiency in a single weapon type (sword, axe, pistol, etc.)

Name: Zero Gravity Training

Prerequisites: None

Description: You do not take any penalties from being in an area of zero gravity, and do not suffer any ill effects which may be brought on due to zero gravity.

Combat Feats

Name	Prerequisite	Description
Acrobatic Dodge	AGI 4, Dodge	Take a step if an attack misses you.
Advantageous Size	Size 3 or smaller	You can dodge even more effectively due to your size.
All at Once	–	All grenades or explosives on you explode when you die.
All-Out Attack	2 Attacks per Turn	You can pour your energy into swinging wildly.
Anchoring Arrow	Weapon Focus (Bow)	Prevent an opponent from moving with your arrow.
Archer	Weapon Focus (Bow)	Do not provoke when firing a bow while in melee.
Artful Dodge	SRT 4	You can use Smarts in place of Agility when dodging.
Aspect of the Beast	Martial Arts, Level 11	You can penetrate armor with your unarmed strikes.
Autofire Proficiency	–	Take advantage of weapons with the ability to autofire.
Bar-Room Brawler	–	Take no penalties with improvised weapons.
Blinding Grenade	–	Deal ½ damage on a grenade to potentially blind foes.
Blood Bath	Level 9	After killing a foe, make a free attack.
Blowback	Weapon Focus (Shotgun)	You can knock people prone with your powerful shots.
Bludgeoning Strike	STR 6	Push a foe back with a single well-placed swing.
Chokehold	Improved Maneuver	While grappling you deal some damage.
Cleave	Power Strike	Make an attack against two enemies at once.
Combat Mastery	STR 8 or AGI 8, Level 19	9s and 10s explode on attack and damage rolls.
Combat Reflexes	AGI 2	Gain a bonus amount of attacks of opportunity.
Cybernetic Greatness	END 6, Level 9	Your cybernetic enhancement makes you stronger.
Dance of Blades	AGI 6, Level 7	Sacrifice your attack roll for a bonus to Defense/Avoid.
Death Stroke	Pommel Strike, Level 7	Deal piercing damage and also deal bleed damage.
Deflecting Strike	Martial Arts or Dodge	Deflect an attack from hitting you if it would normally.
Delay Insanity	SRT 5 or RES 5, Level 7	If you'd take sanity damage, don't go insane just yet.
Dodge	–	Gain a small bonus to Defense and Avoid.
Elbow Shove	–	Move an enemy or ally when taking a Step.
Elegant Movement	Level 13, AGI 7	You do not provoke attacks of opportunity from moving.
Flaming Advantage	Level 5	While on fire you can direct the flames elsewhere.
Flurry of Blades	Two-Weapon Fighting	Gain a bonus to Defense while two-weapon fighting.
Focusing Shot	Level 5, Awareness*	Once per turn substitute an attack roll for Awareness.
Great Charge	Level 3	Do not take a penalty to Defense/Avoid while charging.
Ground Shatter	STR 6	Attack the ground and cause an area of effect attack.
Gun Club	–	Use firearms as bludgeoning melee weapons.
Gunslinger	Weapon Focus (Firearm)	Do not provoke when firing a firearm while in melee.
Half-Sword Adept	AGI 4, Level 3	Deal piercing damage and increase penetration.
High Ground	–	Gain a bonus to attacking while in a higher place.
Hookline	–	Pull a tripped foe closer on a successful trip.
Improved Initiative	–	Gain a bonus when making an initiative check.
Improved Maneuver	Level 3	Gain a bonus to hit when making combat maneuvers.
Improvised Throw	–	Throw non-throwing weapons at no penalty.
Ion Pulse	Level 7, Special*	You can unleash a wave of energy that harms robots.
Lasting Strike	Level 5	Prevent an opponent from healing an injury you deal.
Lone Wolf	–	Stop benefitting from allies, and buff yourself up.

Lunge	AGI 4	Gain a bonus square of reach, but take defense penalties.
Martial Arts	–	Increase your unarmed strike's damage.
Mystical Blade	Level 9	Instead of a melee attack, you do a ranged attack.
Noble Lunge	Lunge, AGI 6	Take no penalty when using lunge.
Only the Tip	Weapon Focus (Piercing)	Gain a bonus to damage with piercing weapons.
Overload Shot	Level 5	With laser and plasma firearms you can overload a shot.
Pommel Strike	Half-Sword Adept, AGI 6	Deal bludgeoning damage and potentially stagger a foe.
Power Strike	STR 4	Sacrifice accuracy for increased damage.
Prone Shuffle	–	Move at ½ speed when prone.
Provoking Fire	Weapon Focus (Ranged)	Able to provoke up to 3 squares with a ranged weapon.
Psychological Warfare	Ability to read minds	Recite an enemies' darkest secret and scare them.
Quick Draw	AGI 4	Draw a weapon as a free action instead of a move.
Redirecting Strike	Deflecting Strike	Redirect an attack if it'd normally hit you.
Risky Strike	–	Grant yourself and the enemy a bonus to hit each other.
Sanity Draining Attack	Level 9, Persuasion*	If you'd kill an opponent, deal sanity damage instead.
Scars of Valor	–	Enemies nearby will take a penalty to Defense/Avoid.
Shield of Valor	Level 11	You can deflect attacks more easily with a shield.
Shield Slam	Two-Weapon Fighting	Use your shield as a light bludgeoning weapon.
Shield Wall	Armor Proficiency	Prevent ranged attacks from hitting.
Single Powerful Blast	Weapon Focus (Firearm)	On single shot firearms, deal increased damage.
Slow and Steady	Level 7	Prevent you and the enemy from making multiple attacks.
Snatch Projectile	Deflecting Strike, AGI 6	Grab a projectile rather than deflecting it.
Sneak Attack	AGI 4, SRT 4, Level 5	Halve the Deflection of a flat-footed opponent.
Spectral Steps	AGI 6	Create an illusory double, hindering accuracy.
Spring Attack	AGI 4, Level 3	Move, attack, and then move again.
Steady Aim	Level 7	With firearms you can spend a move to attack Avoid.
Step Up	–	If an enemy takes a step, use your step to follow.
Stinging Jab	STR 4, AGI 4, Level 5	Deal a penalty to someone's move speed.
Stun Master	AGI 5, SRT 5, Level 9	You are skilled in the use of "Stun" Firearms.
Suppressive Fire	AGI 4, Level 5	Provoke from far away with a ranged weapon.
Swift Slicing Motion	Level 13	If you'd kill an opponent, knock 'em out and sever a limb.
Tactical Captain	Knowledge (Tactics)	Instead of flanking an enemy, make them flat-footed.
The Greatest Fortitude	END 10, Level 19	You are unaffected by bonus damage from critical hits.
To Pieces	Level 9	After killing an enemy you can flick the body as a weapon.
Two-Weapon Fighting	AGI 4	Improve your accuracy when fighting with two weapons.
Unacceptable Losses	Level 5	When an allies are knocked unconscious, all bets are off...
Vicious Stratagem	–	Deal additional damage, but harm yourself as well.
Weapon Breaker	STR 4, Level 7	Deal damage on sunder attempts as critical hits.
Weapon Focus	–	Choose a weapon, and increase your accuracy with it.
Weapon Focus, Imp.	Weapon Focus, Level 9	You are even more accurate with a weapon of yours.
Weapon Spec, Imp.	Weapon Spec, Level 9	You are even more deadly with that weapon of yours.
Weapon Specialization	Weapon Focus	Choose a weapon, and increase your damage with it.
Witch Hunter	–	Gain a bonus to hit against spellcasters.

Name: Acrobatic Dodge

Prerequisites: Agility 4, Dodge

Description: If an opponent misses an attack against you, you can take a Step freely. This expends your Step action until the next round.

Name: Advantageous Size

Prerequisites: Size 3 or smaller

Description: Gain a +6 bonus to Defense and Avoid and subtract Size from this bonus.

Name: All at Once

Prerequisites: None

Description: If an attack would kill you or knock you unconscious, you can set off any explosives or grenades on your person immediately.

Name: All-Out Attack

Prerequisites: 2 Attacks per Turn or multiple natural attacks

Description: As a full-round action you can make a single melee attack, dealing +1k1 damage per attacks per round or natural attacks you have above 1.

Name: Anchoring Arrow

Prerequisites: Weapon Focus (Bow)

Description: Upon dealing damage you can choose to anchor them by making another attack at the same bonus against the target's Bodily Defense. If that hits as well, their movement speed is halved for 1d5 rounds.

Name: Archer

Prerequisites: Weapon Focus (Bow)

Description: When firing a bow in melee, do not provoke attacks of opportunity.

Name: Artful Dodge

Prerequisites: Smarts 4

Description: When making a Dodge check, use Smarts instead of Agility for the roll.

Name: Aspect of the Beast

Prerequisites: Martial Arts, Level 11

Description: Your unarmed strikes gain Penetration equal to your Strength.

Name: Autofire Proficiency

Prerequisites: None

Description: When using a firearm set to auto, take no penalty when doing so. Alternatively you can make an additional attack beyond the first bonus attack, and having both attacks being at a -4k0.

Name: Bar-Room Brawler

Prerequisites: None

Description: Take no penalties when using improvised weapons.

Name: Blinding Grenade

Prerequisites: None

Description: Choose to deal ½ damage on a grenade to instead blind a foe for 1 round.

Name: Blood Bath

Prerequisites: Level 9

Description: If you are making a full-round attack or haven't spent your move action before your attack, you can make an additional attack against an adjacent foe after killing an opponent.

Name: Blowback

Prerequisites: Weapon Focus (Shotguns)

Description: You can choose to deal ½ damage and knock the opponent hit prone. On a critical hit this automatically activates while dealing the critical damage.

Name: Bludgeoning Strike

Prerequisites: Strength 6

Description: When using a bludgeoning weapon you can choose to deal ½ damage so you can push the foe back in a straight line 1d10 squares. This 1d10 roll can explode.

Name: Cleave

Prerequisites: Power Strike

Description: Make a single attack against two adjacent foes, dealing the same damage and applying any additional effects to both. This takes a -1k0 to hit.

Name: Chokehold

Prerequisites: Improved Maneuver (Grapple)

Description: Deal unarmed damage to a grappled foe as if your grapple is an unarmed attack.

Name: Combat Mastery

Prerequisites: Level 19, Strength or Agility 8

Description: On weapon attack and damage rolls, 9s and 10s explode.

Name: Combat Reflexes

Prerequisites: Agility 2

Description: Gain a number of additional attacks of opportunity equal to your Agility.

Name: Cybernetic Mastery

Prerequisites: Endurance 6, Level 9

Description: If you possess cybernetic arms, you gain a +2 to your arm's Deflection.

Name: Dance of Blades

Prerequisites: Agility 6, Level 7

Description: You can sacrifice your to-hit in order to gain a bonus to Defense and Avoid. This only affects rolled dice.

Name: Death Stroke

Prerequisites: Pommel Strike, Level 7

Description: Deal 1k0 less damage, type is changed to piercing, and on a successful hit 1d10 points of bleed damage is dealt to the foe. This only affects swords.

Name: Deflecting Strike

Prerequisites: Martial Arts or Dodge

Description: When making a Parry attempt, you do not expend your Dodge use if you fail to hit the attack. This does not function in regards to Dodge attempts, only Parry.

Name: Delay Insanity

Prerequisites: Smarts 5 or Resistance 5, Level 7

Description: If you take sanity damage while in combat, you don't suffer from mental illnesses while in battle.

Name: Dodge

Prerequisites: None

Description: Gain a +1 bonus to Defense and Avoid. In addition to this, you gain an additional use of the Dodge reaction.

Name: Elbow Shove

Prerequisites: None

Description: When making a Step action and an opponent or ally is in the way, push them as part of your Step. If this would place them into a square that's harmful (example: a pool of lava or a pit) this would be a Reposition attempt instead.

Name: Elegant Movement

Prerequisites: Agility 7, Level 13

Description: When moving through threatened squares you don't provoke attacks of opportunity.

Name: Flaming Advantage

Prerequisites: Level 5

Description: If you are currently on fire you can count the weapon you're holding as dealing fire damage, and those hit by the weapon catch on fire as well. In addition to this, people who are attacked by the person you struck and caused to catch on fire also cause people to catch on fire if they touch or attack allies or enemies.

Name: Flurry of Blades

Prerequisites: Two-Weapon Fighting

Description: When wielding two weapons, gain a +4 bonus to Defense.

Name: Focusing Shot

Prerequisites: Awareness trained, Level 5

Description: Once per turn you can use your roll for Awareness (not adding level) for the attack roll. Cover prevents use of this ability.

Name: Great Charge

Prerequisites: Level 3

Description: When charging or using a mount to charge, you don't take the penalties.

Name: Ground Shatter

Prerequisites: Strength 6

Description: After smashing an unoccupied square within your melee reach, you cause an explosion of rubble and debris in a 1 square radius extending out from the square you originally attacked. Everyone within the radius (excluding yourself) has an attack at the same bonus made against their Avoid and on a successful hit they take half of the weapon's original damage, and on a miss it deals a quarter damage.

Name: Gun Club

Prerequisites: None

Description: Use a firearm as a melee weapon. One-handed firearms are light bludgeoning weapons that deal 1k1 points of damage while two-handed firearms are one-handed bludgeoning weapons that deal 3k1 points of damage.

Name: Gunslinger

Prerequisites: Weapon Focus (Pistol, Rifle, or Shotgun)

Description: When firing a firearm in melee, do not provoke attacks of opportunity.

Name: Half-Sword Adept

Prerequisites: Agility 4, Level 3

Description: Deal 1k0 less damage, type is changed to piercing, and increase Penetration by $\frac{1}{2}$ Agility. This only affects swords.

Name: High Ground

Prerequisites: None

Description: While at least 1 square higher in the air than an enemy gain a +1k0 bonus to hit. In addition if an enemy jumps or flies over you and you make an attack of opportunity, gain a +1k0 bonus to attack and damage.

Name: Hookline

Prerequisites: None

Description: On a successful trip attempt, move the tripped foe 1 square.

Name: Improved Initiative

Prerequisites: None

Description: Gain a $+\frac{1}{2}$ level on Initiative.

Name: Improved Maneuver

Prerequisites: Level 3

Description: Gain a bonus equal to $+\frac{1}{2}$ level on a single combat maneuver. Choose from one of the following: Bull Rush, Disarm, Feint, Grapple, Overrun, Reposition, Steal, Sunder, or Trip.

Name: Improvising Throw

Prerequisites: None

Description: Take no penalty when throwing improvised weapons or throwing weapons that normally aren't thrown weapons.

Name: Ion Pulse

Prerequisites: Spellcraft trained, Level 7

Description: Through supernatural means you can unleash a wave of ionic energy. This is an attack roll using Spellcraft (without the level as a bonus) vs. Bodily Defense, and those who would be affected by [Ion Damage](#) are staggered for 1d10 rounds.

Name: Lasting Strike

Prerequisites: Level 5

Description: Once per encounter when dealing damage on an attack the opponent cannot heal the damage that you've dealt through magic or any other means for 24 hours.

Name: Lone Wolf

Prerequisites: None

Description: As a free action, activate Lone Wolf. So long as no allies are within 3 squares, gain a +1k0 to attack and damage. You cannot however be healed by allies.

Name: Lunge

Prerequisites: Agility 4

Description: Gain a +1 square to your melee reach, and take a -2 penalty to Defense and Avoid.

Name: Martial Arts

Prerequisites: None

Description: Gain a bonus on unarmed strike damage equal to +½ level.

Name: Mystical Blade

Prerequisites: Level 9

Description: As a full-round action you can make a melee attack against an opponent within 6 squares of you. This attack goes against Avoid instead, and doesn't add bonuses from your stat (Strength/Agility).

Name: Noble Lunge

Prerequisites: Lunge, Agility 6

Description: Take no penalty when using Lunge.

Name: Only the Tip

Prerequisites: Weapon Focus (Melee piercing weapon)

Description: Gain a +5 bonus on damage with melee piercing weapons.

Name: Overload Shot

Prerequisites: Level 5

Description: When using a Laser or Plasma weapon you can spend a full-round action to overload a single shot with immense energy. Increase Penetration by $\frac{1}{2}$ Agility.

Name: Pommel Strike

Prerequisites: None

Description: Deal 1k0 less damage, type is changed to bludgeoning, and the foe is staggered for 1 round.

Name: Power Strike

Prerequisites: Strength 4

Description: You can take a -1k0 penalty to attack for a +1k0 to damage.

Name: Prone Shuffle

Prerequisites: None

Description: While prone you can move at $\frac{1}{2}$ your speed (minimum of 2 squares). Normally while prone you can only move 1 square.

Name: Provoking Fire

Prerequisites: Weapon Focus (Ranged weapon)

Description: Gain the ability to provoke up to 3 squares away with a ranged weapon you have Weapon Focus in.

Name: Psychological Warfare

Prerequisites: The ability to read minds (through magic or species abilities)

Description: As a swift action, use your mind reading ability to search through your foe's thoughts, and on a successful hit against Mental Defense you recite those deepest and darkest thoughts you can find within their mind. They are then frightened for 1 round + 1 additional round for every 5 points their Mental Defense is bypassed by.

Name: Quick Draw

Prerequisites: Agility 4

Description: You can draw weapon(s) as a free action instead of a move action.

Name: Redirecting Strike

Prerequisites: Deflecting Strike

Description: If you successfully deflect an attack using Parry, you can make an attack against the opponent. On a successful hit, deal the opponent's damage back at them.

Name: Risky Strike

Prerequisites: None

Description: Give yourself a bonus to hit (up to a +5 bonus) and your enemies also gain this bonus to hit against you.

Name: Sanity Draining Attack

Prerequisites: Persuasion trained, Level 9

Description: If you'd kill an opponent with an attack, choose to deal 1d5 Sanity damage instead.

Name: Scars of Valor

Prerequisites: None

Description: Adjacent enemies take a -2 penalty to Defense and Avoid, and a -1k0 on skill checks.

Name: Shield of Valor

Prerequisites: Level 11

Description: Increase the Deflection of your shield by 2, and the raise action is a fre instead of a swift.

Name: Shield Slam

Prerequisites: Two-Weapon Fighting

Description: You can use your shield as a light bludgeoning weapon that deals 2k1 points of damage.

Name: Shield Wall

Prerequisites: Armor Proficiency

Description: Sacrifice your turn to raise your shield up, and instantly negate ranged weapon attacks. You can do this with multiple allies who have shields, only needing to sacrifice a single person's turn to gain the benefits. Those within the shield wall take a -5 penalty to Defense and Avoid against charging attacks.

Name: Single Powerful Blast

Prerequisites: Weapon Focus (Firearm type or Bows)

Description: On bows, crossbows, pistols, rifles, or shotguns that are listed as *Single* you can deal +2k2 damage.

Name: Slow and Steady

Prerequisites: Level 7

Description: You can, as a swift action, activate this to negate the ability to make multiple attacks in a round for yourself and any enemy attacking you. This lasts for 1d5 rounds.

Name: Snatch Projectile

Prerequisites: Deflecting Strike

Description: When using Deflecting Strike, you can choose to snatch the projectile if the attack being deflected is from a ranged weapon.

Name: Sneak Attack

Prerequisites: Agility 4, Smarts 4, Level 5

Description: When attacking a flat-footed opponent, halve the foe's Deflection.

Name: Spectral Steps

Prerequisites: Agility 6

Description: When moving at least half of your move speed in a straight line you gain concealment against attacks of opportunity made against you while you're moving.

Name: Spring Attack

Prerequisites: Agility 4, Level 3

Description: As a full-round action you can make it so you needn't end your turn immediately if you stop during a movement. A single movement and single standard action (or move-equivalent action) can be taken without ending your turn if you stop to take the standard action, and allows you to continue moving afterwards.

Name: Steady Aim

Prerequisites: Level 7

Description: Spend a move action to attack against Avoid with a firearm.

Name: Step Up

Prerequisites: None

Description: If an opponent within your melee reach takes a Step, you can take a Step as an immediate action. This expends your use of a Step this turn.

Name: Stinging Jab

Prerequisites: Strength 4, Agility 4, and Level 5

Description: On a successful hit with an attack, you can opt to not deal damage and instead to a Stinging Jab. You deal a penalty to the foe's movement speed equal to the amount of keep dice on your damage. This lasts for 1d5 rounds.

Name: Stun Master

Prerequisites: Agility 5, Smarts 5, Level 9

Description: On firearms listed as "Stun" you can increase the Penetration of the weapon equal to your Agility.

Name: Suppressive Fire

Prerequisites: Agility 4, Level 5

Description: On an attack if you end up dealing damage to an opponent with a ranged weapon, they provoke attacks of opportunity from you as if you were adjacent to them with a melee weapon.

Name: Swift Slicing Motion

Prerequisites: Level 13

Description: If an attack you make would kill an opponent, they are instead knocked unconscious (and still bleeding out) and you can instead sever an arm or leg. Severing the head kills the opponent instead.

Name: Tactical Captain

Prerequisites: Knowledge (Tactics)

Description: If you and an ally would flank with an enemy, you can opt to make them flat-footed instead of gaining the usual flanking bonuses.

Name: The Greatest Fortitude

Prerequisites: Endurance 10, Level 19

Description: Critical hits do not deal double damage to you, or any other bonus effects due to it being a critical hit.

Name: To Pieces

Prerequisites: Level 9

Description: After killing an opponent you can flick their blood and gore as a weapon. Make a ranged attack against anyone within 6 squares vs. Avoid. On a successful hit, they are blinded for 1d5 rounds and nauseated for 1 round.

Name: Two-Weapon Fighting

Prerequisites: Agility 4

Description: Reduce the penalties for two-weapon fighting as seen here.

Circumstance	Primary Hand	Off-Hand
Normal Penalties	-3k0	-3k0
Off-hand weapon is light	-3k0	-2k0
Two-Weapon Fighting	-2k0	-2k0
Two-Weapon Fighting & off-hand weapon is light	-1k0	-1k0

Name: Unacceptable Losses

Prerequisites: Level 5

Description: If an ally within your line of sight is knocked unconscious, you gain a +4 bonus to all Defenses for 1d5 rounds, and deal +1k0 damage.

Name: Vicious Stratagem

Prerequisites: None

Description: Deal an additional 2k2 points of bonus damage. This damage is applied to you as well. Applying this to your attacks is chosen before the attack is made.

Name: Weapon Breaker

Prerequisites: Strength 4, Level 7

Description: When rolling damage against an object on a sunder attempt, roll the damage as if it were a critical hit.

Name: Weapon Focus

Prerequisites: None

Description: Gain a +2k0 to attack rolls made with a weapon group selected (sword, axe, polearm, etc.) This can be taken multiple times, applying to new groups.

Name: Weapon Focus, Improved

Prerequisites: Weapon Focus, Level 9

Description: Gain a +0k1 to attack rolls made with a weapon group selected (sword, axe, polearm, etc.) This can be taken multiple times, applying to new groups.

Name: Weapon Specialization

Prerequisites: Weapon Focus

Description: Gain a +2k0 bonus to damage rolls made with a weapon group selected with Weapon Focus. This can be taken multiple times, applying to new groups.

Name: Weapon Specialization, Improved

Prerequisites: Weapon Specialization, Level 9

Description: Gain a +0k1 bonus to damage rolls made with a weapon group selected with Weapon Focus. This can be taken multiple times, applying to new groups.

Name: Witch Hunter

Prerequisites: None

Description: Gain a +1k0 bonus to attack and damage against opponents who can cast spells or spell-like abilities.

Style Feats

Name	Prerequisite	Description
Bladed Dance Style	Artisan (Dance) Trained	Dance around an opponent's square during combat.
Blunting Style	Proficient with armor	Reduce damage dealt while wearing armor.
Deft Feet Style	Dodge, Improved Initiative	Gain additional uses of Dodge.
Heroic Style	Martial Arts	Deal energy damage on top of unarmed strikes.
Swashbuckling Style	Two-Weapon Fighting	Dual wield a one-handed sword and pistol together.
Thrown Style	Weapon Focus	Deal increased damage with thrown weapons.

Name: Bladed Dance Style

Prerequisites: Artisan (Dance) Trained

Description: On your turn when making attacks with a melee weapon, you can make an Artisan (Dance) check, the DC is equal to the opponent's Defense and the DC is reduced by 2 for every attack which has successfully hit the opponent. Each successful Artisan (Dance) check allows you to move 1 square, so long as you remain within melee range of the opponent. This movement is counted as a Step.

Level 5: Damage you deal is increased by +1k0 if a successful Artisan (Dance) check is made against the opponent's Defense. This can be done on one attack per turn.

Level 10: If you have moved more than 2 squares on your turn, gain a +2 Defense/Avoid.

Level 15: Once per day, add ½ the result of an Artisan (Dance) check onto to-hit.

Level 20: You are immune to being disarmed.

Name: Blunting Style

Prerequisites: Proficient with armor

Description: Once per encounter as a reaction (similar to that of a Dodge) you can reduce the damage that would be dealt by a weapon, unarmed, or natural attack. In doing this, you grant yourself a bonus to Deflection on the area that's being struck equal to ½ Strength + ½ Endurance. This bonus lasts until the end of your next turn.

Level 5: Reduce the Armor Penalty by ½ level (minimum 2) and increase Agility to Defense by ½ level (minimum of +2).

Level 10: Gain the Deflection to Body as a bonus to Defense for 2 rounds once per encounter.

Level 15: Increase your move speed while wearing armor by ½ Agility, and negate the penalty to move speed from the armor worn.

Level 20: You are immune to sunder checks on your armor.

Name: Deft Feet Style

Prerequisites: Dodge, Improved Initiative

Description: You gain an amount of additional uses of the Dodge reaction equal to $\frac{1}{2}$ Agility. This supersedes the bonus granted by the Dodge feat and replaces it.

Level 5: Gain a bonus on Dodge reactions made equal to $\frac{1}{2}$ Agility.

Level 10: If you successfully negate an attack through the use of the Dodge reaction and you hadn't taken a Step action on your last turn, you can take your Step action now as if the Step Up feat had been triggered.

Level 15: Gain a +1k0 bonus on Dodge reactions made, so long as your Agility is not being restricted by an armor's Agility to Defense.

Level 20: You are immune to being tripped.

Name: Heroic Style

Prerequisites: Martial Arts

Description: On unarmed strikes, you can change the damage type to any arcane element (excluding Sonic and Arcane). This change can either be 'turned off' as a free action, or the type of damage dealt can be changed to another element as a swift action.

Level 5: When dealing energy damage with your unarmed strikes, spend a swift action to instead gain a bonus to your unarmed strike's penetration equal to $\frac{1}{2}$ your level.

Level 10: While dealing energy damage with your unarmed strikes, gain Energy Resistance 10 of the energy type you're currently dealing damage with.

Level 15: You can make a ranged attack with your unarmed strikes out to 4 squares. This attack must deal an energy type for damage, not the standard unarmed damage.

Level 20: On a full-round attack, you can roll a single unarmed strike and upon hitting deal damage as if you had made a full-round attack with all of your unarmed strikes.

Name: Swashbuckling Style

Prerequisites: Two-Weapon Fighting

Description: While Two-Weapon Fighting with a sword in one hand and a pistol in the other hand, halve the penalties for Two-Weapon Fighting (minimum of no penalty).

Level 5: Increase damage with both your sword and pistol by +1k0.

Level 10: Once per encounter, grant either your sword or pistol the accurate weapon property.

Level 15: Once per encounter you can deal bleed damage on a successful attack with either the sword or the pistol. This bleed damage is 1d5 and lasts 4 rounds.

Level 20: You are immune to bleed damage.

Name: Thrown Style

Prerequisites: Weapon Focus (Associated thrown weapon)

Description: On a successful hit with thrown weapon, an additional attack can be made against another foe within half of the weapon's standard range increment. This additional attack deals damage normally.

Level 5: Increase the range of thrown weapons by $\frac{1}{2}$ your Strength + $\frac{1}{2}$ your Agility.

Level 10: Upon dealing damage to an opponent with a ranged weapon, they take a penalty to Defense/Avoid equal to your Strength or Agility, whichever is higher.

Level 15: Regardless of the weapon, all thrown weapons return to you after being thrown at the end of your turn.

Level 20: You do not suffer attacks of opportunity for moving through threatened squares or throwing a thrown weapon while in melee. In addition, you can provoke with the thrown weapon as if it were a melee weapon.

Magic Feats

Name	Prerequisite	Description
Absolute Corruption	Elemental Focus (Corruption)	Alter a corruption spell to disable a body part.
Bursting Wave	Elemental Focus (Water)	Alter a water spell to affect a radius.
Corrupted Spell	Spell Bleed, MAG 6	Spell becomes a corruption spell, and debilitates foes.
Deep Freeze	Elemental Focus (Ice)	Alter an ice spell to freeze an opponent in place.
Digital Root	SRT 6, MAG 4	Use mathematics to strengthen your magic.
Elemental Focus	—	Become more accurate with a single elemental.
Elemental Spell	Spellcraft Trained	Change the element of a spell cast by you.
Flame Jet	Elemental Focus (Fire)	Alter a fire spell into a line.
Intense Spell	—	Spells deal additional damage, but are more taxing.
Necrotic Acid	Elemental Focus (Acid)	Acid spells deal damage over time.
Prisoner Spell	—	Deal nonlethal with a spell and trap your foe in bindings.
Rebounding Spell	MAG 4	Cause a spell to bounce to a new target at ½ the effect.
Selective Spell	MAG 6	On area of effect spells, negate damage to allies.
Silent Casting	—	Cast spells without using your voice.
Soaring Wind	Elemental Focus (Wind)	Sacrifice a wind spell to grant yourself a fly speed.
Spell Bleed	MAG 4	Deal additional damage with a spell, and harm yourself.
Spell Sacrifice	MAG 4	Sacrifice a spell to gain a bonus to Defense/Avoid.
Storm Spell	Elemental Focus (Electricity)	Deal damage surrounding an area of effects.
Strong Stone	Elemental Focus (Earth)	Add Strength to earth-based spells.
Widened Spell	MAG 4	Double the range of area of effect spells.

Name: Absolute Corruption

Prerequisites: Elemental Focus (Corruption)

Description: When using a spell with the [Corruption] elemental tag you can forgo the damage to instead disable one of the person's limbs. Choose the left or right arm or leg of your target. That body part is counted as having been critically hit and takes the critical hit penalties for a number of rounds equal to your Magic, however the severing effect doesn't take place.

Name: Bursting Wave

Prerequisites: Elemental Focus (Water)

Description: Alter an area of effect water spell to deal damage in a radius instead of a line or cone. This uses the spell's original range (6 square line becomes 6 square radius, and so on).

Name: Corrupted Spell

Prerequisites: Spell Bleed, Magic 6

Description: The elemental tags of this spell become [Corruption] instead, and the additional damage dealt from *Spell Bleed* is also dealt to you, and it cannot be resisted even if you have Corruption Resistance.

Using *Corrupted Spell* increases the MP cost of a spell by 2.

Name: Deep Freeze

Prerequisites: Elemental Focus (Ice)

Description: When using a spell with the [Ice] elemental tag, you can forgo the spell's damage to instead make the spell's attack go against Bodily Defense. On a successful hit, all of the target's move speeds are reduced to 1 square (Land, Fly, Climb, etc.)

Name: Digital Root

Prerequisites: Smarts 6, Magic 4

Description: Find the digital root of your Smarts, Magic, and Resistance together ($5 + 2 + 3 = 10$, then $1 + 0 = 1$, thus the digital root is 1) and once the Digital Root is found make a Spellcraft check against a DC of $15 + \text{your Caster Level} + \text{Digital Root}$. On a success, you can overcharge the spell with potent energy and reduce the MP cost by 1. On a failure however the MP cost is increased by the amount equal to the Digital Root.

Name: Elemental Focus

Prerequisites: None

Description: When rolling spell attacks with an element of your choice, you gain a +1k0 to hit. This feat can be taken multiple times, each time a new element must be chosen. Elements also include spell tags (such as Holy, Unholy, Psychokinetic, etc.)

Name: Elemental Spell

Prerequisites: Spellcraft Trained

Description: You can change the element of an arcane spell being cast. This change must be chosen before the spell is being cast.

Using *Elemental Spell* increases the MP cost of a spell by 1 unless the element chosen is sonic, corruption, or arcane. Sonic costs 2, Corruption costs 4, and Arcane costs 8.

Name: Flame Jet

Prerequisites: Elemental Focus (Fire)

Description: Alter an area of effect fire spell to deal damage in a line instead of a radius or cone. This uses the spell's original range (6 square radius becomes 6 square line, and so on).

Name: Intense Spell

Prerequisites: None

Description: If the spell rolls damage, this increases the amount of keep dice by +0k1. If the spell has a set damage, this adds 2 to the set damage.

Using *Intense Spell* increase the MP cost of a spell by 2.

Name: Necrotic Acid

Prerequisites: Elemental Spell (Acid)

Description: An acid spell can be altered to deal $\frac{1}{2}$ damage for a number of rounds equal to $\frac{1}{2}$ your Magic.

Name: Prisoner Spell

Prerequisites: None

Description: You can alter your spell to deal nonlethal damage instead of lethal damage. In addition to this, if you increase the MP cost of the spell by 1, opponents knocked unconscious by the nonlethal damage are bound in spectral chains that can be broken out of with a Strength check or Acrobatics check at a DC 20. These chains remain active for a number of minutes equal to your Magic score.

Name: Rebounding Spell

Prerequisites: Magic 4

Description: When used on a spell you have just cast that has successfully hit its target, a new attack roll is made against someone within the range of the spell (using the target as the origin square), and another attack roll is made at the new target. Upon a hit it deals the spell's effects, however it is halved (half the penalty, half the damage, etc.)

Using *Rebounding Spell* increase the MP cost of a spell by 2.

Name: Selective Spell

Prerequisites: Magic 6

Description: When casting an area of effect spell, this can be applied to it. You and your allies are excluded from the effects of the area of effect spell.

Using *Selective Spell* increase the MP cost of a spell by 4.

Name: Silent Spell

Prerequisites: None

Description: When casting this spell, you can forgo the use of your voice. This allows a Stealth roll to be made when casting a spell (normally this isn't allowed) and on a successful roll vs. someone's sight-based Awareness, they do not notice the spell being cast. This can't be used on Psychic spells, and this Stealth roll can be done on Psychic spells without the use of this feat.

Name: Soaring Wind

Prerequisites: Elemental Focus (Wind)

Description: Sacrifice the MP cost of one of the Wind spells you have in your repertoire. Upon doing this, you can grant yourself a Fly speed equal to double the level of the spell being sacrificed. This lasts for a number of rounds equal to your Magic.

Name: Spell Bleed

Prerequisites: Magic 4

Description: You deal 5 more points of damage with the spell you cast while using Spell Bleed. You deal this damage to yourself on the round after it is cast. This damage can be resisted by any Resistances and Immunities you have.

Name: Spell Sacrifice

Prerequisites: Magic 4

Description: Instead of casting a spell, you can sacrifice the MP cost it'd take to instead grant yourself a bonus to Defense/Avoid. This bonus is equal to the spell's level. The minimum level of a spell that can be sacrificed is 1.

Name: Storm Spell

Prerequisites: Elemental Focus (Electricity)

Description: When applying this onto a spell, the adjacent squares next to an area of effect electricity spell deal $\frac{1}{2}$ the spell's damage. Example: Those adjacent to the line of a Lightning Bolt would apply the same attack to them, and take $\frac{1}{2}$ electricity damage on a failed save, or $\frac{1}{4}$ on a successful save.

This can also be applied to single target spells, in which case the adjacent squares to the target deal $\frac{1}{2}$ damage.

Name: Strong Stone

Prerequisites: Elemental Focus (Earth)

Description: When applied onto a spell, you can add your Strength onto damage with the Earth spell. Melee Earth spells can be two-handed, and gain the benefits of two-handing to Strength much like a weapon.

Name: Widened Spell

Prerequisites: Magic 4

Description: On an area of effect spell, double the area. For example, a 6 square radius becomes a 12 square radius. Those outside of the initial area of the spell take $\frac{1}{2}$ damage.

Using *Widened Spell* increase the MP cost of a spell by 2.

Species Feats

Name	Prerequisite	Description
Rotten Bite	Abomination	Bite attack that has a chance of dealing bleed.
Horrific Appearance	Abomination	Gain a bonus on intimidation.
Artificial Blood	Android, 1 st level only	You are more like a true machine.
Subdermal Plating	Android	Gain some Deflection while no armor is worn.
Swift Rider	Centaur	You're unhindered by forest or plain difficult terrain.
Underarm Joust	Centaur	Count as mounted for the purpose of Jousting weapons.
Dark Strike	Dark Elf	Strike with unholy energy.
Acidic Saliva	Dark Elf	Apply acid to a weapon to make it deal acid damage.
Horrid Stench	Deep One	Nearby enemies may become sickened.
Human Expert	Deep One	Gain a small bonus on skill checks with humans.
Dhampiric Fencing	Dhampir	Make an incredibly risky attack.
Charming Undeath	Dhampir	Gain a bonus on social skills.
Tough as a Rock	Dwarf	You are less susceptible to ailments.
Slow and Steady	Dwarf	You cannot take a penalty to move speeds.
Psychic Resilience	Einherjar	You are not as easily affected by psychic magic.
Psychic Weapons	Einherjar	Deal psychokinetic damage with a weapon.
Star Aura	Elder Thing	Temporarily create a vacuum-like area.
Bottom Heavy	Elder Thing	You are unable to be tripped.
Elemental Mastery	Elemental, able to cast spells	Able to change spells with an element to your own.
Take It In	Elemental	Change your elemental immunity to absorption.
Keen Senses	Elf	Gain a small bonus to Awareness.
Elven Bowmanship	Elf, Weapon Focus (Bow)	Your bow increases its penetration depending on range.
Mystical Heritage	Fairy	You are less affected by harmful magic.
Little Strike	Fairy	Temporarily add Size to attack.
Fleshy Shield	Gnome	Force damage onto an adjacent ally.
Colorful Fencing	Gnome	Use Luck for the wildest things...
The Best	Goblin	Gain a bonus to hit against non-Goblins.
Honored Fighter	Goblin	So long as you're in combat, you are an inspiration.
Halo	Half-Angel	Gain a halo that grants a bonus on Persuasion checks.
Dispersed Healing	Half-Angel	When healed, your allies heal 1 HP as well.
Fiendish Horn	Half-Demon	You gain a goring natural attack.
Born of Flame	Half-Demon, 1 st level only	Transform fire resistance to immunity.
Dragon's Fury	Half-Dragon	Gain claw attacks for a time.
Draconic Rage	Half-Dragon	Taking damage can strengthen you briefly.
Underhanded Strike	Halfling	Deal bonus effects against flat-footed foes.
Tripping Grasp	Halfling	Size doesn't affect you for trip attempts.
Ardent Studier	Human	Gain group of bonus Knowledge skills.
Blood of Another	Human, 1 st level only	Count as another species for prerequisites.
Corrupt Blood	Kendari	Taking damage deals damage to adjacent foes.
Pain Strike	Kendari	Flat-footed foes take more damage from you.
Strike of Light	Light Elf	Strike with holy energy.
Healing Breath	Light Elf	Heal yourself for a small amount of HP.

Demoiselle	Nue	Allies gain benefits for defending you.
Seducer	Nue	You can use "Persuasion" checks more effectively.
War Cry	Orc	Nearby allies gain benefits from you yelling.
Orcish Toss	Orc	Thrown weapons can be two-handed for damage.
Psychic Eye	Satori	You can enhance your psychic spells with your third eye.
Closed Eye	Satori, 1 st level only	You close your third eye, cutting off your mind reading.
Guarding Shadow	Shadower	Use your shadow as a shield for a small time.
Of the Dark	Shadower	When within shadows, heal a small amount of HP.
Day Child	Vampire, 1 st level only	Disguise as a human in the daytime.
Sliver of Life	Vampire	You can be healed by holy magic, but not as effectively.

Name: Rotten Bite

Prerequisites: Abomination

Description: Receive a [bite attack](#). In addition to the bite's damage, another attack is made against the affected creature's Bodily Defense (using the same attack bonus). On a successful hit they take 1 bleed damage for 1d5 + STR rounds.

Name: Horrific Appearance

Prerequisites: Abomination

Description: Gain a +5 to Persuasion checks made to intimidate.

Name: Artificial Blood

Prerequisites: Android, 1st level only

Description: You are immune to disease, however bleed damage is doubled against you.

Name: Subdermal Plating

Prerequisites: Android

Description: While no armor is worn, you're counted as having 2 Deflection. If you have any effects which grant Deflection while no armor is worn, this stacks with it.

Name: Swift Rider

Prerequisites: Centaur

Description: Difficult terrain from forests, plains, swamps, and similar terrains do not hinder you.

Name: Underarm Joust

Prerequisites: Centaur

Description: You are counted as being mounted while wielding any weapons that possess the "Jousting" property.

Name: Dark Strike

Prerequisites: Dark Elf

Description: Once per day treat your weapon's damage as unholy for 1 minute.

Name: Acidic Saliva

Prerequisites: Dark Elf

Description: As a swift action you can apply an acid that corrodes skin. Treat half of the damage you deal as acid damage. This lasts for 1 round.

Name: Horrid Stench

Prerequisites: Deep One

Description: Enemies within 2 squares of you have an attack made against their Bodily Defense using your Endurance for to-hit. On a successful hit, they are [sickened](#) for 1d5 rounds.

Name: Human Expert

Prerequisites: Deep One

Description: Gain a +1k1 on skill checks involving humans.

Name: Dhampiric Fencing

Prerequisites: Dhampir

Description: Once per day on a melee attack you can trade one rolled die for a static bonus to the attack. You cannot reduce yourself below one rolled die.

Name: Charming Undeath

Prerequisites: Dhampir

Description: Gain a +2 on Deception and Persuasion checks.

Name: Tough as Rock

Prerequisites: Dwarf

Description: Receive a +5 to Bodily Defense against poisons and diseases.

Name: Slow and Steady

Prerequisites: Dwarf

Description: You're immune to effects which would reduce your move speed(s).

Name: Psychic Resilience

Prerequisites: Einherjar

Description: You receive a +5 to Mental Defense against psychic spells.

Name: Psychic Weapon

Prerequisites: Einherjar

Description: Once per day for 1 minute your weapon deals psychokinetic damage.

Name: Star Aura

Prerequisites: Elder Thing

Description: For 1d5 rounds once per day you can create a 3 square aura surrounding you that functions as the [vacuum of space](#).

Name: Bottom Heavy

Prerequisites: Elder Thing

Description: You're immune to being tripped.

Name: Elemental Mastery

Prerequisites: Elemental, able to cast spells

Description: If you cast a spell that possesses an elemental tag to it (fire, water, ice, earth, acid, wind, electricity, sonic, arcane, holy, unholy, or psychokinetic) you can change it instead to the element you chose for your species. This adds 1 to the MP cost.

Name: Take It In

Prerequisites: Elemental

Description: Your immunity to the element chosen is now absorption instead.

Name: Keen Senses

Prerequisites: Elf

Description: Gain a +4 to Awareness checks.

Name: Elven Bowmanship

Prerequisites: Elf, Weapon Focus (Bow)

Description: So long as your target is within 4 squares of you, increase your bow's penetration by 2 and base damage by +1k0.

Name: Mystical Heritage

Prerequisites: Fairy

Description: You gain a +2 to all Defenses against spells.

Name: Little Strike

Prerequisites: Fairy

Description: Once per day add your Size to the keep dice of your attack and damage. This doesn't work if you are Size 3 or larger. This lasts for 2 rounds.

Name: Fleshy Shield

Prerequisites: Gnome

Description: If an adjacent ally is willing, you can make them take damage you'd instead take.

Name: Colorful Fencing

Prerequisites: Gnome

Description: Any weapon you wield that uses Finesse can use Luck instead of Agility for damage.

Name: The Best

Prerequisites: Goblin

Description: Gain a +2 on to-hit and damage against non-Goblin enemies.

Name: Honored Fighter

Prerequisites: Goblin

Description: Allies within 3 squares gain a +1 to Defense and Avoid.

Name: Halo

Prerequisites: Half-Angel

Description: Gain a +2 to Persuasion checks.

Name: Dispersed Healing

Prerequisites: Half-Angel

Description: Whenever you're healed all allies within 6 squares gain 1 HP. This can only be done once per round.

Name: Fiendish Horn

Prerequisites: Half-Demon

Description: Gain a [gore](#) attack.

Name: Born of Flame

Prerequisites: Half-Demon

Description: Your fire resistance becomes fire immunity.

Name: Dragon's Fury

Prerequisites: Half-Dragon

Description: You gain two [claw](#) attacks.

Name: Draconic Rage

Prerequisites: Half-Dragon

Description: If you take damage you gain a +2 to attack and damage against the opponent who dealt damage to you for 3 rounds.

Name: Underhanded Strike

Prerequisites: Halfling

Description: If you deal damage against a flat-footed enemy, they are [sickened](#) for 1 round thereafter.

Name: Tripping Grasp

Prerequisites: Halfling

Description: You do not take penalties when tripping foes larger than you, and instead gain a bonus equal to your level on trip attempts.

Name: Ardent Studier

Prerequisites: Human

Description: Gain a bonus skill that can be trained, and a bonus skill that can only be used a for Knowledge skill.

Name: Blood of Another

Prerequisites: Human, 1st level only

Description: Count as another playable species for the purpose of prerequisites (such as species feats).

Name: Corrupt Blood

Prerequisites: Kendari

Description: If you take slashing or piercing damage, the attacker has an attack made against their Avoid (using Endurance to hit) and on a hit they take 2 corruption damage (bypassing Soak).

Name: Pain Strike

Prerequisites: Kendari

Description: Against [flat-footed](#) enemies, gain a +4 to damage.

Name: Strike of Light

Prerequisites: Light Elf

Description: Once per day treat your weapon's damage as holy for 1 minute.

Name: Healing Breath

Prerequisites: Light Elf

Description: Once per day spend a swift action to heal yourself for 1d5 HP.

Name: Demoiselle

Prerequisites: Nue

Description: Allies adjacent to you gain a +4 to Defense and Avoid, however if they choose to accept this bonus they must take damage for you.

Name: Seducer

Prerequisites: Nue

Description: On Persuasion checks against someone sexually attracted to you, you gain a +5 bonus.

Name: War Cry

Prerequisites: Orc

Description: As a move action you can cry out, granting all allies a +2 to attack for the rest of the round.

Name: Orcish Toss

Prerequisites: Orc

Description: When using a thrown weapon, treat your damage as if you were two-handing the thrown weapon.

Name: Psychic Eye

Prerequisites: Satori

Description: When casting a psychic spell you gain a +2 to damage so long as you are within range to read their mind.

Name: Closed Eye

Prerequisites: Satori, 1st level only

Description: You are no longer able to read minds with your Third Eye. In its place, you are instead “invisible” to everyone except for fleeting memories and brief recollections. People will interact with you still and recognize your existence, but remembering who you are will be hard even for family members or close friends without physical proof that you’ve met before. You gain a +2k0 to Deception checks and a +2k0 to Stealth checks.

Name: Guarding Shadow

Prerequisites: Shadower

Description: For 1 minute as a swift action you can summon a shadow shield into one hand. This shield functions as a buckler and can be used to parry.

Name: Of the Dark

Prerequisites: Shadower

Description: When in an area of total darkness (enough to need Darkvision) once per encounter you can heal yourself for 1d5 HP.

Name: Day Child

Prerequisites: Vampire, 1st level only

Description: While in sunlight you do not take damage, however you take a -5 to all Defenses and must disguise yourself as a human using a Deception check else your true form will be revealed, imparting a -5 to all skill checks while in sunlight.

Name: Sliver of Life

Prerequisites: Vampire

Description: You are no longer healed by unholy and harmed by holy magic, and instead function as a living target for the purposes of this healing. Despite this, you only heal half HP when affected by holy healing. Unholy damage only hurts you half as much.

Chapter 12: Traits & Flaws

Traits and Flaws are optional benefits/penalties which can be applied to a character. These traits and flaws must be chosen at character creation, or given to a player by a GM due to story progression.

When picking a trait, you must select a drawback. You have a limit of 4 traits/drawbacks.

Traits

Name	Description
Underworld Connections	Once per session you can find the seedy underbelly...
Blessed Appearance	Religious organizations are enamored with you.
Inheritance	You start with more gold at character creation.
Jaded	You take less stress when tensions run incredibly high.
Cat's Grace	Always land on your feet, and falling won't kill you.
Sea Legs	While on a boat you cannot fall down.
Starship Captain	You can start with a starship.
Keen Intellect	Once per session ask a meta-knowledge question.
Last Chance	You have a chance to not fall unconscious.
High Rank	Within an organization you are highly regarded.
Pilot Expert	Avoid environmental damage while in a starship.
Weapon Training	You are proficient in an additional weapon type.
Naturally Hardened Skin	You are naturally tough for your species.
Big. Like, really HUGE	Your size is your greatest ally...and hindrance.
Bravery	You're able to mitigate fear effects against you.
Ancestral Gear	You possess some gear that's been in your family.
Bilingual	You can speak an additional language.
Regenerating Flesh	Healing effects helps you more than normal.
Blast Resistance	You are immune to the burst damage from grenades.
Flexibility	A single STR, AGI, or END skill is unaffected by AP.
Ready for Combat	You can reroll an initiative check you make.
Honor	Those who know you know of your honorable deeds.
Diabolical	Those who know you fear you for your terrible deeds.
Radiant Light	You can cause a swath of light to surround you.
The Stars Align	Transform a really bad roll into a really good roll.
The Chosen One	Pick a faith, and gain benefits based on the faith.
Exploding Potion	Throw a potion that blows up like it's a grenade.
Power of Friendship	Allies near you benefit from a single effect.
Deep Sea Connections	Gain a swim speed equal to half your land speed.

Name: Underworld Connections

Description: Once per session you can find any criminal organization or illegal markets within a town. A successful DC 25 Persuasion check is needed else you'll pay 500 G for the information.

Name: Blessed Appearance

Description: While interacting with a member of a religion you can reroll a skill check once per session against your target. You can take the better result.

Name: Inheritance

Description: You start with 500 more gold.

Name: Jaded

Description: Reduce sanity damage that you take by 1.

Name: Cat's Grace

Description: You always land on your feet unless you are unconscious. Falling damage won't kill you (however it can knock you unconscious).

Name: Sea Legs

Description: While aboard a sea vessel you cannot be knocked prone.

Name: Starship Captain

Description: You start with one of the following at no cost: Fighter or Freighter (this Freighter's only weapon is a single Laser Rifle).

Name: Keen Intellect

Description: Once per session you can ask meta-knowledge from the GM. This question must be simple, and if the GM decides the information asked is unreasonable you keep the use of the ability.

Name: Last Chance

Description: If you would be knocked prone and start dying, you can make an attack against an enemy before you're knocked unconscious. If you successfully hit, you do not bleed out. If you kill the enemy, you remain at 1 HP and are no longer prone, unconscious, or bleeding.

Name: High Rank

Description: While dealing with members of a similar sect, organization, or group you gain a +2k0 on skill checks involving these group members.

Name: Weapon Training

Description: Choose a weapon type you're not already proficient with through your class or feats. You gain proficiency in this weapon type. This trait can be taken multiple times, each time choosing a new weapon type.

Name: Naturally Hardened Skin

Description: You gain a Deflection of 2 in all body parts. This is natural armor and remains even while regular armor is worn.

Name: Big. Like, really HUGE

Description: For the purposes of reach and space, you have +1 Size. Soak is unaltered.

Name: Bravery

Description: You halve the penalties from Shaken and Frightened.

Name: Ancestral Gear

Description: You start with a single weapon or armor that is of superior quality.

Name: Bilingual

Description: You gain an additional language. This language is understood (but not spoken) by all allies in the party.

Name: Regenerating Flesh

Description: You recover 1 more HP when being healed.

Name: Blast Resistance

Description: You are immune to damage dealt by a grenade's burst (but not immune to being targeted as the origin square for the grenade).

Name: Flexibility

Description: Choose a single STR, AGI, or END skill. AP no longer affects that skill.

Name: Ready for Combat

Description: On initiative checks, reroll an initiative check and take the better result.

Name: Honor

Description: You're known for your honorable deeds in the past, granting you a +1k0 on Deception and Persuasion checks with people who know of your honorable deeds.

Name: Diabolical

Description: You're known for your horrible deeds in the past, granting you a +3k0 on Persuasion checks made to intimidate, but a -1k0 Persuasion otherwise.

Name: Radiant Light

Description: As a move action you can cause a swath of light to radiate off of you. This light is as a torch except in a 6 square radius around you.

Name: The Stars Align

Description: Once per session if you critically fail on an attack roll, you can roll the attack roll again.

Name: The Chosen One

Description: You're the Chosen One of a specific religion or ideology, born for a specific purpose to serve the religion or identity.

- *Shinda*: You gain a +2 attack and damage vs. demons.
- *YHVH*: You receive a +2 to Mental Defense vs. Stress or Sanity attacks.
- *Lucifer*: You gain a +2 attack and damage vs. angels.
- *Banadar*: You receive 5 Corruption Resistance.
- *Danyries*: You receive a +2 to Bodily Defense vs. disease and starvation.
- *LeBlanc*: You receive a +2 to Deception to disguise.
- *Drey*: You are unhindered by difficult terrain in forests and swamps.
- *Kayan*: You receive a +2 to Stealth checks made to steal.
- *Putna*: You receive a +2 to Drive checks made to fly a starship.
- *Coolington*: You receive a +2 to Persuasion checks not made to intimidate.
- *Bill*: You reduce armor penalty from armor by 1.
- *Ivan*: You receive a +2 to attack with firearms.
- *Dagon*: You receive a +2 to Acrobatics checks made to swim.
- *Amaterasu*: You receive 5 Fire Resistance.
- *Thor*: You receive 5 Electricity Resistance.
- *Tyr*: You receive 2 natural Deflection to one of your arms (choose one).
- *Baron of Light*: You can heal 4 HP once per day while in direct sunlight.
- *Baron of Shadow*: You can heal 4 HP once per day while in the dark.
- *Arcana*: You receive a +2 to attack on arcane spells.
- *Malakai*: You can cause 1d5 points of Stress damage on an Intimidate.
- *T-8B-68*: You receive 1 additional cybernetic slot on a limb (your choice).
- *Rangar*: You receive proficiency with Rapiers and Estocs if you aren't already. If you have proficiency with them, you gain a +2 to attack and damage.

Name: Exploding Potion

Description: You can throw potions and they burst as if they're a *Frag Grenade*. They heal people within the burst radius.

Name: Power of Friendship

Description: Allies within 6 squares of you receive one of the two:

- +2 to a single Defense
- +2 to land speed

Name: Deep Sea Connections

Description: You gain a swim speed equal to half your land speed.

Flaws

Name	Description
Missing Limb	You are either missing an arm or a leg.
Slave	You're bound to a master of some sort.
Blind	Due to some difficulties, you cannot see.
Deaf	Due to some difficulties, you cannot hear.
Fear of...	You have an irrational fear of something.
Materialistic	You must spend excess cash on useless items.
Hate of...	You're incredibly racist against a single species.
Insane	You're a bit of a nutter.
Debt	You owe a debt to a person, group, or organization.
Slowly Losing It	While in a terrifying situation, take stress damage.
Mute	Due to some difficulties, you cannot speak.
Immolating Failure	Sometimes when you fail really badly, you catch fire.
Overcharge	When using wands and staffs you expend more.
Weak to Magic	You have a harder time resisting magic.
Hemophilia	You take additional damage when struck.
Illiterate	You're unable to read.
Corrupted	You are being slowly consumed by corruption...
Xenophobia	You are unable to learn more languages.
Frail Bones	You are unable to take nonlethal damage.
Anti-Theism	You have a hatred against a religion or religions.
Gullible	You fall for deceptions easier.
Sickly	You are easily harmed by poisons.
Technological Fears	You cannot operate technological items.

Name: Missing Limb

Description: You are missing either your left arm or leg, or right arm or leg (choose one). If the missing limb is an arm you can no longer two-hand weapons or two-weapon fight. If you have more than 3 arms you instead take a -1k0 on the following actions. If the limb that's missing is a leg, halve your land speed. If you get a prosthesis (such as a peg leg or a cybernetic leg) you instead only take a -1 to land speed. If this limb is rolled on the 1d10 to hit, reroll.

Name: Slave

Description: You must obey the commands of your master (either chosen by the GM, or made by the player and controlled by the GM, this cannot be a PC). If you refuse to obey your master's commands or you try to escape, your master will hunt you down. Their huntsman receive a +2k0 on checks made to track and find you. These huntsman are at least 1 level less than you.

Name: Blind

Description: You are blind, and thus unable to see. This functions like [blindness](#).

Name: Deaf

Description: You are deaf, and thus unable to hear. This functions like [deafness](#).

Name: Fear Of...

Description: You have a fear of a common *thing*, and while this common thing is near you, you take a -1k0 on all checks. This common thing can be as common as the sky, or as rare as demons. So long as it's not too specific like "the blood red full moon on a foggy night".

Name: Materialistic

Description: If you have leftover gold at any point while shopping, the extra money must be spent on jewelry, luxury goods, and commodities. If you are unable to buy any of these things listed, you instead spend the gold as a "tip" for the seller.

Name: Hate Of...

Description: You have a hatred for a specific species. You must choose a species that you hate (this must be a playable species). When presented with this species, you must either attack, defame, or somehow humiliate them if you can. Otherwise you are disgusted by their presence and cannot benefit from helpful effects from them nor can you Persuade them (unless by means of Intimidation). Resisting this deals 2 stress damage per day this is resisted.

Name: Insane

Description: You start the game with a [mental disorder](#) of your choice.

Name: Debt

Description: You must pay off a massive debt of money over the course of the game. This debt is equal to 500 x your level, and cannot be paid off through character creation. If you refuse to pay the debt, you will be hunted by enemies that are at a minimum 1 level lower than you.

Name: Slowly Losing It

Description: Similar to *Fear Of...* choose an object of fear. If you already have *Fear Of...* you can use the one chosen for that drawback or choose a new one. While the object of your fear is within your line of sight or you're aware of its presence, you take 1 stress damage per minute.

Name: Mute

Description: You are mute, and thus unable to speak. Due to being unable to speak you can only communicate through non-verbal manners of speech, and prevents use of *arcane* magic, as most if not all arcane spells require a voice to be activated.

Name: Immolating Failure

Description: If you critically fail on a roll (skill checks and damage rolls can't critically fail) you [catch on fire](#).

Name: Overcharge

Description: When activating a wand or staff you spend an additional 1 charge. You cannot take this if you do not possess the Use Magic Device skill and aren't a caster.

Name: Weak to Magic

Description: Against spells you do not gain your Resistance as a bonus to your Defenses.

Name: Hemophilia

Description: Against bleed you take 1 more point of damage.

Name: Illiterate

Description: You are unable to read. If you become literate, replace one of your bonus traits with a trait called "Literate" and remove this flaw.

Name: Corrupted

Description: Every day you have an attack roll ($\frac{1}{2}$ Level k $\frac{1}{4}$ Level) made against your Bodily Defense. On a successful hit, you take 2 points of corruption damage that bypasses Soak. This cannot be healed, but disappears the next day.

Name: Xenophobia

Description: You cannot gain more languages through Linguistics.

Name: Frail Bones

Description: Nonlethal damage dealt to you is always lethal. Instead of taking nonlethal damage you can choose to instead fall unconscious if you do not wish to take lethal damage. You cannot take this if you're immune to nonlethal damage.

Name: Anti-Theism

Description: You cannot benefit from divine spells being cast upon you, and enemy divine spells gain a +1k0 to hit you.

Name: Gullible

Description: Deception checks against you receive a +1k0 bonus.

Name: Sickly

Description: You take a -4 to Bodily Defense against poisons and diseases. You cannot take this if you are immune to poisons or diseases.

Name: Technological Fears

Description: You take a -2k0 on all checks relating to using technological items. This may vary from setting to setting, however as a catch-all it should represent unfamiliar, and "advanced" technology. For example, in an early medieval setting a crossbow could be considered "advanced" technology.

Chapter 13: Spells

Magic is wide and varied, and so are the spells that go along with it. Presented here are example spells for each school of magic, and at the end of this chapter is a spell builder for adventurous mages looking to make their own spells.

Attack spells function like weapons for the purpose of targeting body parts and spells that deal physical damage (bludgeoning, piercing, or slashing) factor against a set of armor's Deflection. Otherwise it factors against a character's energy resistance.

The spell levels go as follows:

Spell Level	1	2	3	4	5
Class Level	1 st	5 th	10 th	15 th	20 th

Attacking with a spell goes as follows:

Spell Attack | (Magic) k (½ Magic) + Misc.

Spells that apply the same effect (like a penalty) do not stack.

The following are tags that will be seen on spells. These tags may determine how the spell applies against weaknesses or resistances, or determines what kind of magic feat can apply to that spell.

- **Elemental Tags:** [Fire], [Water], [Ice], [Acid], [Earth], [Wind], [Electricity], [Arcane], [Sonic], or [Corruption]
- **Arcane Tags:** [Mind-Affecting], [Transmutation], [Illusion], or [Necromancy]
- **Divine Tags:** [Holy] or [Unholy]
- **Psychic Tags:** [Mind-Affecting], [Sense], [Telekinesis], or [Psychokinesis]
- **Rune Tags:** [Weapon], [Armor], [Creature], or [Area]
- **Summoning Tags:** [Called] or [Absorbed]

MP Cost by Spell Level:

- Spell Level: 0 | MP Cost: 0
- Spell Level: 1 | MP Cost: 1
- Spell Level: 2 | MP Cost: 4
- Spell Level: 3 | MP Cost: 8
- Spell Level: 4 | MP Cost: 12
- Spell Level: 5 | MP Cost: 16

“0th level spells” are any flavor-based spell which doesn't affect combat or social situations in any mechanical way. If a check is called on by the GM to cast this, it's a DC 10 Spellcraft.

Arcane Spells

LVL	MP	Name	Description
1	1	Energy Grasp	Touch someone with arcane energy that deals damage.
1	1	Energy Ray	Shoots someone with arcane energy that deals damage.
1	1	Energy Sword	Creates a sword made of arcane energy that deals damage.
1	1	Force Bolt	Shoots out a bolt of force which cannot be dodged.
1	1	Detect Magic	Detects magical sources nearby.
1	1	Arcane Armor	Creates a spectral set of armor that deflects some attacks.
1	1	Illusory	Creates figments, sounds, and so on.
1	1	Alter Appearance	Changes the caster or an allies' appearance.
2	4	Fireball	Blows up an area with a burst of flame.
2	4	Lightning Bolt	Shoots out a line of jolting electricity.
2	4	Blood Splinter	Hardens the blood in a person's body, and then shoots it from the veins.
2	4	Sonic Burst	Cause a small burst of sonic energy that sometimes deafens foes.
2	4	Flight	Allows the caster or an ally to magically fly in the air.
2	4	Invisibility	Makes it so others cannot see the caster or their ally briefly.
2	4	Size Alteration	Changes the size of the caster or their ally by one step.
2	4	Imaginary Friend	Creates an illusory being that does the caster's bidding for a time.
3	8	Elemental Resilience	Grants the caster resistance towards a single element.
3	8	Blizzard Strike	Freezes a foe with a powerful icy attack.
3	8	Nuclear Ray	Shoots out a ray of irradiating power at a foe.
3	8	Energy Sap	Transfers MP from an enemy mage to the caster.
3	8	Wind Barrier	Deflects a select amount of physical ranged attacks.
3	8	Acid Dart	Hits an enemy with an acidic energy that damages them over time.
3	8	Thunderclap	Deafens all enemies in a radius around the caster.
3	8	Destabilize	Cause yourself or an ally to ignore gravity briefly.
4	12	Arcane Snipe	Hits an enemy with a long range magical bolt of energy.
4	12	Infuse Power	Grant an ally or an animal the ability to cast one of the caster's spells.
4	12	Energy Beam	Sends out a large beam of a single element in a straight path.
4	12	Incinerate	Deals massive fire damage to a foe and may disintegrate them.
4	12	Drown	Causes a target to begin drowning despite being on land.
4	12	Radical Ray	Deals a random effect due to its bizarre and powerful nature.
4	12	Sonic Scream	The caster lets out a cone of sonic energy that deafens all inside.
4	12	Gaze of Melancholy	Cause a target to become depressed with a single look.
5	16	Corrupt Slash	Slashes an enemy with corruption, and potentially dismembers limbs.
5	16	Insanity	Cause a target to go insane with a single touch.
5	16	Earthquake	Affect many people in a wide area with earth damage.
5	16	Nuclear Wasteland	Create a wasteland of nuclear energy that is uninhabitable.
5	16	Winter's Wrath	Freeze the blood of all enemies within a radius around the caster.
5	16	Break the Body	Disable a random body part on a person's body.
5	16	Fire Storm	Deals massive amounts of damage to those who surround the caster.
5	16	Pillar of the World	Create a massive pillar in a square within the spell's range.

Illusory

Tags: Illusion

MP Cost: 1

Casting Time: Standard

Target: A single square within 6 squares

Goes Against: Mental Defense

Description: Through manipulation of the arcane, you create an illusion that attempts to fool its targets. Choose one of the following:

- **Image:** Creates an image in a single square that functions as the thing the caster is trying to portray. If someone is not fooled by the illusion, they can recognize there's something not right about the image and thus pinpoint it as an illusion. The image is instantly disbelieved if someone tries to touch it, unless the caster makes a Spellcraft check vs. their Mental Defense to make it react accordingly.
- **Sound:** This creates a sound that echoes from a single point of origin. This sound can mimic humans talking, lions roaring, or even dragons snarling. The louder the sound, however, the harder to believe it is. A lion roaring would give the target a +4 bonus to Mental Defense to disbelieve while a dragon roaring would grant them a +8 bonus to Mental Defense to disbelieve.

Energy Grasp

Tags: Fire, Water, Ice, Earth, Acid, Wind, or Electricity

MP Cost: 1

Casting Time: Standard

Target: Adjacent Enemy

Goes Against: Avoid

Description: You cast this spell into your hand rapidly and shove your hand against the desired target. This spell deals 3k2 points of energy damage.

Energy Sword

Tags: Fire, Water, Ice, Earth, Acid, Wind, or Electricity

MP Cost: 1

Casting Time: Swift

Target: Self

Goes Against: Defense

Description: With this spell you create a sword made entirely out of an arcane element. This sword lasts a number of rounds equal to your Magic, and deals 2k1 points of energy damage on a hit. This sword cannot be two-handed, and uses your Magic as if it were Strength on damage.

Energy Ray

Tags: Fire, Water, Ice, Earth, Acid, Wind, or Electricity

MP Cost: 1

Casting Time: Standard

Target: Enemy within 6 squares

Goes Against: Avoid

Description: You fire out a ray of elemental energy at a foe within the spell's range, and on a successful hit they take 3k2 points of energy damage.

Force Bolt

Tags: Arcane

MP Cost: 1

Casting Time: Standard

Target: Enemy within 12 squares

Goes Against: N/A

Description: Instantly the designated foe takes 1 point of damage (Soak is not factored into this), and this damage cannot be resisted or reduced in any way. Spell Resistance however prevents this spell from affecting the target, no roll need.

Detect Magic

Tags: Arcane

MP Cost: 1

Casting Time: Swift

Target: 12 square cone

Goes Against: N/A

Description: You can detect magical auras in a 12 square cone ahead of you through casting this spell. If it is a hidden aura, make a Spellcraft vs. Mental Defense.

Arcane Armor

Tags: Arcane

MP Cost: 1

Casting Time: Standard

Target: Self

Goes Against: N/A

Description: Using your own arcane energy, you can grant yourself Deflection to all of your body parts equal to your Resistance stat. This lasts for a number of rounds equal to your Magic.

Alter Appearance

Tags: Illusion

MP Cost: 1

Casting Time: Standard

Target: Self

Goes Against: N/A

Description: Through the use of illusions and trickery, you're able to change your appearance. By doing this, you can change your appearance as if using a Deception check to Disguise yourself, save that the check is not needed. While this spell is active, if someone wants to see through the illusion they must succeed at an Awareness check (DC 10 + MP Cost + your Magic).

Fireball

Tags: Fire

MP Cost: 4

Casting Time: Standard

Target: 6 square radius

Goes Against: Avoid

Description: Target a square within 20 squares of you. In a 6 square radius centered on the target square, deal 4k2 points of fire damage (half damage on a failed hit).

Lightning Bolt

Tags: Electricity

MP Cost: 4

Casting Time: Standard

Target: 24 square line

Goes Against: Avoid

Description: In a 24 square line you unleash a jolt of electricity from your hand. This deals 4k2 points of electricity damage (half damage on a failed hit).

Blood Splinter

Tags: Water, Necromancy

MP Cost: 4

Casting Time: Standard

Target: Target within 6 squares

Goes Against: Bodily Defense

Description: You can sharpen the blood of a target within 6 squares, then cause the blood to shoot out from the target's veins. The target takes 3k3 points of water damage, and is nauseated for 1d5 rounds.

Sonic Burst

Tags: Sonic

MP Cost: 4

Casting Time: Standard

Target: 2 square radius

Goes Against: Mental Defense

Description: You cause a small sound burst in a 2 square radius within 12 squares of you. Those within the burst take 2k2 points of sonic damage and are deafened for 1 round. If their Mental Defense is bypassed by 10 or more, they are instead deafened until the end of the encounter.

Flight

Tags: Transmutation

MP Cost: 4

Casting Time: Standard

Target: Self or adjacent ally

Goes Against: N/A

Description: You can grant yourself or an adjacent ally a fly speed of 6 squares.

Invisibility

Tags: Illusion

MP Cost: 4

Casting Time: Standard

Target: Self or adjacent ally

Goes Against: N/A

Description: You can grant yourself or an adjacent ally invisibility, preventing normal means of visual detection. Being invisible allows you to reroll 1s on Stealth checks and 9s and 10s explode on the aforementioned Stealth checks. This lasts for a number of rounds equal to your Magic.

Size Alteration

Tags: Transmutation

MP Cost: 4

Casting Time: Standard

Target: Self or adjacent ally

Goes Against: N/A

Description: You can increase or decrease you or an ally's size by 1. This size increase is temporary and does not increase Soak. If the character whose size is being increased is below Size 4, casting this spell counts them as Size 4.

Imaginary Friend

Tags: Illusion

MP Cost: 4

Casting Time: Standard

Target: Adjacent square

Goes Against: N/A

Description: You summon an illusory force that does your bidding. It can lift objects, interact with the world, and apply up to 5 lbs. of force. This illusion cannot attack.

Energy Resilience

Tags: Fire, Water, Ice, Earth, Acid, Wind, or Electricity

MP Cost: 8

Casting Time: Standard

Target: Self or adjacent ally

Goes Against: N/A

Description: While this spell is active you gain Energy Resistance equal to double your Magic. The energy type being resisted must be chosen when the spell is cast. This spell can be applied to a target multiple times, each time choosing a new energy to resist. This spell lasts a number of rounds equal to your Magic.

Blizzard Strike

Tags: Ice

MP Cost: 8

Casting Time: Standard

Target: Enemy within 6 squares

Goes Against: Avoid

Description: You unleash a torrent of hail and icicles, dealing 4k3 ice damage to its target (or half damage on a miss). In addition to this, on a hit the target has their speed reduced to $\frac{1}{2}$ for a number of rounds equal to your Magic.

Nuclear Ray

Tags: Fire, Transmutation

MP Cost: 8

Casting Time: Standard

Target: Enemy within 12 squares

Goes Against: Avoid & Bodily Defense

Description: You fire a crippling ray of nuclear hellfire from your hand. On a successful hit, the target takes 5k3 fire damage and has an additional attack made against their Bodily Defense. On a successful hit, the target is irradiated and takes -5 to Bodily Defense and is sickened until the end of the encounter. This is a poison effect.

Energy Sap

Tags: Corruption, Necromancy

MP Cost: 8

Casting Time: Standard

Target: Adjacent enemy

Goes Against: Mental Defense

Description: You can corrupt a target's life force, stealing a part of their soul in order to fuel your own. This spell deals 1d10+½ Magic points of corruption damage to the target's MP on a successful hit, and this MP drained is transferred to your own. If this spell is cast on a target without MP, they instead take damage as per a normal spell.

Wind Barrier

Tags: Wind

MP Cost: 8

Casting Time: Move

Target: Self

Goes Against: N/A

Description: You summon a barrier of wind that is capable of blocking projectiles. This spell allows you to block a number of ranged (non-spell) attacks equal to ½ your Magic stat.

Acid Dart

Tags: Acid

MP Cost: 8

Casting Time: Standard

Target: Enemy within 12 squares

Goes Against: Avoid

Description: You unleash a spray of acidic darts at a target within 12 squares of you. On a successful hit the target takes 1d10 points of damage, and takes ½ your Magic in damage every round thereafter for 1d5 rounds.

Thunderclap

Tags: Sonic

MP Cost: 8

Casting Time: Standard

Target: 6 square radius

Goes Against: Bodily Defense

Description: All enemies within 6 squares of you have an attack made against their Bodily Defense, and on a successful hit they're deafened until the end of the encounter. In addition to this, if their Bodily Defense is bypassed by 10 or more they are knocked 2 squares back from you.

Destabilize

Tags: Transmutation

MP Cost: 8

Casting Time: Standard

Target: Self or adjacent ally.

Goes Against: Avoid

Description: You can touch yourself or an ally in order to allow you to ignore gravity for a number of rounds equal to 2 + Magic. While ignoring gravity you can fly at a speed of 4 squares, climb up walls at a speed of 4 squares, and ignore ground-based effects such as earthquakes.

Arcane Snipe

Tags: Arcane

MP Cost: 12

Casting Time: Standard

Target: Enemy within 30 squares

Goes Against: Avoid

Description: You send a bolt of pure arcane energy at your foe, and upon hitting you deal 5k4 points of arcane damage. If their Avoid is bypassed by 5 or more, they're knocked prone.

Infuse Power

Tags: Arcane

MP Cost: 12

Casting Time: Standard

Target: Adjacent ally

Goes Against: N/A

Description: An ally or animal touched is able to cast a Level 3 spell or lower that you know. This spell must be cast on someone who doesn't have MP, and it cannot be cast on the same target more than once per encounter. This ally can cast the spell on their own using the same *Casting Time* as the spell infused, using your Magic and Resistance for the sake of the spell.

Energy Beam

Tags: Fire, Water, Ice, Earth, Acid, Wind, Electricity, Sonic, or Corruption

MP Cost: 12

Casting Time: Standard

Target: 12 square line

Goes Against: Avoid

Description: This beam, on a successful hit, deals 6k4 energy damage (half damage on a miss).

Incinerate

Tags: Fire

MP Cost: 12

Casting Time: Standard

Target: Enemy within 12 squares

Goes Against: Bodily Defense

Description: Setting the whole body of a target on fire, dealing 60 fire damage on a successful hit and the target catches on fire. If this kills the target, they disintegrate.

Drown

Tags: Water, Transmutation

MP Cost: 12

Casting Time: Standard

Target: Enemy within 6 squares

Goes Against: Bodily Defense

Description: On a successful hit you fill the target's lungs with water and deals 3k3 points of water damage. For the next 1d10 rounds, the target cannot breathe and is forced to hold their breath or [drown](#). This adds Magic to the rolled dice.

Radical Ray

Tags: Arcane

MP Cost: 12

Casting Time: Standard

Target: Enemy within 12 squares

Goes Against: Mental Defense

Description: On a successful hit, roll 1d10 and consult the chart to the right. If no duration is given, it lasts for 1d5 rounds.

Roll	Result
1	Target falls asleep.
2	Target is sickened.
3	Target takes 1d5 bleed for 2 rounds.
4	You and target swap places.
5	Target flies 12 squares straight up.
6	Target is blinded.
7	Target is deafened.
8	Target is mute.
9	Target is turned inside-out and dies.
10	Target is teleported far, far away.

Sonic Scream

Tags: Sonic

MP Cost: 12

Casting Time: Standard

Target: 6 square cone

Goes Against: Mental Defense

Description: On a successful hit you deal 4k2 points of sonic damage to those within the cone and they're deafened. You deal half damage on a miss and don't deafen. This adds Magic to the rolled dice, and ½ Magic to the kept damage.

Gaze of Melancholy

Tags: Arcane, Mind-Affecting

MP Cost: 12

Casting Time: Standard

Target: Enemy within 12 squares

Goes Against: Mental Defense

Description: On a successful hit against the target's Mental Defense they are forced to fall prone, crying and weeping for 1d5 rounds. They are not helpless, but they're rendered unable to act for this time.

Corrupt Slash

Tags: Corruption

MP Cost: 16

Casting Time: Standard

Target: Adjacent enemy

Goes Against: Avoid

Description: On a successful hit you deal 8k4 points of corruption damage and roll a 1d10 as if you were targeting a limb. If anywhere but the body is hit and the target is put under half HP, sever the limb.

Insanity

Tags: Mind-Affecting, Necromancy

MP Cost: 16

Casting Time: Standard

Target: Enemy within 6 squares

Goes Against: Mental Defense

Description: On a successful hit you deal 1d5 points of sanity damage to the target you hit. If this would cause them to incur a mental illness, you choose which one.

Earthquake

Tags: Corruption

MP Cost: 16

Casting Time: Full-Round Action

Target: 24 square radius

Goes Against: Avoid

Description: On a successful hit against the Avoid of all enemies within 24 squares you deal 6k5 points of damage and they are knocked prone. Deal ½ damage on a miss.

Nuclear Wasteland

Tags: Fire, Transmutation

MP Cost: 16

Casting Time: Full-Round Action

Target: 48 square radius

Goes Against: Bodily Defense

Description: On a successful hit you cause those within the wasteland to take 7k5 points of damage and they are instantly irradiated. While they are irradiated they take 1d5 points of damage per round. This is a poison effect. *This affects allies and enemies alike, regardless of what magic feats or effects are used. Only you are unaffected.*

Winter's Wrath

Tags: Ice, Transmutation

MP Cost: 16

Casting Time: Standard

Target: 12 square radius

Goes Against: Bodily Defense

Description: On a successful hit you deal 6k5 ice damage to all enemies surrounding you within the radius. In addition all enemies who are hit halve their move speed.

Break the Body

Tags: Transmutation

MP Cost: 16

Casting Time: Standard

Target: Enemy within 6 squares

Goes Against: Bodily Defense

Description: On a successful hit you roll a 1d10 as if you were striking with a weapon, and instantly deal one of the called shot effects. On a critical hit, deal the critical called shot effect.

Fire Storm

Tags: Fire

MP Cost: 16

Casting Time: Standard

Target: 12 square radius

Goes Against: Avoid

Description: On a successful hit you deal 9k7 fire damage to all targets within the 12 square radius and they catch on fire.

Pillar of the World

Tags: Transmutation

MP Cost: 16

Casting Time: Standard

Target: 24 square radius

Goes Against: Mental Defense

Description: On a successful hit you roll a 1d10 and deal one of the random effects as listed on *Radical Ray*. This affects all enemies within the 24 square radius.

Divine Spells

LVL	MP	Name	Description
1	1	Heaven's Touch	You or an ally touched shines bright like a torch.
1	1	Healing Touch	You or an ally recover some hit points.
1	1	Divine Severance	You hinder an enemies' ability to recover from wounds.
1	1	Holy Light	You create a small ball of light that is used to blind foes.
1	1	Necrotic Touch	You decay an enemies' flesh with a single touch.
1	1	Sinful Sludge	You create a sludge that traps foes within it.
1	1	Blood Bath	You touch a corpse and cause it to decay into a pool of bubbling gore.
1	1	Mark of Rage	Mark an enemy from far away. That enemy flies into a raging frenzy.
2	4	Sword of Providence	You summon a sword made of holy or unholy energy into your hands.
2	4	Bless	You bless the allies surrounding you, granting them a bonus.
2	4	Aura of Oppression	You cause nearby enemies to become staggered.
2	4	Regenerate Limb	An ally touched can regain a limb in no time.
2	4	Bestow Swiftmess	An ally within your line of sight can take an immediate move action.
2	4	Sap Power	If the target worships an opposing deity, you absorb some of their MP.
2	4	Effigy	You create an effigy from nothing to your deity.
2	4	Calm Mind	Upon touching yourself you can relax your mind and slow your thoughts.
3	8	Light of St. Michael	All undead and demons in a 6 square radius take holy damage.
3	8	Comforting Aura	Those within your aura of comfort cannot be affected by sanity damage.
3	8	Restore Life	Restore life to a target who hasn't been dead for very long.
3	8	Angelic Assistance	You are healed slowly over time by holy energy.
3	8	Adramelech's Pit	Create a pit of flame and hate that enemies can fall into.
3	8	Raise Undead	You can create an undead creature that you command.
3	8	Arc of Darkness	Fire a ray of unholy energy that heals allies, and harms enemies.
3	8	Ray of Betrayal	Cause an enemy to unwillingly harm an ally nearby.
4	12	Grasping Hands	Many hands come from the ground to impede the enemy.
4	12	Ray of Fear	Enemies struck by this ray are panicked.
4	12	Unaligned Soul	Ally or enemy touched cannot benefit from any holy or unholy effects.
4	12	Immunize	Touched ally becomes immune to poisons for a time.
4	12	Spectral Appearance	For a short time ranged attacks only have a 50% chance to hit you.
4	12	Divine Paradox	Deal electricity damage to a machine.
4	12	Fear of God	Cause an enemy of an opposed alignment to lose sanity.
4	12	Divine Wings	Wings sprout from your back allowing you to fly.
5	16	Reincarnation	Give a new body to someone who has been dead for at least a week.
5	16	Console	You help an ally recover some sanity.
5	16	Divine Shield	Summons a shield that functions as a force field surrounding you.
5	16	Healing Rays	You unleash a cone of healing energy upon your allies.
5	16	Summon Family	Summon a spectral version of your enemies' family.
5	16	Consume Soul	Prevent an enemy from being revived so long as you're alive.
5	16	Summon Poison	Summons a held poison into a target's veins from afar.
5	16	Animal Shield	Summon a small animal to take a hit for you.

Heaven's Touch

Tags: Holy

MP Cost: 1

Casting Time: Standard

Target: Self or adjacent ally

Goes Against: N/A

Description: You or your ally shine like a torch for a number of rounds equal to your Magic.

Healing Touch

Tags: Holy

MP Cost: 1

Casting Time: Standard

Target: Self or adjacent ally

Goes Against: N/A

Description: You or your ally touched recovers a number of HP equal to $\frac{1}{2}$ level + Magic (minimum of 2). This can instead be used as an attack vs. Avoid against undead.

Divine Severance

Tags: Holy

MP Cost: 1

Casting Time: Standard

Target: Adjacent enemy

Goes Against: Bodily Defense

Description: Upon being touched the enemy affected reduces healing effects by $\frac{1}{2}$ your Magic (a spell that'd heal 8 HP only heals for 4 HP if your Magic is 8.) This is down to a minimum of 1 HP.

Holy Light

Tags: Holy

MP Cost: 1

Casting Time: Standard

Target: Enemy within 6 squares

Goes Against: Mental Defense

Description: On a successful hit against an enemy within 6 squares, you blind them for 1d5 rounds.

Necrotic Touch

Tags: Unholy

MP Cost: 1

Casting Time: Standard

Target: Adjacent enemy

Goes Against: Avoid

Description: You cause an enemy to start to decay dealing $\frac{1}{2}$ level + Magic as damage. This can instead be used to heal undead allies for the same amount.

Sinful Sludge

Tags: Unholy

MP Cost: 1

Casting Time: Standard

Target: 2 square radius within 6 squares

Goes Against: Avoid

Description: You can target a square within 6 squares of you, and all enemies within a 4 square radius around the target square can only move $\frac{1}{2}$ their move speed within it.

Blood Bath

Tags: Unholy

MP Cost: 1

Casting Time: Standard

Target: Corpse touched

Goes Against: N/A

Description: A corpse you touch decays into a pool of blood, and is unable to be brought back as an undead.

Mark of Rage

Tags: Unholy

MP Cost: 1

Casting Time: Standard

Target: Enemy within 6 squares

Goes Against: Mental Defense

Description: You cause a magical birthmark to appear on the enemy on a successful hit, and that enemy is filled with unshakable rage. They attack anyone close to them for $1d5 + \frac{1}{2}$ Magic rounds, and considers everyone their enemy.

Sword of Providence

Tags: Holy or Unholy

MP Cost: 4

Casting Time: Swift

Target: Self

Goes Against: N/A

Description: You summon a sword relating to your casting type. It deals damage as if it were a Longsword, and adds Magic instead of Strength to damage. It lasts 1d5 minutes.

Bless

Tags: Holy or Unholy

MP Cost: 4

Casting Time: Standard

Target: 6 square radius centered on you

Goes Against: N/A

Description: All allies within a 6 square radius of you gain a +4 bonus to all Defenses.

Aura of Oppression

Tags: Holy or Unholy

MP Cost: 4

Casting Time: Standard

Target: 6 square radius centered on you

Goes Against: Mental Defense

Description: Enemies who worship a deity of the opposite casting type are staggered on a successful hit against Mental Defense. This lasts for 1d5+2 rounds.

Regenerate Limb

Tags: Holy or Unholy

MP Cost: 4

Casting Time: Full-Round Action

Target: Self or ally touched

Goes Against: N/A

Description: You or an ally regenerate a limb that was previously lost. This takes 1d10+4 rounds to complete, and deals 1d5 Stress damage to the person who is regaining their limb. In addition to this, regeneration of a limb costs 1,000 G in diamond dust.

Bestow Swiftness

Tags: Holy or Unholy

MP Cost: 4

Casting Time: Immediate

Target: Ally within 6 squares

Goes Against: N/A

Description: An ally you designate within 6 squares can take their move action immediately.

Sap Power

Tags: Holy or Unholy

MP Cost: 4

Casting Time: Standard

Target: Enemy within 6 squares

Goes Against: Mental Defense

Description: On a successful hit an enemy within 6 squares is a Chaplain of a deity of the opposite casting type has their MP absorbed. This is equal to $\frac{1}{2}$ your Magic.

Effigy

Tags: Holy or Unholy

MP Cost: 4

Casting Time: Standard

Target: Adjacent square

Goes Against: N/A

Description: You create an effigy of your deity in a square adjacent to you. This effigy grants a +6 to all Defenses to you and your allies for 1d5+3 rounds.

Calm Mind

Tags: Holy or Unholy

MP Cost: 4

Casting Time: Swift

Target: Self

Goes Against: N/A

Description: Upon using this spell on yourself you manage to slow your thoughts down and protect your mind from mental intrusions. This makes you immune to mind-affecting effects for 1d5 rounds, and you do not take any Stress/Sanity damage during this duration.

Light of St. Michael

Tags: Holy

MP Cost: 8

Casting Time: Standard

Target: 6 square radius centered on you

Goes Against: Mental Defense

Description: All undead and demons within a 6 square radius of you have an attack made against their Mental Defense. On a successful hit, they take 1d10+2 points of holy damage (this damage bypasses Soak).

Comforting Aura

Tags: Holy

MP Cost: 8

Casting Time: Standard

Target: 6 square radius centered on you

Goes Against: N/A

Description: While within your 6 square aura, allies are not affected by the ill effects of taking sanity damage. Sanity damage still causes insanity as normal, but the effects are offset until the end of battle.

Restore Life

Tags: Holy

MP Cost: 8

Casting Time: Standard

Target: Adjacent ally

Goes Against: N/A

Description: You attempt to breathe life into an ally that's been dead for an hour or less. This costs 2,500 G in diamond dust.

Angelic Assistance

Tags: Holy

MP Cost: 8

Casting Time: Standard

Target: Self

Goes Against: N/A

Description: At the beginning of every turn for 1d5+1 rounds you regain 2 HP.

Adramelech's Pit

Tags: Unholy, Fire

MP Cost: 8

Casting Time: Standard

Target: 4 square radius within 6 squares

Goes Against: Avoid

Description: You summon a pit that contains a great and roaring hellfire. Those who are hit by the pit's attack vs. Avoid fall in and every turn they remain in the pit they take 60 points of fire damage. The pit is 6 squares deep, and takes a DC 25 Acrobatics check to climb out of.

Raise Undead

Tags: Acid

MP Cost: 8

Casting Time: Standard

Target: Adjacent corpse

Goes Against: N/A

Description: You raise a zombie or skeleton form of the slain creature. The creature must have an EL equal to your own level.

Arc of Darkness

Tags: Unholy

MP Cost: 8

Casting Time: Standard

Target: Enemy within 6 squares

Goes Against: Mental Defense

Description: If used against an ally, the ally heals 1d10 + ½ Magic HP. If used against an enemy it must hit their Mental Defense, and on a success it deals 1d10 + ½ Magic in unholy damage.

Ray of Betrayal

Tags: Unholy

MP Cost: 8

Casting Time: Standard

Target: Enemy within 12 squares

Goes Against: Mental Defense

Description: You can cause an enemy you successfully hit to attack an ally.

Grasping Hands

Tags: Holy or Unholy

MP Cost: 12

Casting Time: Standard

Target: 12 square radius on a square within 6 squares

Goes Against: Avoid

Description: You summon a multitude of spectral hands that create a 12 square radius of difficult terrain for enemies. You and your allies move through unimpeded.

Ray of Fear

Tags: Holy or Unholy

MP Cost: 12

Casting Time: Standard

Target: Enemy within 6 squares

Goes Against: Mental Defense

Description: On a successful hit the enemy is panicked for 1d5 rounds.

Unaligned Soul

Tags: Holy or Unholy

MP Cost: 12

Casting Time: Standard

Target: Adjacent ally or enemy

Goes Against: Avoid

Description: An ally or enemy successfully touched can no longer be affected by holy or unholy healing or damage for 1d5+3 rounds.

Immunize

Tags: Holy or Unholy

MP Cost: 12

Casting Time: Standard

Target: Self or adjacent ally

Goes Against: N/A

Description: You or an ally touched gains immunity to poisons for 1d10 + Magic rounds.

Spectral Appearance

Tags: Holy or Unholy

MP Cost: 12

Casting Time: Standard

Target: Self

Goes Against: N/A

Description: For 1d5+3 rounds ranged attacks only have a 50% chance of hitting you. This functions as having concealment for the purposes of stealth.

Divine Paradox

Tags: Holy or Unholy

MP Cost: 12

Casting Time: Standard

Target: 6 square radius centered on you

Goes Against: Bodily Defense

Description: On a successful hit against anyone affected by Ion Damage within 6 squares, they take 1d10+2 damage (unaffected by Soak) and are staggered.

Fear of God

Tags: Holy or Unholy

MP Cost: 12

Casting Time: Standard

Target: Enemy within 6 squares

Goes Against: Mental Defense

Description: On a successful hit the enemy takes 1d5 points of Sanity damage if they worship a deity of the opposite casting type as yours.

Divine Wings

Tags: Holy or Unholy

MP Cost: 12

Casting Time: Standard

Target: Self

Goes Against: N/A

Description: You sprout a pair of wings and gain a fly speed equal to $\frac{1}{2}$ your Magic for 1d10 minutes.

Reincarnation

Tags: Holy

MP Cost: 16

Casting Time: Standard

Target: Adjacent corpse

Goes Against: N/A

Description: When cast on a corpse the soul is placed into the body and the body goes under an extreme change. The character's species remains the same, but they look completely different from their last body. This can be done on a corpse at least a week old, and doesn't require any diamond dust.

Console

Tags: Holy

MP Cost: 16

Casting Time: Standard

Target: Adjacent ally

Goes Against: N/A

Description: On a successful hit you deal 1d5 points of sanity damage to the target you hit. If this would cause them to incur a mental illness, you choose which one.

Healing Rays

Tags: Holy

MP Cost: 16

Casting Time: Standard

Target: 6 square cone

Goes Against: N/A

Description: Allies within the 6 square cone heal a number of HP equal to 5 + Magic.

Summon Family

Tags: Unholy

MP Cost: 16

Casting Time: Standard

Target: Enemy with 12 squares

Goes Against: N/A

Description: On a successful hit you sift through the target's thoughts, and conjure a spiritual representation of their family. These spirits have 5 HP and count as one character, and can make a single "melee" attack, using your bonus for spells as a to-hit. Upon the spirits being slain, the real family members retain their memories.

Consume Soul

Tags: Unholy

MP Cost: 16

Casting Time: Standard

Target: Adjacent corpse

Goes Against: N/A

Description: You can devour the soul of an adjacent corpse's soul if it possess one. Doing this prevents them from being revived until you are slain, or let the soul free.

Summon Poison

Tags: Unholy

MP Cost: 16

Casting Time: Standard

Target: Enemy within 6 squares

Goes Against: Bodily Defense

Description: You can teleport a held poison into a target's body on a successful hit against their Bodily Defense.

Animal Shield

Tags: Unholy

MP Cost: 16

Casting Time: Immediate

Target: Self

Goes Against: N/A

Description: You summon a small woodland critter and force it to take a hit for you. If an attack would hit you, it hits the woodland critter instead killing it instantly.

Psychic Spells

LVL	MP	Name	Description
1	1	Move Object	You can move objects with your mind.
1	1	Psychometry	You can detect the history of an object.
1	1	Psi Sense	Detect intelligent beings, ghosts, and other psychic phenomenon.
1	1	Bad Trip	Cause a target to suffer like they've taken a hallucinogen.
1	1	Overload Mind	Harm people by overloading their mind with psychic energy.
1	1	Telekinetic Spear	Send a telekinetic force to stab a faraway target.
1	1	Mirrored Mind	A target you touch is considered to be thinking the same as you.
1	1	Kneel	You cause someone to fall to their knees.
2	4	Thought Transfer	You steal the thoughts of helpless foes.
2	4	Mind Reading	You can read people's thoughts.
2	4	Sanity Resistance	You become less susceptible to insanity effects.
2	4	Mind Over Matter	By using your psychic magic you can alter and enhance yourself.
2	4	Migraine	You can cause someone mental pain, inhibiting their actions.
2	4	Fling	With telekinetic force you fling an object at someone.
2	4	Repeat Action	By repeating neurons firing, you force someone to repeat an action.
2	4	Open the Veil	You open the veil to a spiritual plane, assaulting someone's mind.
3	8	Insanity Ray	With a ray of psychic force, you slowly drive someone insane.
3	8	Psychic Lightning	From your fingertips you unleash a torrent of psychic lightning.
3	8	Dreamscape	You can cause a foe to fall asleep.
3	8	Mind Games	Misdirecting a foe mentally, you can cause them to take unusual actions.
3	8	Hold in Place	Through psychic force you can hold a foe in place.
3	8	Psi Wall	You can make a wall of energy that only smart people can cross.
3	8	Dangerous Dreams	You can cause a sleeping foe to take damage from their dream.
3	8	Telekinetic Target	A foe you select has lots of objects thrown at them.
4	12	Neuron Killer	You can cause a foe's neurons to be severed, inflicting immense pain.
4	12	Foresight	Looking into the future, you can sense various dangers.
4	12	Lesser Control	Against weaker willed foes you can control their actions to a degree.
4	12	Distorted Reality	You can cause reality around you to be not as it seems.
4	12	Psychic Rage	You can cause an ally or enemy to fly into a psychic-induced rage.
4	12	Psychic Stun	You can stun an enemy with psychic force.
4	12	Psychic Surge	You can give yourself excellent speed with psychic powers.
4	12	Psychic Combat	You can float various weapons around you using telekinesis.
5	16	Hitchhiker	You can implant your mind into a target, becoming a new resident.
5	16	Psychic Severance	You can cut a target off from controlling their own brain.
5	16	Anathema	You can make yourself appear unnatural.
5	16	Gravity Portal	You can create a portal that sucks foes into it.
5	16	Insanity Aura	Enemies surrounding you go insane.
5	16	Explode Stem	You can explode someone's brain stem into little bits.
5	16	Complete Control	You can take full control over a target.
5	16	Induce Coma	You can cause a target to go into a coma by your command.

Move Object

Tags: Telekinesis

MP Cost: 1

Casting Time: Standard

Target: Object within line of sight

Goes Against: Bodily Defense

Description: You can move objects (and sometimes people) with your mind. Make an attack against the Defense of an object, and on a successful hit you can move it at will with a movement rate equal to double your Magic + Smarts in squares. If the object in question is larger than you, this costs an additional 2 MP per size they are larger and the object receives a +2 to Defense per size they are larger than you. Unattended objects have a Defense of 5. Vehicles increase their Defense by +5, and Starships increase their Defense by +15. Against living creatures this targets Bodily Defense.

Psychometry

Tags: Sense

MP Cost: 1

Casting Time: Swift

Target: Object touched

Goes Against: N/A

Description: By touching an object you can read its past. This takes shape as questions you can ask the GM, amount to 3 questions with a Spellcraft check needed in order to ask more questions. For the first question beyond the 3rd you must succeed at a DC 20 Spellcraft check with the DC increasing by 2 for each question thereafter.

Psi Sense

Tags: Sense

MP Cost: 1

Casting Time: Swift

Target: 10 mile radius

Goes Against: Mental Defense

Description: You can detect living creatures, souls, ghosts, spirits, objects with psychic significance, and psychically significant people or locations. If a creature or place wishes to obscure its presence an attack against Mental Defense must be passed. Objects with psychic significance have a Mental Defense of 10 + 1 per 5 years they've been psychically significant (up to a maximum of 50 Mental Defense).

Bad Trip

Tags: Mind-Affecting

MP Cost: 1

Casting Time: Standard

Target: Enemy within 6 squares

Goes Against: Mental Defense

Description: On a successful hit against a target within 6 squares, they are [dazed](#) for 1d5 rounds.

Overload Mind

Tags: Psychokinesis

MP Cost: 1

Casting Time: Standard

Target: Enemy within 10 squares

Goes Against: Mental Defense

Description: On a successful hit you deal 3k2 damage.

Telekinetic Spear

Tags: Telekinesis

MP Cost: 1

Casting Time: Standard

Target: 6 square line

Goes Against: Avoid

Description: On a successful hit you deal 2k1 damage, or half damage on a miss.

Mirrored Mind

Tags: Mind-Affecting

MP Cost: 1

Casting Time: Standard

Target: Adjacent ally

Goes Against: N/A

Description: An ally touched is considered to be thinking the same thoughts as you for 1d5 minutes. This confuses attempts at mind reading, and any attempts to read either your mind or your allies' mind reveal you and your ally as both of you being the same person yet neither of you are your allies' initial identity.

Kneel

Tags: Telekinesis

MP Cost: 1

Casting Time: Standard

Target: Enemy within 6 squares

Goes Against: Bodily Defense

Description: On a successful hit, your target falls prone.

Thought Transfer

Tags: Mind-Affecting

MP Cost: 4

Casting Time: Standard

Target: Helpless target touched

Goes Against: Mental Defense

Description: On a successful hit you can steal the target's memories.

Mind Reading

Tags: Mind-Affecting

MP Cost: 4

Casting Time: Standard

Target: Target within 8 squares

Goes Against: Mental Defense

Description: On a successful hit you can read the target's thoughts.

Sanity Resistance

Tags: Mind-Affecting

MP Cost: 4

Casting Time: Standard

Target: Self

Goes Against: N/A

Description: You can't take Sanity damage while this spell is active. This spell remains active for a number of rounds equal to $1d5 + \frac{1}{2}$ your Magic.

Mind over Matter

Tags: Telekinesis

MP Cost: 4

Casting Time: Standard

Target: Self

Goes Against: N/A

Description: Casting this spell grants you a bonus equal to your Smarts on any Strength, Agility, or Endurance skills. This lasts for 1 minute.

Migraine

Tags: Mind-Affecting

MP Cost: 4

Casting Time: Standard

Target: Enemy within 6 squares

Goes Against: Mental Defense

Description: You wrack a foe with mental pain on a hit, reducing their move to half. This lasts for 1d5+½ Magic rounds.

Fling

Tags: Telekinesis

MP Cost: 4

Casting Time: Standard

Target: Enemy within 6 squares

Goes Against: Avoid

Description: You must choose an object within line of sight that is at least your size or smaller. This object is thrown at an enemy within 6 squares of you, and deals 5k4 bludgeoning damage regardless of the object's size on a successful hit.

Repeat Action

Tags: Mind-Affecting

MP Cost: 4

Casting Time: Standard

Target: Enemy within 6 squares

Goes Against: Mental Defense

Description: On a successful hit against the target's Mental Defense, you cause them to repeat the actions they had taken on the last turn. If no actions were taken, they take no action.

Open the Veil

Tags: Illusion

MP Cost: 4

Casting Time: Full-Round Action

Target: Target square within 6 squares

Goes Against: Mental Defense

Description: Choose a square within 6 squares. All enemies within 3 squares of the target square, enemies have an attack against their Mental Defense. On a successful hit they are [nauseated](#) for 1d5+2 rounds.

Insanity Ray

Tags: Mind-Affecting

MP Cost: 8

Casting Time: Standard

Target: Enemy within 6 squares

Goes Against: Mental Defense

Description: On a successful hit against Mental Defense deals 1d5 Sanity Damage.

Psychic Lightning

Tags: Electricity

MP Cost: 8

Casting Time: Standard

Target: 6 square cone

Goes Against: Avoid

Description: On a successful hit against everyone within the cone (even against allies) you deal 6k5 electricity damage, and the opponent is [staggered](#) for 1 round.

Dreamscape

Tags: Mind-Affecting

MP Cost: 8

Casting Time: Standard

Target: Enemy within 6 squares

Goes Against: Mental Defense

Description: On a successful hit against Mental Defense the opponent is [asleep](#) for 1d5 rounds.

Mind Games

Tags: Mind-Affecting

MP Cost: 8

Casting Time: Standard

Target: Enemy within 6 squares

Goes Against: Mental Defense

Description: On a successful hit you can cause the opponent to act erratically. You get to determine what move or standard action they take on their round. This action cannot involve attacking themselves directly. The rest of their actions are their own.

Hold in Place

Tags: Telekinesis

MP Cost: 8

Casting Time: Standard

Target: Enemy within 6 squares

Goes Against: Mental Defense

Description: On a successful hit you force the target to stay put, effectively reducing their movement speed to 0. This lasts for 1 round.

Psi Wall

Tags: Psychokinesis

MP Cost: 8

Casting Time: Standard

Target: 6 square line

Goes Against: Mental Defense

Description: Choose an origin square within 6 squares. Out from that origin square a 6 square line extends out. Enemies whose Smarts isn't equal to your own - 1 cannot pass.

Dangerous Dreams

Tags: Psychokinesis

MP Cost: 8

Casting Time: Standard

Target: Sleeping enemy within 6 squares

Goes Against: Mental Defense

Description: On a successful hit you deal 6k5 damage against a sleeping opponent. After the damage is dealt the opponent immediately wakes up.

Telekinetic Target

Tags: Telekinesis

MP Cost: 8

Casting Time: Standard

Target: Enemy within 6 squares

Goes Against: Avoid

Description: You send out a blast of telekinetic force at the enemy. This deals 4k4 bludgeoning damage if there are no objects in its path. If there are objects in the path of the attack, they are flung at the opponent adding +2k0 to the damage.

Neuron Killer

Tags: Psychokinesis

MP Cost: 12

Casting Time: Standard

Target: Enemy within 6 squares

Goes Against: Mental Defense

Description: On a successful hit against the opponent, they are [paralyzed](#) in pain for 3 rounds.

Foresight

Tags: Sense

MP Cost: 12

Casting Time: Full-Round Action

Target: Self

Goes Against: N/A

Description: You can ask a question regarding the future to the GM, save that the question must relate to an event happening within 1 week.

Lesser Control

Tags: Psychokinesis

MP Cost: 12

Casting Time: Standard

Target: Enemy within 12 squares

Goes Against: Mental Defense

Description: You can control a target's turn for 1 round. For every 5 points you bypass the opponent's Mental Defense by, you increase the amount of turns of theirs that you control. While controlling their turn, you cannot force them to hurt themselves.

Distorted Reality

Tags: Mind-Affecting

MP Cost: 12

Casting Time: Standard

Target: Self

Goes Against: N/A

Description: Reality around you distorts and twists. Attacks against you for 1d5+5 rounds have a 50% chance to fail. This counts as [concealment](#) and doesn't stack.

Psychic Rage

Tags: Mind-Affecting

MP Cost: 12

Casting Time: Standard

Target: Adjacent ally or enemy

Goes Against: N/A or Mental Defense

Description: If you cast this on an ally they enter a 'rage' and gain 10 temporary HP. If this is cast on an enemy, the only action they can take is to attack as a standard action. If they cannot attack, they can only move at half speed.

Psychic Stun

Tags: Psychokinesis

MP Cost: 12

Casting Time: Standard

Target: Enemy within 6 squares

Goes Against: Bodily Defense

Description: On a successful hit you cause the opponent to be [stunned](#) for 1d5+4 rounds.

Psychic Surge

Tags: Telekinesis

MP Cost: 12

Casting Time: Swift

Target: Self

Goes Against: N/A

Description: You gain an additional +6 squares to your land speed, and in addition to this you gain a fly-like 'jump speed' that can be done at half your land speed.

Psychic Combat

Tags: Telekinesis

MP Cost: 12

Casting Time: Swift

Target: Self

Goes Against: N/A

Description: Rather than wielding a single weapon you can wield up to three melee weapons. These weapons are always counted as being one-handed, even if they're normally two-handed, and they use your Smarts instead of Strength/Agility. These melee weapons can be moved up to 6 squares away from you.

Hitchhiker

Tags: Mind-Affecting

MP Cost: 16

Casting Time: Standard

Target: Target within 6 squares

Goes Against: Mental Defense

Description: You can impart your mind within someone willing (or unwilling). Upon hitting their Mental Defense your memories and consciousness are copied into their mind. If you die within the next 24 hours you take over the body as if you had never died, maintaining their stats instead of yours. Otherwise your consciousness disappears from the person's mind.

Psychic Severance

Tags: Mind-Affecting

MP Cost: 16

Casting Time: Standard

Target: Enemy within 12 squares

Goes Against: Mental Defense

Description: On a successful hit you cause the opponent to be [paralyzed](#) for 5 rounds, and for 1 minute after the paralysis ends the target is [exhausted](#) thereafter.

Anathema

Tags: Mind-Affecting

MP Cost: 16

Casting Time: Move

Target: Self

Goes Against: Mental Defense

Description: All enemies who can see you within 12 squares has their Mental Defense attacked, and on a successful hit they become [frightened](#) for 1 minute.

Gravity Portal

Tags: Telekinesis

MP Cost: 16

Casting Time: Standard

Target: Target square within 24 squares

Goes Against: Avoid

Description: Everyone within 6 squares of the origin square on a successful hit are dragged towards the origin square. If they enter the origin square, they are paralyzed until the spell ends. This portal lasts for 6 rounds.

Insanity Aura

Tags: Mind-Affecting

MP Cost: 16

Casting Time: Standard

Target: Self

Goes Against: Mental Defense

Description: On a successful hit, everyone within a 12 square radius takes 1d5 points of Sanity Damage, including your allies.

Explode Stem

Tags: Psychokinesis

MP Cost: 16

Casting Time: Standard

Target: Enemy within 6 squares

Goes Against: Mental Defense and Bodily Defense

Description: You must successfully hit both the enemies' Mental Defense and Bodily Defense. If Mental Defense is hit (but not Bodily Defense) you deal 8d6 psychokinetic damage. If both Mental Defense and Bodily Defense are hit, the target is killed.

Complete Control

Tags: Mind-Affecting

MP Cost: 16

Casting Time: Standard

Target: Enemy within 6 squares

Goes Against: Mental Defense

Description: On a successful hit you can take control of the target's actions for a number of rounds equal to double your Magic. In addition to this, if you bypass the opponent's Mental Defense by 20 or more they are your eternal slave.

Induce Coma

Tags: Transmutation

MP Cost: 16

Casting Time: Standard

Target: Enemy within 24 squares

Goes Against: Mental Defense

Description: On a successful hit the opponent is rendered unconscious for the rest of the encounter. If you bypass their Mental Defense by 10 or more they are in a coma unless you release them from it on your own, or unless a ritual is performed on the comatose target. This ritual must beat your attack roll that initially hit the target as the DC, and the skill check used is either a Spellcraft or Heal check.

Rune Spells

LVL	MP	Name	Description
1	1	Blocking Weapon	Make a weapon better at deflecting attacks.
1	1	Shifting Weapon	Make a weapon deal a different type of damage.
1	1	Sharpen Armor	Opponents grappling you take damage.
1	1	Athletic Armor	An armor worn makes you better at Acrobatics.
1	1	Elongate Limbs	Your natural reach increases.
1	1	Eagle Eyes	You are able to see farther both in the dark and light.
1	1	Erupt Area	An area you touch explodes.
1	1	Sticky Area	An area you touch becomes sticky and difficult to walk through.
2	4	Heavy Weapon	Added weight to a weapon makes it deal more damage.
2	4	Extending Weapon	Increasing the length of a weapon increases its melee reach.
2	4	Conductive Armor	This armor absorbs electricity and doesn't harm the wearer.
2	4	Retardant Armor	This armor is both chemical and fire resistant.
2	4	Organ Adjustment	You become less susceptible to critical hits.
2	4	Readied Reflexes	You are adept at reacting to unexpected attacks.
2	4	Guarded Area	Allies within an area are protected from some harm.
2	4	Noxious Area	An area you designate causes targets to become sick.
3	8	Spiritual Weapon	A weapon touched is able to harm spirits.
3	8	Hunting Weapon	The weapon you wield is attuned to fighting a specific monster.
3	8	Insulated Armor	While worn this armor allows you to survive in dangerous areas.
3	8	Secret Armor	This armor can be absorbed into your skin to remain hidden.
3	8	Expand Body	You can increase someone's size.
3	8	Shrink Body	You can decrease someone's size.
3	8	Raise Area	You can raise an area from the ground into the sky.
3	8	Spiked Pit	You create a spiked pit that enemies can fall into.
4	12	Banishing Weapon	This weapon can send outsiders back to their home world.
4	12	Weapon of Fear	Enemies who are struck by this weapon fear it.
4	12	Slippery Armor	You make grappling and similar effects harder.
4	12	Spiked Armor	You create spikes which can be used as a weapon.
4	12	Fearless Mind	You are unaffected by fear effects for a short time.
4	12	Land and Sea	You can both burrow and swim.
4	12	Guardian Pillar	You create a pillar which grants cover.
4	12	Sinkhole	This creates a pit which acts like quicksand.
5	16	Monomolecular Blade	Your blade's penetration increases.
5	16	Crushing Weapon	This weapon has a chance to knock people prone.
5	16	Undying Armor	Your armor has a chance to protect you from death.
5	16	Revenge Plate	If an enemy deals damage to you, it deals some damage back.
5	16	Regenerating Flesh	For a period of time you regenerate HP.
5	16	Adaptability	For a period of time you are unaffected by terrain hazards.
5	16	Gravitational Pit	You create a pit which sucks everything into it.
5	16	Exterminating Area	An area you designate will kill those inside of it near instantly.

Blocking Weapon

Tags: Weapon

MP Cost: 1

Casting Time: Swift

Target: Weapon touched

Goes Against: N/A

Description: You grant a weapon the Shielding property if it doesn't already have it. This lasts for 4 rounds.

Shifting Weapon

Tags: Weapon

MP Cost: 1

Casting Time: Swift

Target: Weapon touched

Goes Against: N/A

Description: The weapon you touched can deal Bludgeoning, Piercing, or Slashing damage. This replaces their main damage type (or just one if they have multiple). This doesn't affect weapons which deal energy damage such as fire or electricity. This lasts for 4 rounds.

Sharpen Armor

Tags: Armor

MP Cost: 1

Casting Time: Swift

Target: Armor touched

Goes Against: N/A

Description: Enemies trying to grapple anyone wearing the armor touched take 2k1 slashing damage. This lasts for 4 rounds.

Athletic Armor

Tags: Armor

MP Cost: 1

Casting Time: Swift

Target: Armor touched

Goes Against: N/A

Description: While wearing this armor you gain a +5 bonus to Acrobatics checks made.

Elongate Limbs

Tags: Creature

MP Cost: 1

Casting Time: Swift

Target: Self or adjacent ally touched

Goes Against: N/A

Description: You or your ally touched gains a +1 square bonus to melee reach.

Eagle Eyes

Tags: Creature

MP Cost: 1

Casting Time: Swift

Target: Self or adjacent ally touched

Goes Against: N/A

Description: You or your ally touched gains 6 square Darkvision and a +2k0 bonus on Awareness checks. If cast on someone with Darkvision, it increases by 4 squares.

Erupt Area

Tags: Arcane

MP Cost: 1

Casting Time: Standard

Target: Adjacent square

Goes Against: Avoid

Description: On a successful hit, deal 4k2 fire damage. This adds $\frac{1}{2}$ Magic to the rolled damage and $\frac{1}{4}$ Magic to the kept damage.

Sticky Area

Tags: Area

MP Cost: 1

Casting Time: Standard

Target: Adjacent square

Goes Against: Avoid

Description: On a successful hit the area you make is considered to entangle those who step into it. In order to move those within the area must succeed at a DC 15 + your Magic + your Resistance Acrobatics check or they are unable to move, and their move action is wasted. Alternatively a full-round action can be spent to cut oneself free. This lasts for 1d5+1 rounds.

Heavy Weapon

Tags: Weapon

MP Cost: 4

Casting Time: Swift

Target: Weapon touched

Goes Against: N/A

Description: For 1d5+3 rounds you gain a +1k1 damage with a melee weapon.

Extending Reach

Tags: Weapon

MP Cost: 4

Casting Time: Swift

Target: Weapon touched

Goes Against: N/A

Description: The weapon gains the Reach weapon property if it didn't have it already. This lasts for 1d5+3 rounds.

Conductive Armor

Tags: Armor

MP Cost: 4

Casting Time: Swift

Target: Armor touched

Goes Against: N/A

Description: The armor grants you Electricity Resistance 10 for 1d5+3 rounds.

Retardant Armor

Tags: Armor

MP Cost: 4

Casting Time: Swift

Target: Armor touched

Goes Against: N/A

Description: The armor grants you Fire Resistance 10 for 1d5+3 rounds.

Organ Adjustment

Tags: Creature

MP Cost: 4

Casting Time: Swift

Target: Self or adjacent ally

Goes Against: N/A

Description: When affected by a critical hit within 1 minute, it has a 50% chance of being converted into a normal damage roll.

Readied Reflexes

Tags: Creature

MP Cost: 4

Casting Time: Swift

Target: Self or adjacent ally

Goes Against: N/A

Description: When attempting a dodge check you gain a bonus equal to $+\frac{1}{2}$ Magic. This lasts for $1d5+3$ rounds.

Guarded Area

Tags: Area

MP Cost: 4

Casting Time: Standard

Target: Adjacent 2x2 area

Goes Against: N/A

Description: For a number of rounds equal to double your Magic, all allies within the 2x2 area gain a +4 bonus to Defense and Avoid.

Noxious Area

Tags: Area

MP Cost: 4

Casting Time: Standard

Target: Adjacent 2x2 area

Goes Against: Bodily Defense

Description: Enemies within the area of the created wound are sickened so long as they remain within the area. This lasts for $1d10+4$ rounds.

Spiritual Weapon

Tags: Weapon

MP Cost: 8

Casting Time: Swift

Target: Weapon touched

Goes Against: N/A

Description: This weapon can affect ghosts, spirits, and other incorporeal beings or 1d10+½ Magic rounds.

Hunting Weapon

Tags: Weapon

MP Cost: 8

Casting Time: Swift

Target: Weapon touched

Goes Against: N/A

Description: This weapon gains a +1k1 to attack and damage against a specific monster type as chosen from the [Bestiary](#). For Humanoids you must specify a subtype such as Humanoid (Human) or Humanoid (Orc). This lasts for 1d5+6 rounds.

Insulated Armor

Tags: Armor

MP Cost: 8

Casting Time: Swift

Target: Armor touched

Goes Against: N/A

Description: While wearing this armor you are immune to inhaled poisons, and airborne hazards such as a lack of oxygen or noxious terrains. This lasts for 8 rounds.

Secret Armor

Tags: Armor

MP Cost: 8

Casting Time: Swift

Target: Armor touched

Goes Against: N/A

Description: While wearing this armor you can spend a move action to hide the armor within your own skin. While this is active it appears that you aren't wearing armor, and a Spellcraft DC 25 is required to detect it. This lasts for 1d5+8 rounds.

Expand Body

Tags: Creature

MP Cost: 8

Casting Time: Swift

Target: Self or ally touched

Goes Against: N/A

Description: Increase the Size of you or an ally touched for the purpose of reach and area by 1. This lasts for 1d10+5 rounds. This deals a -4 to Defense/Avoid.

Shrink Body

Tags: Creature

MP Cost: 8

Casting Time: Swift

Target: Self or ally touched

Goes Against: N/A

Description: Decrease the Size of you or an ally touched for the purpose of reach and area by 1. This lasts for 1d10+5 rounds. This grants you a +4 to Defense/Avoid.

Raise Area

Tags: Area

MP Cost: 8

Casting Time: Standard

Target: Adjacent square

Goes Against: N/A

Description: Select a square adjacent to you, or your own square. This area raises from the ground a number of squares equal to $\frac{1}{2}$ your Magic rounded up (max 6).

Spiked Pit

Tags: Area

MP Cost: 8

Casting Time: Standard

Target: Adjacent square

Goes Against: Avoid

Description: Upon creating this pit it lasts for 1 minute. If anyone (except you) ends their turn adjacent to the pit they have an attack made against their Avoid, and on a successful hit they fall in. The pit is 8 squares deep and the spikes deal 5k4 points of piercing damage to anyone who lands in them.

Banishing Weapon

Tags: Weapon

MP Cost: 12

Casting Time: Swift

Target: Weapon touched

Goes Against: N/A

Description: This lasts for 8 rounds. If this hits any Extraplanar enemies and they are under half HP or reduced to half HP by the weapon's damage they are banished to their home plane for 1 day per damage dealt.

Weapon of Fear

Tags: Arcane

MP Cost: 12

Casting Time: Swift

Target: Weapon touched

Goes Against: Mental Defense

Description: If this weapon deals damage to an enemy, make an attack against their Mental Defense. On a successful hit they are [panicked](#) for 2 rounds. This lasts for 6 rounds.

Slippery Armor

Tags: Armor

MP Cost: 12

Casting Time: Swift

Target: Armor touched

Goes Against: N/A

Description: You receive a +5 Defense/Avoid against grappling and similar effects.

Spiked Armor

Tags: Armor

MP Cost: 12

Casting Time: Swift

Target: Armor touched

Goes Against: N/A

Description: Your armor sprouts spikes which can be used as a light melee piercing weapon. This deals 3k2 damage and has 2 Penetration. The spikes last for 8 rounds.

Fearless Mind

Tags: Creature

MP Cost: 12

Casting Time: Swift

Target: Self or adjacent ally

Goes Against: N/A

Description: For a number of rounds equal to your Magic you are immune to fear effects.

Land and Sea

Tags: Creature

MP Cost: 12

Casting Time: Swift

Target: Self or adjacent ally

Goes Against: N/A

Description: You or your ally gain a burrow and fly speed of 6 squares for 8 rounds.

Guardian Pillar

Tags: Area

MP Cost: 12

Casting Time: Standard

Target: Adjacent square

Goes Against: N/A

Description: You create a pillar that extends and covers your own square. Choose a direction of your square. You have [cover](#) against attacks from that direction for 1 minute. This remains in the square it's created, and anyone can take advantage of it.

Sinkhole

Tags: Area

MP Cost: 12

Casting Time: Standard

Target: Adjacent 4x4 squares

Goes Against: Avoid

Description: Upon creating this pit it lasts for 3 minutes. Anyone adjacent to the 4x4 squares (except for you) up to 3 squares out have attacks made against their Avoid. On a successful hit the enemy is dragged in. The pit is 12 squares.

Monomolecular Blade

Tags: Weapon

MP Cost: 16

Casting Time: Swift

Target: Weapon touched

Goes Against: N/A

Description: This weapon gains a bonus to Penetration equal to your Magic. This lasts for 1 minute.

Crushing Weapon

Tags: Weapon

MP Cost: 16

Casting Time: Swift

Target: Weapon touched

Goes Against: Bodily Defense

Description: On a successful hit the enemy has another weapon attack made against their Bodily Defense. If you hit, the opponent is prone. This boon lasts for 1 minute.

Undying Armor

Tags: Armor

MP Cost: 16

Casting Time: Swift

Target: Armor touched

Goes Against: N/A

Description: This spell lasts for 1 minute, and if an attack would kill you this spell can be activated as an immediate action and negating the damage that'd kill you.

Revenge Plate

Tags: Armor

MP Cost: 16

Casting Time: Swift

Target: Armor touched

Goes Against: N/A

Description: If an enemy deals damage against you, this deals damage back against the enemy. The damage that is dealt back to the enemy is the damage that'd have been dealt to you after applying Soak, not before. This bypasses Deflection. The spell lasts for 1d5+1 rounds.

Regenerating Flesh

Tags: Creature

MP Cost: 16

Casting Time: Swift

Target: Self or ally touched

Goes Against: N/A

Description: You or an ally touched recover an amount of HP per round for 5 rounds equal to ½ your Magic.

Adaptability

Tags: Creature

MP Cost: 16

Casting Time: Swift

Target: Self or ally touched

Goes Against: N/A

Description: You or an ally touched are immune to all of the [environmental hazards](#) for 1 minute per point of Magic.

Gravitational Pull

Tags: Area

MP Cost: 16

Casting Time: Standard

Target: Adjacent 6x6 squares

Goes Against: Avoid

Description: All enemies within 12 squares of the 6x6 square pit have an attack made against their Avoid each round for 5 rounds. On a successful hit, they are dragged 1 square closer to the pit. For every 5 points this bypasses their Avoid, they are moved an additional 1 square. Those who are sucked in the pit are transported to another planet or realm entirely.

Exterminating Area

Tags: Area

MP Cost: 16

Casting Time: Standard

Target: Adjacent 4x4 squares

Goes Against: Bodily Defense

Description: All enemies under your level - 1 who are hit are killed.

Summoning Spells

LVL	MP	Name	Description
1	1	Minor Called Being	You summon a minor being to do your bidding.
1	1	Summon Object	You summon an object into your hand.
1	1	Commune	You can commune with a being from beyond.
1	1	Bend Space	Through some trickery you can go through some walls or areas.
1	1	Minor Bound Being	You absorb a minor being into your body.
1	1	Absorb Life	You absorb the life of a willing ally.
1	1	See Spirits	By absorbing a ghost, you can see spirits.
1	1	Absorb Technology	Through absorbing technology you gain small benefits.
2	4	Call Being	You summon a being to do your bidding.
2	4	Summon Friend	You can summon a nearby ally to be adjacent to you.
2	4	Conjure Portal	You can create a portal to a nearby area.
2	4	Conjure Spirit	Create a spirit which follows you and aides you.
2	4	Bound Being	You absorb a being into your body.
2	4	Absorb Luck	You fire a ray at an opponent, sapping their luck.
2	4	Absorb Benefits	You can steal the bonuses an enemy is gaining from spells.
2	4	Bind Dark Entity	You bind a dark and malevolent entity into an enemy.
3	8	Strong Called Being	You summon a strong being to do your bidding.
3	8	Uncalled Summon	You can summon an unknown object into a target you can see.
3	8	Unmake Summon	You can blow up a creature you summon.
3	8	Call Higher Power	Divine the answers from a deity or eldritch beings.
3	8	Strong Bound Being	You absorb a strong being into your body.
3	8	Absorb Appearance	Touch a body to absorb its appearance.
3	8	Absorb Other Plane	You shift in and out of another plane, making you harder to hit.
3	8	Absorb Animal Aspect	You become similar to an animal, gaining a new form of movement.
4	12	Great Called Being	You summon a great being to do your bidding.
4	12	Call Pillar	You create a pillar of extradimensional energy.
4	12	Call Destruction	You can create a portal that unleashes destruction.
4	12	Call Damned Pit	Create a pit that leads to hell.
4	12	Great Bound Being	You absorb a great being into your body.
4	12	Bind Doom	A creature you touch feels doomed.
4	12	Bind Weapon	You can bind your intelligence to a weapon.
4	12	Bind Mutation	You negatively mutate a target.
5	16	Call Deific Being	You summon a deific being to do your bidding.
5	16	Call Wall	Build a wall of strong metals that blocks attacks.
5	16	Call Dark Cloud	This black cloud blocks the vision of everyone within it.
5	16	Call Sun	Summon a sun-like orb that blasts all enemies with hellish fire.
5	16	Bind Deific Being	You absorb a deific being into your body.
5	16	Bind Negative Aura	Bind an area with an aura that repels the living.
5	16	Bind Magnetic Field	Bind a person or object to pull metal objects nearby.
5	16	Bind Sleep	A person you affect falls into a deep sleep.

Minor Called Being

Tags: Called

MP Cost: 1

Casting Time: Standard

Target: Adjacent square

Goes Against: N/A

Description: You summon forth a being from the ether, creating a semi-real entity that does your bidding. This creature has 4 HP, 10 in all Defenses, and a single melee or ranged attack (your choice upon summoning them) that can be done. This attack deals 2k1 points of damage, and relies on your Magic for the attack. This creature has a 6 square movement speed, and lasts for 1d5+2 rounds. Only one can exist at a time.

Summon Object

Tags: Called

MP Cost: 1

Casting Time: Swift

Target: Self

Goes Against: N/A

Description: You can summon an object into your hand. This object must be worth 100 G or less and lasts 1d5+2 rounds.

Commune

Tags: Called

MP Cost: 1

Casting Time: Full-Round Action

Target: Adjacent ritual pyre

Goes Against: N/A

Description: You can summon a being from another dimension's presence to you so you may converse. This being can be an angel, demon, eldritch horror, or even a human from an alternate dimension. Whatever the case may be, the being summoned is not one of great strength (such as a deity or demi-god) and thus may only have simple answers for you. This being you are communing with may have insight into a realm you do not have, such as asking an angel from Heaven about Heavenly affairs, or asking a demon what Lucifer thinks about an action you're about to take.

Bend Space

Tags: Called

MP Cost: 1

Casting Time: Swift

Target: Adjacent wall or solid structure

Goes Against: N/A

Description: Upon being cast you can pass through the wall or solid structure so long as it isn't more than 2 squares thick. This lasts until the end of your turn.

Minor Bound Being

Tags: Absorbed

MP Cost: 1

Casting Time: Standard

Target: Self or adjacent ally

Goes Against: N/A

Description: By summoning a spirit into your body or the body of an ally, you grant one of the two benefits that lasts for 1d5+2 rounds:

- Immunity to one of the following: fatigued, sickened, or dazed.
- Resistance 5 to one of the following: fire, water, ice, electricity, wind, earth, or acid.

Multiple uses of this spell doesn't stack, instead it supersedes the original casting.

Absorb Life

Tags: Absorbed

MP Cost: 1

Casting Time: Move

Target: Adjacent ally

Goes Against: N/A

Description: An adjacent and willing ally transfers some HP from them to you upon being touched. This cannot affect an ally twice in the same round. In addition, this cannot bring the ally to 0 HP or below.

See Spirits

Tags: Absorbed

MP Cost: 1

Casting Time: Swift

Target: Self

Goes Against: N/A

Description: You absorb the essence of a ghost in order to grant yourself the ability to see spirits and other creatures. You gain a +2k1 on Awareness checks to spot ghosts, spirits, and other incorporeal undead. This lasts for 1d5+2 rounds.

Absorb Technology

Tags: Absorbed

MP Cost: 1

Casting Time: Swift

Target: Self

Goes Against: N/A

Description: You can absorb a technological item such as a phone, computer, or cybernetic. While this object is absorbed you gain a +2k0 on Knowledge (Technology) and Use Computers checks. This lasts for 1d5+2 rounds, after which the object is expelled from your body.

Call Being

Tags: Called

MP Cost: 4

Casting Time: Standard

Target: Adjacent square

Goes Against: N/A

Description: You summon forth a being from the ether, creating a semi-real entity that does your bidding. This creature has 8 HP, 14 in all Defenses, and a single melee or ranged attack (your choice upon summoning them) that can be done. This attack deals 3k1 points of damage, and relies on your Magic for the attack. This creature has a 6 square movement speed, and lasts for 1d5+5 rounds. Only one can exist at a time.

Summon Friend

Tags: Called

MP Cost: 4

Casting Time: Move

Target: Ally within 12 squares

Goes Against: N/A

Description: Choose an ally within 12 squares that you have line of sight to. That ally teleports to a square adjacent to you. This can't affect the same character in a round.

Conjure Portal

Tags: Called

MP Cost: 4

Casting Time: Standard

Target: Adjacent square

Goes Against: N/A

Description: You can create a portal that leads to an area similar to a [Dimensional Gate](#). The location must be one you've visited before and must be on the same planet as you're on currently. The portal lasts for 1 minute.

Conjure Spirit

Tags: Called

MP Cost: 4

Casting Time: Standard

Target: Adjacent square

Goes Against: N/A

Description: You summon a spirit to your side that follows you and obeys your commands. This spirit can follow simple tasks. If instructed to attack, the spirit makes an attack using your Resistance to hit and deals an amount of damage equal to 2k1 adding your Magic score to the damage as if it were Strength. This attack only affects living beings or enemies that are also spirits. Against spirits and ghosts it deals double damage.

Bound Being

Tags: Absorbed

MP Cost: 4

Casting Time: Standard

Target: Self or adjacent ally

Goes Against: N/A

Description: This functions as Minor Bound Being except the following are new options, and this lasts for 1d5+5 rounds:

- Immunity to one of the following: confused, nauseated, or stunned.
- Resistance 10 to one of the following: fire, water, ice, electricity, wind, earth, or acid.
- +4 square to all move speeds you possess
- Gain a Fly, Swim, or Climb speed equal to your Land speed.
- Gain 5 Deflection to all body parts (doesn't stack with armor).

Multiple uses of this spell doesn't stack, instead it supersedes the original casting.

Absorb Luck

Tags: Absorbed

MP Cost: 4

Casting Time: Standard

Target: Target within 6 squares

Goes Against: Mental Defense

Description: On a successful hit against an opponent within 6 squares you steal one of their luck re-rolls per day and regain a use of your own. If you are at your maximum amount of luck re-rolls per day, you instead gain an extra one. This cannot put you over your maximum + 1.

Absorb Benefits

Tags: Absorbed

MP Cost: 4

Casting Time: Standard

Target: Target within 6 squares

Goes Against: Bodily Defense

Description: On a successful hit against an opponent within 6 squares, if they are benefiting from a spell or ability you can steal that benefit for yourself for 1d5+5 rounds. This doesn't work against abilities that are constant (such as Immunity to an element that is natural or granted by an object). This only works on abilities or spells that have a duration.

Bind Dark Entity

Tags: Absorbed

MP Cost: 4

Casting Time: Standard

Target: Target within 6 squares

Goes Against: Mental Defense

Description: On a successful hit the target affected has a dark entity enter their mind for a time, afflicting their actions. This affects the target for 1d5+5 rounds, and while afflicted they attack the nearest person to them. If nobody is nearby, they instead attack themselves. If they are killed while this spell is active, their soul is consumed by the dark entity and it possesses the new host body after 1d5-1 rounds. This dark entity is not under your control, and may potentially be unfriendly towards you.

Strong Called Being

Tags: Called

MP Cost: 8

Casting Time: Standard

Target: Adjacent square

Goes Against: N/A

Description: You summon forth a being from the ether, creating a semi-real entity that does your bidding. This creature has 14 HP, 19 in all Defenses, and a single melee or ranged attack (your choice upon summoning them) that can be done. This attack deals 4k2 points of damage, and relies on your Magic for the attack. This creature has an 8 square movement speed, and lasts for 1d10+5 rounds. Only one can exist at a time.

Uncalled Summon

Tags: Called

MP Cost: 8

Casting Time: Standard

Target: Target within 6 squares

Goes Against: Bodily Defense

Description: On a successful hit against the target, you summon an object into their body against their will, dealing 4k3 points of damage to the target and [nauseating](#) them.

Unmake Summon

Tags: Called

MP Cost: 8

Casting Time: Swift

Target: Called creature

Goes Against: Avoid

Description: As a swift action a creature you have summoned through the *Called* spells explodes, dealing 6k5 slashing damage in a 6 square radius of any enemies on a successful hit versus Avoid. This can be done as an immediate action instead if this is cast directly after the creature is called into existence by you.

Call Higher Power

Tags: Called

MP Cost: 8

Casting Time: Standard

Target: Self

Goes Against: N/A

Description: Upon casting this spell you divine information from a deity you follow, or who would give beneficial answers to you. You gain 3 answers that you can ask, and the deity you commune with cannot lie (however answers can be cryptic or not very helpful).

Strong Bound Being

Tags: Absorbed

MP Cost: 8

Casting Time: Standard

Target: Self or adjacent ally

Goes Against: N/A

Description: This functions as Minor Bound Being except the following are new options, and this lasts for 1d10+5 rounds:

- Immunity to one of the following: insanity, exhausted, paralyzed or bleed.
- Resistance 15 to one of the following: fire, water, ice, electricity, wind, earth, or acid.
- +8 square to all move speeds you possess
- Gain a Fly, Swim, or Climb speed equal to your Land speed + 2.
- Gain 8 Deflection to all body parts (doesn't stack with armor).

Multiple uses of this spell doesn't stack, instead it supersedes the original casting.

Absorb Appearance

Tags: Absorbed

MP Cost: 8

Casting Time: Standard

Target: Adjacent corpse

Goes Against: N/A

Description: Upon touching a corpse you can absorb the appearance, granting yourself a +2k1 on Deception checks made to disguise as this person. This lasts for 10 minutes.

Absorb Other Plane

Tags: Absorbed

MP Cost: 8

Casting Time: Swift

Target: Self

Goes Against: N/A

Description: You absorb the essence of another plane into yourself, constantly shifting between your plane and the one you've absorbed. For 6 rounds you're considered to have [concealment](#).

Absorb Animal Aspect

Tags: Absorbed

MP Cost: 8

Casting Time: Swift

Target: Self

Goes Against: N/A

Description: You absorb a different type of animal, gaining its benefits. This grants a swim, climb, burrow, or fly speed equal to double your Magic + 2. In addition to this, if you gain a swim speed you can also breathe within the water. This lasts for 1 hour.

Great Called Being

Tags: Called

MP Cost: 12

Casting Time: Standard

Target: Adjacent square

Goes Against: N/A

Description: You summon forth a being from the ether, creating a semi-real entity that does your bidding. This creature has 20 HP, 24 in all Defenses, and a single melee or ranged attack (your choice upon summoning them) that can be done. This attack deals 6k3 points of damage, and relies on your Magic for the attack. This creature has a 12 square movement speed, and lasts for 1d10+8 rounds. Only one can exist at a time.

Call Pillar

Tags: Called

MP Cost: 12

Casting Time: Move

Target: Adjacent square

Goes Against: N/A

Description: You create a pillar up to 8 squares tall in a square adjacent to you. This pillar is made of a single energy type: fire, water, ice, earth, acid, wind, electricity, or corruption. This pillar deals the listed element's damage equal to 8k4 if someone steps into the pillar. This lasts for 1 minute.

Call Destruction

Tags: Called

MP Cost: 12

Casting Time: Standard

Target: Adjacent square

Goes Against: Avoid

Description: Choose a square adjacent to you. All enemies within 12 squares of the portal you conjure whose Avoid is hit takes 8k4 points of damage and is pulled 1d5+1 squares towards the portal. This lasts for 6 rounds.

Call Damned Pit

Tags: Called

MP Cost: 12

Casting Time: Standard

Target: Target square within 6 squares

Goes Against: Avoid

Description: Select a square within 6 squares. For 8 rounds all opponents adjacent to the square or directly below the square when it's summoned have an attack made against their Avoid. On a successful hit the opponent falls into the pits of hell. For the duration of this spell those within the pit take 6k6 fire damage. At the end of the duration, the opponents are spit out of the pit.

Great Bound Being

Tags: Absorbed

MP Cost: 12

Casting Time: Standard

Target: Self or adjacent ally

Goes Against: N/A

Description: This functions as Minor Bound Being except the following are new options, and this lasts for 1d10+8 rounds:

- Immunity to one of the following: fire, water, ice, electricity, wind, earth, or acid.
- Resistance 20 to two of the following: fire, water, ice, electricity, wind, earth, or acid.
- +10 square to all move speeds you possess
- Gain a Fly, Swim, or Climb speed equal to your Land speed + 4.
- Gain 12 Deflection to all body parts (doesn't stack with armor).

Multiple uses of this spell doesn't stack, instead it supersedes the original casting.

Bind Doom

Tags: Absorbed

MP Cost: 12

Casting Time: Standard

Target: Adjacent target

Goes Against: Mental Defense

Description: On a successful hit the target suffers from an impending feeling of doom. For 6 rounds the opponent reduces their keep dice by 1.

Bind Weapon

Tags: Absorbed

MP Cost: 12

Casting Time: Standard

Target: Held weapon

Goes Against: N/A

Description: For a day you can imbue a weapon with intelligence, allowing it to speak on its own through telepathy and interact through telekinesis. The intelligent weapon can grab and pick up objects 5 lbs. or lighter, and increases its Penetration by 1.

Bind Mutation

Tags: Absorbed

MP Cost: 12

Casting Time: Standard

Target: Target within 6 squares

Goes Against: Bodily Defense

Description: On a successful hit against the target they are horribly and forcibly mutated. For 8 rounds they take a -4 to all move speeds, and lose the ability to pick up and hold weapons.

Call Deific Being

Tags: Called

MP Cost: 16

Casting Time: Standard

Target: Adjacent square

Goes Against: N/A

Description: You summon forth a being from the ether, creating a semi-real entity that does your bidding. This creature has 34 HP, 28 in all Defenses, and a single melee or ranged attack (your choice upon summoning them) that can be done. This attack deals 8k4 points of damage, and relies on your Magic for the attack. This creature has a 12 square movement speed, and lasts for 1 minute. Only one can exist at a time.

Call Wall

Tags: Called

MP Cost: 16

Casting Time: Standard

Target: 4 square line within 6 squares

Goes Against: N/A

Description: You summon a wall within 6 squares of you that is 4 squares long, 4 squares in height, and 2 squares in thickness. This lasts for 1 minute, and in order to destroy the wall 80 damage must be dealt to it in total. The wall has 10 Deflection.

Call Dark Cloud

Tags: Called

MP Cost: 16

Casting Time: Standard

Target: Target square within 12 squares

Goes Against: N/A

Description: Select a target square within 12 squares of you. That square emanates a 6 square radius of pure darkness. Nobody can see within it, not even those who have Darkvision and everyone within it is effectively blind. This lasts for 8 rounds.

Call Sun

Tags: Called

MP Cost: 16

Casting Time: Standard

Target: 6 square radius

Goes Against: Mental Defense

Description: On a successful hit you blind all enemies within 6 squares of you for 8 rounds. In addition to this creatures weak to sunlight (such as vampires) take 8k5 damage, even if they aren't blind.

Bind Deific Being

Tags: Absorbed

MP Cost: 16

Casting Time: Standard

Target: Self or adjacent ally

Goes Against: N/A

Description: This functions as Minor Bound Being except the following are new options, and this lasts for 1 minute:

- Immunity to one of the following: fire, water, ice, electricity, wind, earth, acid, or sonic.
- Resistance 30 to two of the following: fire, water, ice, electricity, wind, earth, or acid.
- +14 square to all move speeds you possess
- Gain a Fly, Swim, or Climb speed equal to your Land speed + 8.
- Gain 15 Deflection to all body parts (doesn't stack with armor).

Multiple uses of this spell doesn't stack, instead it supersedes the original casting.

Bind Negative Aura

Tags: Absorbed

MP Cost: 16

Casting Time: Standard

Target: 12x12 square area

Goes Against: Bodily Defense

Description: Any living beings within the area have an attack made against their Bodily Defense. On a successful hit they are staggered, nauseated, and exhausted while within the area. If at any time a living creature ends its turn outside of the area they recover immediately from the effects. This area is tainted for 10 minutes.

Bind Magnetic Field

Tags: Absorbed

MP Cost: 16

Casting Time: Standard

Target: Adjacent ally or object

Goes Against: N/A

Description: The touched ally or object attracts metallic objects. Any metallic objects within 4 squares of the affected ally or object begins moving towards them at a speed of 2 squares per turn. If the object would enter the target's square it is stuck to them. If you are wielding a metallic weapon you are unable to be disarmed. This lasts for 1 minute.

Bind Sleep

Tags: Absorbed

MP Cost: 16

Casting Time: Standard

Target: Target within 12 squares

Goes Against: Mental Defense

Description: On a successful hit against a target within 12 squares of you, they fall asleep for 8 rounds. This renders them helpless, and being attacked or disturbed doesn't wake them up.

Chapter 14: Religion

Religion is practiced by most if not all cultures in some way shape or form. The lack of a deity to follow is in and of itself its own religion. Each religion is unique in some way shape or form, covering different topics of interest and concepts which mortals worry and care about. Without mortals worshipping deities, deities have less influence. They still possess the power of a god, but it is severely weakened with less followers. Gods and Goddesses thus try to recruit as many followers as they can in order to strengthen themselves in the divine playing field.

Deities, however, fall under a very special rule which ensures they will not harm one another and thus attempt to usurp the divinity of each other. Deities are unable to kill one another by their own hands. This means through the use of powers, magic, or even through 'accidents' caused by them. In order to harm a deity, a mortal must do so on their own, and they must do so without a deity controlling or empowering them. Because of how monumental this task is, most deities possess divine champions they instruct the church to train from birth. These champions have little to no chance of harming a god if it came to fighting one, however they are meant for the off-chance that they could harm and potentially kill a deity.

Very few mortals bear the title of 'Godslayer' because of the difficulty of fighting a god, yet they do exist. Once a millennia a Godslayer usually fights and ends up killing a deity. This is usually done by summoning lesser gods with less worshippers and catching them by surprise. Despite this however, it is still unlikely the deity will be slain. The last deity to be killed by a Godslayer was Vuzier the former god of famine. He has since been replaced.

When a god is slain, the mortal who killed them has the choice to take their place or let a random mortal be chosen. More often than not the mortal chooses to take the place of the deity, however a rare few humble mortals allow a random person to be chosen. The new deity is sometimes monitored by the one who slayed the original god, ensuring they do well at their new 'job', lest they be slain again...

Deities possess devotion, a concept which involves adding tenants and rules onto the most faithful. For each level of Devotion, you have more sins to avoid. Even then, the sins presented by a deity only really apply to the [Chaplain](#) and any other class which uses Devotion. Otherwise, this isn't enforced quite as much as the deity only expects non-Chaplains to worship. Following the tenants is a nice bonus on top of the worship, and shows devotion to the faith beyond a blind following.

The sins on the devotion chart scale from the lowest tier (3) to the highest tier (40). The sin being committed must be equal to or more than your current Devotion in order to deal a penalty of 5. This can bring your Devotion down 0.

You can only gain Devotion once per day through the methods listed on the deity's page.

Shinda

The goddess of light, angels, and virtue, Shinda is one of the few deities who has angels under her command the other deity in question being YHVH. The angels which serve under her are devoted to keeping order, and ensuring the protection of mortals from deities wishing to interfere. Some believe she is hypocritical as she is interfering herself, thus defeating her entire purpose for aiding them. Still, she is stalwart in her goal and remains trying to protect various mortals.

Devotion	Holy
Residence	Nirvana
Favored Animal	Lamb
Favored Weapon	Lance

Devotion Sins	
3-10	Deliberately causing undue suffering.
11-19	Choosing violence over diplomacy.
20-25	Working alongside demonic forces.
26-40	Killing the innocent, especially for fun.

Devotion: Worshippers of Shinda must do one of the following in order to increase Devotion with her; choose mercy instead of violence, heal someone you don't know for no other reason than to help them, save a group of people from an attack, or slay a demon.

YHVH

Known by many names; Abba, Adonai, or even simply as God. Whichever name He is known by, His true name YHVH (or sometimes YHWH) is never spoken out loud. Mortals attempting to speak His name in any language except for Celestial hear a static-like sound coming from their mouth, the name being one which no mortal language can replicate.

Devotion	Holy
Residence	Heaven
Favored Animal	Dove
Favored Weapon	Greatsword

Devotion Sins	
3-10	Committing one of the seven deadly sins.
11-19	Speaking His true name, YHVH or YHWH.
20-25	Murder, killing the innocent.
26-40	Worshipping or serving Lucifer.

Devotion: Worshippers of YHVH must do one of the following in order to increase Devotion with Him; prayer to Him at the end of the day, slay a demon, or help someone recover from injuries.

Lucifer

The Prince of Darkness and Lord of Hell, Lucifer is a poisonous individual who will lie, cheat, and swindle for his own benefit. He likes to charm people into trusting him, getting into their head and becoming 'friends' with people. Once the person completely trusts him, he'll strike. Either by trying to convert them to his religion, or harming them physically or psychologically.

Devotion	Unholy
Residence	Hell
Favored Animal	Snake
Favored Weapon	Trident

Devotion Sins	
3-10	Committing one of the seven virtues.
11-19	Rescuing a soul that's already been sold.
20-25	Fraternizing with angels.
26-40	Worshipping or serving YHVH.

Devotion: Worshippers of Lucifer must do one of the following in order to increase Devotion with him; committing one of the seven deadly sins, converting followers to Lucifer, or make someone sell their soul.

Banadar

Self-appointed Godking of Corruption, Banadar is known to be the first practitioner of corruption magic, back before he was a deity, and the most powerful. His skill with corruption magic is powerful enough to create the planet Corta Diez out of it, and the associated sun Corta Diez orbits was originally normal, but corrupted by Banadar in order to sustain Corta Diez.

Devotion: Worshippers of Banadar must do one of the following in order to increase Devotion with him; use corruption magic, kill a worshipper of another deity, or corrupt someone metaphorically or literally.

Devotion	Unholy
Residence	Corta Diez
Favored Animal	Dragon
Favored Weapon	Falchion

Devotion Sins	
3-10	Choosing mercy over violence.
11-19	Healing or helping those who aren't allies
20-25	Fraternizing with demons or angels.
26-40	Being non-hostile with any other deity.

LeBlanc

God of rebellions, freedom, and ale. LeBlanc is a strange case, wishing to topple governments and organizations which seek to control people. He won't attack the governments which are peaceful and otherwise harmless, however expresses contempt for them, viewing them as ticking time bombs waiting to be corrupted by greed, pride, and foolishness.

Devotion: Worshippers of LeBlanc must do one of the following in order to increase Devotion with him; liberate a slave, brew your own alcohol, usurp a corrupt government.

Devotion	Holy
Residence	Ja'han
Favored Animal	Porcupine
Favored Weapon	Rapier

Devotion Sins	
3-10	Refusing to liberate slaves.
11-19	Supporting a corrupt government.
20-25	Killing innocent individuals.
26-40	Enslaving an innocent individual.

Drey

The Elven God of the woodlands and healing, he is a common choice among those who wish to either heal the sick and injured, or of those who love nature maybe a *tad* too much. Though Elf is the chief Elven deity, his worship is not restricted to only Elves.

Devotion: Worshippers of Drey must do one of the following in order to increase Devotion with him; plant something, heal an injured animal or human, kill someone who is desecrating nature.

Devotion	Holy
Residence	Mazhir
Favored Animal	Stag
Favored Weapon	Longbow

Devotion Sins	
3-10	Racism.
11-19	Taking more from nature than needed.
20-25	Killing an innocent animal or human.
26-40	Desecration of nature and its beauty.

Kayan

Sometimes known as the trickster God, other times known as the cat burglar, Kayan was once a mortal who specialized in stealing from rich noble houses. Upon becoming a deity, she sought to influence others, and help those wishing to become better at stealing from the rich, poor, and everyone in-between...

Devotion	Unholy
Residence	Tervas
Favored Animal	Cat
Favored Weapon	Garrote

Devotion: Worshippers of Drey must do one of the following in order to increase Devotion with her; steal a valuable treasure, receive the highest paycheck in a group, tell an unlikely lie.

Devotion Sins	
3-10	Return a stolen item.
11-19	Steal from a friend or a priest of Kayan.
20-25	Betray/kill a friend or priest of Kayan.
26-40	Stop a thief who isn't stealing from you.

Putna

The philandering pirate of the high seas, Putna views himself as the hero of the world of swashbuckling. Despite his perceived inflated ego, when he was once mortal Putna did save many people and made a name for himself. This was due in part to his weapon of choice - an old Laser Pistol.

Devotion	Holy
Residence	Erva
Favored Animal	Hawk
Favored Weapon	Laser Pistol

Devotion: Worshippers of Putna must do one of the following in order to increase Devotion with him; help a woman in need, supporting the local brewery, being incredibly flashy or daring.

Devotion Sins	
3-10	Wasting alcoholic beverages.
11-19	Refusing to help a woman in need.
20-25	Refusing to protect your friends.
26-40	Harming a woman who isn't a threat.

Coolington

One of the twin Goblin deities, Coolington was notable for his ability to convince many people into trusting him despite all social stigmatism. In addition to this, he had a tendency for being incredibly showy that made recognizing him easy.

Devotion	Holy
Residence	Goldstar
Favored Animal	Stag
Favored Weapon	Short Sword

Devotion: Worshippers of Coolington must do one of the following in order to increase Devotion with him; be incredibly bombastic, disregard your own safety to look cool, save someone in danger.

Devotion Sins	
3-10	Being incredibly rude or disrespectful.
11-19	Ruin a friend's cool outfit or reputation.
20-25	Saying "Coolington smells like dung."
26-40	Killing the innocent.

Bill

Known as the deity who looks over farmers, Bill has a good reputation due to his caring yet gruff nature. His favorite color is blue, leading to followers carrying his signature weapon to call it “Bill’s Blue Bull Bill” because of this.

Devotion	Holy
Residence	Arharsa
Favored Animal	Bull
Favored Weapon	Bill

Devotion: Worshippers of Bill must do one of the following in order to increase Devotion with him; produce crops for your allies or strangers, kill brigands, ensure the safety of fellow farmers.

Devotion Sins	
3-10	Wasting food or drink.
11-19	Betraying your allies.
20-25	Razing farmlands.
26-40	Killing the innocent - especially farmers.

Ivan

Ivan was never a mortal, and thus never rose to becoming a deity because of any supernatural forces. Instead, Ivan was and is a concept. The ideals of the USSR formed into a single powerful entity. Ivan does not gain many followers, however he is deadest on gaining more to fuel the USSR and Mother Russia.

Devotion	Unholy
Residence	Russia
Favored Animal	Bear
Favored Weapon	Rifle

Devotion: Worshippers of Ivan must do one of the following in order to increase Devotion with him; converting someone to communism, killing “enemies of the state”, giving your servitude to Russia.

Devotion Sins	
3-10	Taking more food than you need.
11-19	Not giving your income to the poor.
20-25	Supporting non-communist ideas.
26-40	Fraternizing with the capitalist scum.

Dagon

One of the Great Old Ones, Dagon resides deep within the seas of Earth in an undisclosed location. Similar to Cthulhu, Dagon sleeps within the depths. Though, despite sleeping within the depths his worshippers the Deep Ones and more beyond them see dreams produced by him.

Devotion	Unholy
Residence	Earth
Favored Animal	Komodo
Favored Weapon	Lochaber Axe

Devotion: Worshippers of Dagon must do one of the following in order to increase Devotion with him; bathe in the blood of your enemies, suffer an insanity, destroy something seen as beautiful and precious.

Devotion Sins	
3-10	Healing someone who doesn’t deserve it.
11-19	Rejecting Dagon’s dreams.
20-25	Harming your allies and priests of Dagon.
26-40	Preservation of innocence and sanity.

Amaterasu

Goddess of the sun and one of Japan's chief deities, Amaterasu is wide spread among planets such as Heion and Bergulsh where there are an abundance of different human cultures. Amaterasu herself is part of a larger Shinto pantheon, and is one of many.

Devotion	Holy
Residence	Heaven
Favored Animal	Wolf
Favored Weapon	Katana

Devotion: Worshippers of Amaterasu must do one of the following in order to increase Devotion with her; pray for 1 hour to her, create an offering to her, or heal the innocent and injured.

Devotion Sins	
3-10	Lying or cheating.
11-19	Harming fellow Chaplains of Amaterasu.
20-25	Using unholy magic or corruption spells.
26-40	Killing the innocent.

Thor

One of the Norse gods and deity of thunder and strength, Thor is one of the few deities who loves to do battle. His primary purpose is to serve and protect mankind from the various threats which wish to take their lives - especially those caused by other deities.

Devotion	Holy
Residence	Valhalla
Favored Animal	Bear
Favored Weapon	Warhammer

Devotion: Worshippers of Thor must do one of the following in order to increase Devotion with him; slay a worthy adversary, save a friend or random individual in danger, fight in a war.

Devotion Sins	
3-10	Refusing to fight for what's right.
11-19	Letting a foe live upon surrendering.
20-25	Cowardice in the face of battle.
26-40	Killing your allies and teammates.

Tyr

The one-handed deity of war, law, and the heroes that serve him. Tyr once attempted to shackle the wolf Fenrir, the shackles failing and Fenrir managing to break free. In order to ensure Gleipnir bound Fenrir, Tyr was required to have his hand bit by Fenrir, which it was subsequently bitten off as the wolf was bound.

Devotion	Holy
Residence	Valhalla
Favored Animal	Lion
Favored Weapon	Broad Sword

Devotion: Worshippers of Tyr must do one of the following in order to increase Devotion with him; stepping forth to lead in the face of great danger, slaying anarchists, leading or participating in a war.

Devotion Sins	
3-10	Dishonesty to your compatriots.
11-19	Refusing to obey the local laws.
20-25	Overthrowing a government.
26-40	Killing the innocent.

Baron of Light

The pure entity of Holy energy, the Baron of Light isn't a being itself, or even a deity with a *true* will. Instead the Baron of Light is the concept of holiness. Regardless of power, all deities rely on the Baron of Light for their own holy energy to manifest.

Devotion: Worshippers of the Baron of Light must do one of the following in order to increase Devotion with it; heal those who are injured, opposing the Baron of Shadow, creating light where darkness dominates.

Devotion	Holy
Residence	—
Favored Animal	Mockingbird
Favored Weapon	Club

Devotion Sins	
3-10	Murder.
11-19	Killing neutral entities and people.
20-25	Killing Holy entities and people.
26-40	Submitting to Unholy entities.

Baron of Shadow

The polar opposite of the Baron of Light and entity of Unholy energy itself, the Baron of Shadow is constantly at odds with the forces of holiness, its followers taking the fight to those who would *dare* wish to introduce healing into a world wracked with pain.

Devotion: Worshippers of the Baron of Shadow must do one of the following in order to increase Devotion with it; kill a holy worshipper, harm a living being with unholy energy, raising the dead.

Devotion	Unholy
Residence	—
Favored Animal	Panther
Favored Weapon	Meteor Hammer

Devotion Sins	
3-10	Peace.
11-19	Fraternizing with the neutral beings.
20-25	Killing Unholy entities and people.
26-40	Submitting to Holy entities.

Arcana

Similar to the Baron of Light and Baron of Shadow, Arcana is an entity of pure arcane energy with no true goals, whims, or reason for existing beyond the sustenance of arcane magic. Because arcane magic has no opposition like the Holy and Unholy energies, there is no wrong way to devote oneself to arcana.

Devotion: Worshippers of Arcana must do one of the following in order to increase Devotion with it; cast arcane magic, preserve arcane knowledge, train others in arcane magic.

Devotion	Special
Residence	Yohaxa
Favored Animal	—
Favored Weapon	Hurlbat

Devotion Sins	
3-10	—
11-19	—
20-25	—
26-40	—

Special: Chaplains who choose to worship Arcana instead cast Arcane magic instead of Divine. In addition to this, they can choose Holy or Unholy for their Devotion without affecting their Devotion score.

Malakai

The deity of fear, gratuitous gore, and untamed psychic energy, Malakai is the worst nightmare of most Holy religions, seeking to spread chaos for chaos' sake, and destroying the very foundation of life for nothing else but because he can and will.

Devotion: Worshippers of Malakai must do one of the following in order to increase Devotion with him; scare someone, kill someone, act out in a fit of aggression.

Devotion	Unholy
Residence	Hell
Favored Animal	Goblin Shark
Favored Weapon	Rope Dart

Devotion Sins	
3-10	Clean, blood-less death.
11-19	Showing mercy.
20-25	Healing.
26-40	Peace.

T-8B-68

The machine god of robots, T-8B-68 was programmed by a Heion scientist in order to serve as a role model for fellow machines, able to inspire them. This worked against the scientists' intentions, with T-8B-68 being revered as a god and leading a robot cult against humans. He is said to live in Heion's underground.

Devotion: Worshippers of T-8B-68 must do one of the following in order to increase Devotion with it; kill meat bags.

Devotion	Unholy
Residence	Heion
Favored Animal?	Drones
Favored Weapon	Plasma Pistol

Devotion Sins	
3-10	Showing mercy to non-believer robots.
11-19	Fraternizing with meat bags.
20-25	Allying with meat bags.
26-40	Wishing to become like a meat bag.

Rangar

The Goblin god of law, and crusades against demons, Rangar was one of the original lord kings of the Kingdom of Goblinian. Rangar was not alive to see the crusades, however those who looked up to him in those trying times gave him reverence, giving him the strength to ascend to deityhood.

Devotion: Worshippers of Rangar must do one of the following in order to increase Devotion with him; take charge when nobody else will, work to further goblin-kind's goals, uphold the law in trying times.

Devotion	Holy
Residence	Kr'ia
Favored Animal	Bear
Favored Weapon	Estoc

Devotion Sins	
3-10	Lying or cheating.
11-19	Disobeying the law.
20-25	Fraternizing with demons.
26-40	Killing the innocent.

Chapter 15: Morta IV & The Beyond

The galaxy in which **The Fade** takes place, Morta IV, is set lightyears away from the Milky Way Galaxy. In history that has long since passed, the Milky Way was the home of the many species that now inhabit Morta IV. The galaxies are similar in size, and possess many similar planets save that the planets of Morta IV are mostly habitable. This made it the ideal location for populating it with the leftover species from the Milky Way.

The current year is 3950 BY (Bergulsh Year) which when translated to Earth years as

2016 AD. BY is not used on every planet, however most are congruent with the BY system with a difference of 20-40 years. Months are similar to Earth months thanks to Heion bringing the system to those of many different planets. Some planets (such as Goblinian) take Heion's month system and named the months after their own Goblin legends. The most common systems are detailed below.

Earth/Heion	Bergulsh	Goblinian	Corta Diez	Dreyga
January	January	Rang-Day	Bana-A	Julinae
February	February	Jang-Day	Bana-B	Kueiae
March	March	Haz-Day	Bana-C	Vetsae
April	Erutii	Rae-Day	Bana-D	Oinuae
May	Lucer	Mulin-Day	Bana-E	Poae
June	June	Yuvi-Day	Bana-F	Ectae
July	July	Ereg-Day	Bana-G	Munatae
August	Lovta	Neil-Day	Bana-H	Loituae
September	Hurva	Vu-Day	Bana-I	Hazae
October	Octubin	Kat-Day	Bana-J	Jerugae
November	Hezit	Erul-Day	Bana-K	Lakafae
December	December	Llop-Day	Bana-L	Shetae

Good vs. Evil

Morality is an incredibly muddled and complicated issue within the world of **The Fade**. Mortals have a tough time tackling this issue, even more-so when tackling the morality of a deity's actions. Every being has a different interpretation of what is "good and evil", and in different cultures these can also change. Even religious members of traditionally heroic and "good" deities such as Shinda and YHVH can go against these tenants, becoming "evil" in the eyes of the fellow worshippers. Those who receive their power from their deity cannot go against the tenants of the deity (although some may wish to find loopholes), those who do not receive power from their deity aren't required to do this and thus even a traditionally "good" deity may have "evil" worshippers.

Alignment

Though it is not included in the rules presented here, you as the GM can include alignment in your game if you so wish. Typically this includes three alignments: Good, Neutral, and Evil. Some games may wish to add more alignments, or add alignment combinations as a possibility.

Planetary Travel

In order to travel between the various planets, *Dimensional Gates* are used to instantly transport people across the galaxy. These portals are complicated devices which must be either forged or summoned by practiced crafters and/or mages. Permanent Dimensional Gates exist on most planets, and temporary ones are forged by people as a means to quickly traverse large landscapes, or to travel between worlds in a pinch. The portals which aren't permanent end up more unstable, and thus must be used within a minute of their creation.

In order to craft a temporary Dimensional Gate, you must use Spellcraft. In order to craft a permanent Dimensional Gate you need both a Spellcraft and an Artisan (Dimensional Gate) made, both do not need to be made by the same person.

Name: Minor Dimensional Gate

Price: 500 G | **Weight:** N/A | **Craft DC:** 20

Description: This small portal can transport up to 4 people within 1 round, or 8 people within 2 rounds. The construction of this gate is simple, but at the same time its inexpensiveness and simplicity sacrifice the quality of the gate. This gate is restricted to travel within the same country (or roughly 1,000 mile radius) and lasts for 2 rounds. Upon the second round those entering have a 50% chance of landing in an unintended location 1d100 miles from the intended one.

Name: Planetary Dimensional Gate

Price: 1,500 G | **Weight:** N/A | **Craft DC:** 25

Description: This moderate portal can transport up to 5 people within 1 round, or 15 people within 3 rounds. This portal is more stable than the minor ones, and allows for travel across the planet (but not outside of the planet). Alternatively this can be used for travel out to the moon of a planet, but doing this decreases the stability of the portal and it'll only last 1 round. Normally it lasts 3 rounds.

Name: Interplanetary Dimensional Gate

Price: 4,000 G | **Weight:** N/A | **Craft DC:** 30

Description: This moderate portal can transport up to 5 people within 1 round, or 15 people within 3 rounds. This portal isn't larger than the standard planetary one, however the range is much stronger allowing for travel between the planets of a solar system. This allows those within it to hop between different planets, moons, and celestial bodies so long as they're within the same solar system. It lasts for 3 rounds.

Name: Galactic Dimensional Gate

Price: 10,000 G | **Weight:** N/A | **Craft DC:** 40

Description: This large portal can transport up to 10 people within 1 round, or 50 people within 5 rounds. This is the largest standard portal, allowing for droves of people to travel and for the travel to extend outwards far enough that it can lead people anywhere within Morta IV. Normally it lasts 5 rounds.

Name: True Dimensional Gate

Price: 30,000 G | **Weight:** N/A | **Craft DC:** 60

Description: This small portal only can hold up to 5 people within 1 round or 10 people within 2 rounds. These gates don't transport people across planets, but instead transport people into different realms such as between Heaven, Hell, or the Dark Lands.

Name: Gate Stabilizer

Price: 8,500 G | **Weight:** 50 lbs. | **Craft DC:** 30

Description: Gate Stabilizers are required to make a Dimensional Gate permanent. These allow them also to be turned on and off as a swift action. In addition to this, they negate the chance of landing in an unwanted area as with the *Minor Dimensional Gate*.

Created Hastily: The creation of a Dimensional Gate through Spellcraft takes about an hour before completion, however the creation time can be cut in half to either one of the two effects:

- Only half the amount of people (rounded down) can enter the gate.
- There is a 50% chance of landing off-target.

The latter cannot be chosen on *Minor Dimensional Gates*. The off-target location is up to the GM.

Starship Planetary Travel

Starships are expensive, and travel across the galaxy is made incredibly easy through the use of the *Dimensional Gates*, however starships are used by those who wish to transport masses of troops across the stars or to transport massive weapons that starships are able to carry and use.

All starships (except for Escape Pods) are able to enter into Relativistic Speed after 10 minutes, allowing the ship to travel across the galaxy with ease. Ships can upgrade their Relativistic Speed engines to decrease the start-up time (4,000 per minute reduced down to a minimum of entering Relativistic Speed after 30 seconds).

Planets

There are countless planets within Morta IV and a section detailing every planet would go on forever. However, this list is present to show the main list of known planets that could potentially offer interesting settings for roleplay as well as for conflict to take place. Important historical planets will also be listed in this section.

Planes are similar to planets in nature, except that they are located on a completely different alternative dimension and thus require a dimensional gate to reach. If a planet has “–” listed in the Galaxy section, it is instead a plane.

Next to tech level if there is a “*” present, it shows that magic is a very prevalent part of the technology or culture, and may overtake the need for some technology.

Under governance, species, and human these are judging by what is most common. These aren't the *only* government types, species, or religions on the planet/plane.

Name	Population	Galaxy	Tech Level	Governance	Species	Religion
Afahara	1.6 Billion	Morta IV	Medieval	Monarchy	Deep One	Dagon
Avarash	18 Million	Morta IV	Medieval*	Democracy	Dark Elf	Malakai
Berngulsh	8.2 Billion	Morta IV	Medieval*	Monarchy	Human	Shinda
Borz'a Doran	2.2 Billion	Morta IV	Primitive	Anarchy	Orc	Thor
Broan	120,000	Morta IV	Advanced	Democracy	Human	Kayan
Corta Diez	20 Million	Morta IV	Medieval*	Theocracy	Kendari	Banadar
Dark Lands	1.8 Billion	–	Medieval*	Monarchy	Shadower	LeBlanc
Dratvian	53 Million	Morta IV	Advanced*	Corporatocracy	Dwarf	Ivan
Earth	7.6 Billion	Milky Way	Modern	Democracy	Human	YHVH
E-C5	1,800	Morta IV	Advanced	Anarchy	Gnome	Coolington
Efraga	30 Billion	–	–	Anarchy	Elemental	–
Gash'ka	80 Million	Morta IV	Medieval*	Democracy	Vampire	Malakai
Goblinian	4 Billion	Morta IV	Medieval	Monarchy	Goblin	Rangar
Gurot	30 Billion	–	Primitive*	Anarchy	Elemental	–
Heaven	Endless	–	–	Supremacy	Spirits	YHVH
Heion	10.2 Billion	Morta IV	Advanced	Republic	Human	YHVH
Hell	Endless	–	–	Supremacy	Demon	Lucifer
Nirvana	Endless	–	–	Supremacy	Angel	Shinda
Rihasa	4.5 Billion	Morta IV	Medieval*	Monarchy	Elf	Drey
Uryana	30 Billion	–	Primitive*	Anarchy	Elemental	–
Valhalla	Endless	–	–	Supremacy	Einherjar	Odin
Venus	–	Milky Way	–	–	–	–
Vruthnet	30 Billion	–	Primitive*	Anarchy	Elemental	–
Whuwon	30 Billion	–	–	Anarchy	Elemental	–
Yohaxa	–	–	–	Supremacy	–	Arcana
Yuu-vei	1 Billion	Morta IV	Medieval*	Monarchy	Elf	Drey

Afahara

The surface of this planet is completely covered in water, very few small islands dot the area. Despite these islands being present, no land dwellers have chosen to take up residence. Most of these land masses are instead used by the dwellers deep within the ocean of Afahara, the Deep Ones. There are many Deep One cities below the ocean, a majority of which have different temples set up for worshipping Dagon in the hopes that he won't return to wreak havoc across their lands. According to Deep One legend, Dagon lives within their very oceans in "Devil's Reef"

Avarash

A war-torn land that used to be home to Elves, a cataclysmic event long ago caused the inhabitants to diverge into Dark Elves and Light Elves. Before this divergence there was no bad blood or racial tensions between the Elven Kingdoms, however now a major divide between the two had formed and the rift grew stronger day by day. Land disputes were common, eventually leading to countless wars with no clear winners. Even to this day, wars persist with no potential end in sight.

Berngulsh

Regarded as the "Hub World of Morta IV", it isn't the most populated in terms of permanent residents, however it receives massive amount of both tourists and conflicts. In Draconic the name "Berngulsh" means "Despair", according to folk legends it is known this due to its history with dragons. Many used to walk the lands before humans were widespread, and the dragons there worshiped the sun "Gerut" believing a sleeping baby dragon to be at its core. Once the dragon within Gerut woke up in the myth Berngulsh would be completely devoured by it.

Rihilig is one of the major countries of Berngulsh, named "Control" from Draconic. This is because the first human kingdom formed in the country with the first city named Naglfar being born. It was founded by five different councilmen, however over the years these various councilmen died. Now all that once remained of the council of Rihilig are dead and have been dead for thousands of years.

Borz'a Doran

A small desert planet off on the far side of the galaxy, Orcs originated from this planet although it isn't entirely understood how or why. Orc legends say that Orcs were formed by the very sands which grace the planet, leading to those that are seen today. Despite everything, somehow the Orcs of this planet managed to create and master Dimensional Travel, leaving Borz'a Doran and heading to greater (or worse) lands to either conquer them or learn about them.

As of now, Borz'a Doran is almost completely abandoned, although some may argue it's as abandoned as it's always been, and that there have been more Orcs cropping up because they don't need to live in such a terrible environment.

Broan

A planet slowly being eaten by a black hole, pieces of the planet floating about in outers pace as the process of it being eaten makes the planet look like it's been mashed to bits by a careless child. Space pirates and gangs use this planet to hide illegal goods since the Interplanetary Police Force mostly disregards this barren rock.

Corta Diez

Known as the home of corruption and all things twisted, Corta Diez was created by unnatural means. The self-proclaimed godking of the planet created it to be his home and the home for his damned creations. Fueled by the black sun it orbits that was created by Banadar as well, Corta Diez's surface even swirls with corrupted energy when viewing it from space, constantly shifting like dark clouds over the gray land.

The one and only populated area in Corta Diez is the capital city Avakdaram. Not only is the city owned and controlled by Banadar, but he enforces a theocracy through this city in which any Kendari which lives there must worship him. Otherwise they'll either be executed, or sent out of the city which is practically a death sentence due to the bizarre and horrific creatures which lurk across the planet seeking food endlessly...

Dark Lands

The plane where all darkness lies. Though not unholy by nature, some mistakenly associate it with the taint of unholiness. Due to its nature, the Dark Lands are perpetually engulfed in shadows and those who visit there without a means to see naturally are often stuck hoping their torch doesn't run out in the cold, dark plains. Those who can naturally see in the dark have no problem navigating, seeing everything as if it were daylight outside of the Dark Lands.

The dominant species within the Dark Lands is the Shadower, though this was not always true. A predecessor once lived in these lands before the Shadowers, these predecessors were known as the Unyura. They were secluded and preferred not to bother other folks, however when humans began to appear stranded within the Dark Lands. Interbreeding with the Unyura along with the natural state of the plane itself influenced births greatly, leading to the creation of Shadowers.

Dratvian

Ruled by the Dwarves, Dratvian is one large and interconnected underground city. The surface of the planet is made up of many different landing bays for starships and the like, allowing for people to come and go without disturbing the city. This mega-city is divided into two parts, East and West. The East is knowledgeable in military tactics and created a great deal of laser and plasma technology in order to keep the military of the planet up to speed. Most of this section is populated by either the rich, or those in servitude of the state.

On the other side, The West is much poorer in terms of the quality of living but this is still a far cry from those in The West living in poverty. Weaponry is typically limited to modern firearms rather than laser and plasma technology since those within The West aren't part of the military typically, and thus the state doesn't trust Westerners with the sheer firepower behind laser and plasma weapons.

Earth

Also known as "Terra" to those unfamiliar with Earth's culture and the true name of the planet given by those living on it, Earth is where humans and various other species originally developed. Created by YHVH and monitored by him endlessly, the humans on Earth took up practices in arcane and divine magic. Gradually however those who learned arcane magic began discovering magical secrets which could end Earth and all planets surrounding it. These secrets were thought to have been given to humans by Lucifer, however no one knows if this is true or not. After this was found out YHVH wiped these secrets from the memories of humans, and moved those who could use magic to Morta IV where they couldn't discover these secrets. This effectively killed off magic in its entirety to Earth, however an extra step was taken. The entirety of the Milky Way galaxy suffers from an anti-magic field. It is possible to teleport to Earth, however all magic halts once you're there and you are stuck forever...

E-C5

The largest Gnomish space station, chaos reigns supreme with Gnomes attempting to constantly one-up each other with their ridiculous antics and tendency for trickery. Not a single day goes by within E-C5 that can be classified as boring. To outsiders this can become incredibly tiring, however visitors do come to E-C5 hoping for a brief respite from the monotony of their life to experience the bizarre home of the Gnomes.

Efraga

Covered entirely in molten magma, firestorms, and harsh volcanic activity this land is home to only the bravest of volcanologists, or those who can stand the flame such as the Fire Elementals which make up a large majority of the population. Very few outsiders visit Efraga due to its dangerous landscape.

Gash'ka

Ruled by Vampires, Gash'ka is a dark planet untouched by the rays of the sun or any other natural light. It stands on its own at the edge of a solar system with a dim and dead sun. Its culture has a focus on enslaving other living humanoid species for the purpose of food, and Vampires being the superior species above all. Not many people go to Gash'ka willingly, instead Gash'kian Vampires journey out to other planets in order to kidnap random people for food. This leads to most people being suspicious of Vampires, and gives more credence to the Dhampirs who wish to eradicate them.

Goblinian

Once the center of Morta IV's intergalactic trade and tourism similar to Bergulsh, this planet went through a war that tore the various kingdoms that once ruled. All but one, the Kingdom of Goblinian. These Goblins went on a conquest to fight demons that tried to take over the planet while it was in its state of disarray. Beating the demons out from their new land, Goblins established themselves as the rulers of the planet they named it after their original kingdom, calling it Goblinian.

Gurot

One large mountainous planet, Gurot is almost entirely barren of mortal life. It is inhabited by many different Earth and Acid Elementals who guard the mountains. Those seeking spiritual enlightenment may come to Gurot in order to meditate, the peaceful stillness atop each mountain helping meditation.

Heaven

Part of the afterlife, Heaven is an entirely different plane which is directly tied to Holy energy. YHVH is the supreme king of "The Kingdom of Heaven" as it is called, protecting the spirits of various individuals who have died and lived good lives. Most individuals who die enter Heaven, and following YHVH is not a requirement in order to enter Heaven in the afterlife. In order to enter Heaven the deceased can't have been a follower of Lucifer, can't have committed grievous sins without seeking forgiveness (one can beg for forgiveness in the afterlife, though this is the last chance one can be forgiven), and the individual can't have directly attacked or assaulted YHVH.

Heion

The technological center of Morta IV, Heion is distinct for its access to incredibly powerful technology. This is offset by Heion's hatred for non-divine magic, and the devout worship to YHVH that is incredibly common on the planet. Heion is the creator of the Interplanetary Police Force which seeks to maintain peace within Morta IV across its various planets and cultures. Of all of the organizations in Morta IV, Heion's IPPF is the most worldly and covers the most ground (without actually owning land beyond Heion itself).

Hell

Lucifer's domain and the plane where the unfortunate souls of sinners. Not all sinners end up in Hell, though those who live a life of sin and *only* sin who never seek forgiveness will end up in the dark inferno. Demons patrol Hell regularly and torture those within Hell. Only a select few of those who enter Hell can become demons eventually, and those are people who have devoted themselves to Lucifer in worship, something not many do until after landing in Hell and being tortured into doing so forcibly.

Nirvana

The plane of angels, and where they were originally created before being sent out into the world, Nirvana is ruled over by Shinda the goddess of angels who works closely with YHVH and Heaven to make sure they are safe, using the angels she makes as a guardian to both. Nirvana isn't visited by mortals often without being taken by angels.

Rihasa

The first Elven planet after they had been exiled from Venus, Rihasa is a wondrous planet filled with forests and plains. Its population is mostly made up of Elves with a small portion being Human and Halfling. Though Rihasa is open for anyone to visit, non-Elves are looked down upon as lesser beings and seen as weaker. This leads to lots of tension between species who would otherwise wish to visit the planet.

Uryana

Another planet covered entirely with water, this one is different in nature due to the mass majority of the population being Water and Ice Elementals rather than Deep Ones. Some aquatic species live beneath the endless sea though they are few and far between. Ice Elementals live on the polar ice caps, the only place located above the sea that's accessible to outsiders.

Valhalla

An afterlife owned by Odin, those who worship him and wouldn't end up in Hell end up here. Those who qualify to live in Valhalla can travel freely between Valhalla and Heaven, though those who enter Heaven aren't guaranteed access into Valhalla. Permanent residents of Valhalla sometimes are born as Einherjar and can return to the world of the living to continue battle and their mission.

Venus

Former home to the Elves, Venus used to be covered in lush forests and have a similar make-up to that of Earth though being marginally hotter on average. Venus is now the arid rock it is today, partially due to the Sun and the other part being due to the Elves leaving. Elves believe their absence is the only reason for Venus being destroyed like it is today, however if they stayed it is very possible they could have gone extinct.

Vruthnet

Filled with never ending thunderstorms and electrically charged areas, Vruthnet is incredibly hostile to those unprepared. Electricity Elementals live on the surface, absorbing the electrical storms happily, being constantly reenergized by it.

Whuwon

Also being a planet of intense wind - sometimes becoming hurricanes, Whuwon is a gas giant with a single floating city that people from other planets can visit. Wind Elementals constantly fly about, living on the planet in relative peace due to the lack of outsiders visiting regularly.

Yohaxa

A mythical plane that is thought to be accessible within Morta IV on a planet of the same name, Yohaxa is rumored to be the birthplace of arcane magic and residing in Yohaxa is the conceptual deity of arcane magic Arcana. It is unknown whether or not corruption magic originated here, however it is an arcane magic type despite everything.

Yuu-vei

The second planet owned by the Elves, Yuu-vei is similar in nature to Rihasa save that those who live on Yuu-vei are more tolerant of outsiders, and have a less xenophobic and superior outlook on life. Though there is still some remaining bitterness towards YHVH among some Yuu-veian Elves, He is more accepted here.

Organizations

Listed here are various organizations within Morta IV which the characters could be a part of. It must be listed on their character that they are part of the organization in order to utilize content from here, and some organizations require the character to follow specific tenants in order for them to remain a member. Going against tenants will cause a character to lose access to these abilities (however equipment is not taken away).

Organizations who have a † listed next to them will usually require GM approval either due to the nature of the organization potentially making teamwork difficult, or due to the powerful assets the organization may possess (such as particularly powerful feats) and despite this, GMs shouldn't be discouraged from allowing players to use these organizations. Merely consider their use carefully before allowing them in.

Characters can be a part of multiple organizations at once (so long as they do not conflict), however only one can be chosen as the one they gain mechanical benefits and feats from. Other organizations the characters are part of are merely there for flavor text and do not grant benefits (however the character may need to uphold the tenants of other organizations still). While a member of multiple organizations and you are kicked out of the one you gain mechanical benefits from, you can immediately switch which one you gain benefits from.

New organizations can be introduced at the GM's discretion.

All archetypes and feats have the prerequisite that the character must be a part of the organization in question.

Each organization listed here possesses at least one "Advanced Class" associated with it. Advanced Classes are 10 level classes that a character can take upon meeting the associated prerequisites, and these offer specialized abilities related to such classes. More Advanced Classes are listed in [Chapter 6: Advanced Classes](#).

If a character loses favor with an organization they cannot use any of the special abilities granted by their Advanced Class unless it specifically mentions that the power remains despite losing favor.

Brazen Technologists

The factions of the Brazen Technologists fear the outside world and everyone not directly associated with them. Their technology is advanced - almost on par with Heion, and this is no mistake. Heion and the Brazen Technologists were once associated together before the Brazen Technologists broke off and formed a pseudo-terrorist militia. Using stolen Heion technology, their advanced gear was beyond much of the galaxy and includes some nifty gadgets not seen on Heion as well due to their direct focus on military advancements.

Eventually conflict arose between the Brazen Technologists and Heion's Interplanetary Police Force. The two fought in a 5 year long war between the two factions. Due to the Brazen Technologists having access to Heion's technology, they had access to the Microwave Rifle and Disintegration Rifle which hadn't been banned by Heion until after the war.

In order to join the Brazen Technologists, you must attend 1 year of training under a current member of the Brazen Technologists. In addition to this, you cannot be a part of any of Heion's organizations except for those actively opposing Heion.

Organization Feats

Name	Prerequisite	Description
Power Armor Proficiency	—	You gain proficiency in Power Armor.

Name: Power Armor Proficiency

Prerequisites: None

Description: This functions as armor proficiency, but specifically for Power Armor (which is not included under the Armor Proficiency feat). In addition to this, Power Armor cannot be worn separately and must all be bought together. Armor cannot be worn underneath Power Armor pieces, unlike normal armor.

Rifle

Name	Price	Damage	Pen	Type	Range	Mag	Weight	Type	Special
Microwave Rifle	4,000 G	4k4	0	2h-Range	12 sq.	1 int.	8 lbs.	F	Single, Nonlethal
Disintegrator Rifle	7,500 G	8k5	12	2h-Range	30 sq.	50 box	12 lbs.	F	Semi, Savage

Armor Pieces

Name	Price	Def	AtD	AP	SF	Speed	Weight	Lo
Power Armor Helm	250 G	6	+1	-4	10%	—	8 lbs.	Head
Power Armor Plate	800 G	14	+1	-9	65%	-1 sq.	50 lbs.	Body
Power Armor Gloves	250 G	8	+1	-5	10%	—	5 lbs.	Arms
Power Armor Boots	250 G	8	+1	-5	10%	-1 sq.	6 lbs.	Legs

Tech Master

Masters of technological items and artifacts, as well as futuristic firearms. These masters aren't combatants so much as they are conduits for technological power.

Prerequisites: Level 5+, Use Computers trained, part of the Brazen Technologists

Level	Special Abilities	HP Gained	Atk/round
1 st	Inconceivable Craft	—	+0
2 nd	Technological Savant +1	—	+0
3 rd	Command Machine	+1	+0
4 th	Technological Savant +2	+1	+0
5 th	Overload Program	+1	+0
6 th	Technological Savant +3	—	+1
7 th	Every Last Drop	+1	+0
8 th	Technological Savant +4	+1	+0
9 th	Technological Immunities	+1	+0
10 th	Technological Savant +5	—	+0

Inconceivable Craft

No matter if you possess the materials or means to do so, you can craft a technological item. This technological item must be simple, crude, and can only serve a single function (such as a busted cellphone that can send a call). After its intended use is expended, the crude technological item falls to pieces. This can be used 1/day.

Technological Savant

Starting at 2nd level and increasing at every even level you gain a +1 on any skill checks related to technology and using tech.

Command Machine

Once per day you can command a single Construct and bend it to your will. This is an attack using Smarts vs. the Construct's Mental Defense. On a successful hit the machine is controlled for the rest of the encounter. This has a range of 6 squares.

Overload Program

You can choose to overload a technological device or machine. Make an attack using Smarts vs. a machine or technological device within 6 squares. On a hit, you deal 5k4 electricity damage to the machine and if it is able to move it is considered [staggered](#).

Every Last Drop

While using a technological item or weapon, its ammo/uses add double your Smarts.

Technological Immunities

Damage from technological firearms and effects are halved. In addition to this, if the Brazen Technologist would be affected by Ion Damage, they are no longer affected by the bonus effects from Ion Damage (however it still deals regular damage instead).

Corrupted Knights

Aligned with their god, Banadar Arkenach, the Corrupted Knights are a sect of devotees to his will and seek to follow his every command no matter the cost to their own life or the lives of others. Their missions often take them away from Corta Diez and instead send them to other planets and realms to take out his enemies and ‘threats’ to his throne and deityhood. These often come in the forms of aspiring godslayers who wish to rid Banadar from his deific status.

The Corrupted Knights are widely known across the galaxy despite their relatively short history of being in existence, having garnered a reputation upon slaying plenty of mortals before disappearing back to their home planet to better serve their Godking.

In order to join the Corrupted Knights, you must be a [Kendari](#) and must worship Banadar. In addition to this at least 4 years must be spent training with ½ of the last year being spent with Banadar himself so he may personally hand-pick his knights.

Organization Feats

Name	Prerequisite	Description
Corrupted Bloodline	Kendari	You gain a small benefit while fellow knights are near.

Name: Corrupted Bloodline

Prerequisites: Kendari

Description: If any fellow Kendari who are part of the Corrupted Knights are within 6 squares of you, gain a +2 to all Defenses and a +1k0 to attack and damage. If the Corrupted Knights within range are unconscious this feat doesn’t function.

Sword

Name	Price	Damage	Pen	Type	Range	Weight	Type	Special
Kendari Scimitar	95 G	4k2	2	1-Hand	Melee	5 lbs.	S	Brutish, +1 STR
Kendari Greatsword	165 G	5k3	4	2-Hand	Melee	8 lbs.	S	Brutish, +2 STR

Armor Pieces

Name	Price	Def	AtD	AP	SF	Speed	Weight	Lo
Interceptor Helm	12 G	1	—	-1	0%	—	1 lbs.	Head
Interceptor Plate	200 G	6	+6	-2	15%	—	18 lbs.	Body
Interceptor Gloves	20 G	3	—	-1	15%	—	2 lbs.	Arms
Interceptor Boots	20 G	3	—	-1	0%	—	2 lbs.	Legs

Corrupted Enforcer

Devoted warriors to their god Banadar, Corrupted Enforcers are the warriors of the Knights, using melee weapons and rushing headfirst into battle.

Prerequisites: Level 6+, Armor proficiency, and more than Simple weapon proficiency

Level	Special Abilities	HP Gained	Atk/round
1 st	Brutal Warrior	—	+0
2 nd	Martial Talent	+1	+0
3 rd	Combat Readiness	+1	+0
4 th	Martial Talent	+1	+1
5 th	Righteous Strike	+1	+0
6 th	Martial Talent	+1	+0
7 th	Always Ready	+1	+0
8 th	Martial Talent	+1	+1
9 th	All-Consuming Hatred	+1	+0
10 th	Undying Loyalist	+1	+0

Brutal Warrior

Once per encounter you can enter into a wild bloodrage, your attacks growing more frantic with little care for your own safety. You take a -4 penalty to Defense/Avoid, and you can count an opponent's Soak as 1 less against your own attacks (to a minimum of 1). This lasts for 4 rounds + 1 for every Corrupted Enforcer level after 1st.

Martial Talent

At 2nd level and every even level thereafter (except 10th) you gain a [Martial Talent](#) as if you were a Soldier. The only talents you can take however is Accurate Heft, Ardent Commander, Aura of Fear, Blowback, Bonus Feat, Brutal Punch, Devastator, Dominating Presence, Fearless Killer, Pierce the Neck, Shrug It Off, and Unrelenting.

Combat Readiness

When rolling for initiative you roll 2d10 and take the higher initiative result.

Righteous Strike

If a weapon you're using doesn't possess any Penetration, add your Strength to Pen.

Always Ready

If you are first in initiative or go before the enemy in initiative you gain a bonus to your move speed equal to your Corrupted Enforcer level on the first round of combat.

All-Consuming Hatred

Against any [extraplanar](#) beings who don't have the (corruption) tag deal +2k0 damage.

Undying Loyalist

Once per encounter if an attack would kill you, you can roll a 1d100 with a 50% chance of negating the damage. On a failure allies gain a +5 Defense for 6 rounds.

Interplanetary Police Force

The self-proclaimed defenders of the galaxy as a whole, Heion's Interplanetary Police Force is one of the longest standing organizations with the most advanced technology. Despite Heion's distaste for magic that isn't divine, the IPPF utilizes all forms of magic as a means to combat any magic-using enemies they run into. Most members of the IPPF worship YHVH due to Heion's devotion and fascination with Him and the culture of Earth itself.

The IPPF, despite its name, resembles a military more often than a police force. Only the officers on Heion feel like a true 'police' while those travelling the galaxy and thwarting threats and empires use more militaristic tactics and gear. Despite appearing strong, the IPPF has been in countless wars and is no stranger to combat and are often thrust into wars they do not wish to engage in.

In order to join the IPPF you must attend a specialized academy on Heion spanning 4 years of training.

Organization Feats

Name	Prerequisite	Description
Steady Aim	—	You can spend a move action to increase your aim.

Name: Steady Aim

Prerequisites: None

Description: As a move action you can increase your aim. In doing so, you can increase your weapon's Penetration by 2.

Sword

Name	Price	Damage	Pen	Type	Range	Weight	Type	Special
T51 Laser Sword	250 G	6k3	2	1-Hand	Melee	2 lbs.	S&F	Accurate

Pistol

Name	Price	Damage	Pen	Type	Range	Mag	Weight	Type	Special
Laser Revolver	950 G	6k4	4	1h-Range	6 sq.	6 cyl.	2 lbs.	F	Semi, Accurate
Gore-Scatter Pistol	800 G	8k3	2	1h-Range	12 sq.	18 box	1 lbs.	B&P	Semi, Savage

IPPF Officer

Officers of the law who take to the streets (or to the stars) in order to lay out intergalactic law.

Prerequisites: Level 5+, proficiency with Pistols, Rifles, or Shotguns

Level	Special Abilities	HP Gained	Atk/round
1 st	Trained Gunslinger	—	+0
2 nd	Extend Range I	—	+0
3 rd	Unerring Strike	+1	+0
4 th	Extend Range II	+1	+0
5 th	Adrenaline	+1	+0
6 th	Extend Range III	—	+1
7 th	Deflect Shot	+1	+0
8 th	Extend Range IV	+1	+0
9 th	Advantageous Cover	+1	+0
10 th	Extend Range V, Officer of the Law	—	+0

Trained Gunslinger

You receive the [Gunslinger](#) feat if you do not already possess it. In addition to this you receive a +1k0 to attack when using a firearm in melee.

Extend Range

At 2nd level and every even level thereafter you receive a +2 bonus to the range of any firearm you wield.

Unerring Strike

Once per encounter if you fail to hit with a firearm you still deal half damage.

Adrenaline

If you are below half HP you can spend a move action once per encounter to move twice your move speed. This also grants you a +2k0 on Acrobatics checks.

Deflect Shot

As a part of a dodge attempt you can instead make an attack against an incoming attack (using the keep dice as indicated by the dodge chart).

Advantageous Cover

Double bonuses to Defense granted by [Cover](#). Cover grants +8 Defense, Partial Cover grants +4 Defense, and Improved Cover grants +16 Defense.

Officer of the Law

Against opponents you gain +2 to your keep dice when dealing damage.

Musical Courtesans

Formed by a group of idols who wished to have their own group of music-centric folks. This group isn't focused on going to battle or even doing anything truly major, but instead focuses on being an outlet for fellow musicians and artists to remain connected. Though some unsavory individuals are part of the network, their presence is overshadowed by the majority of regular people who are part of the Musical Courtesans.

Within Morta IV this group is mostly secret, having very little information about the inner workings of the organization known to the public. What is known about them is their steady amount of resources backing them and the fact that most popular musicians either know of them, or are part of the group itself. Despite its secret nature, this is more-so to protect the identities of the individuals behind it instead of to hide terrible acts committed by the group.

In order to join the Musical Courtesans you must be a popular musician, or be recommended to join the group by a popular musician.

Axe

Name	Price	Damage	Pen	Type	Range	Weight	Type	Special
Guitar Axe	400 G	4k2/4k2	2	2-Hand	Melee	6 lbs.	S	Brutish, Savage

Rockstar

Musicians who have achieved greater fame, and decided to take this fame to the battlefield to show everyone their prowess. Despite the name, not all are "rock"stars.

Prerequisites: Level 6+, Artisan (A musical instrument, dance, or sing) is trained

Level	Special Abilities	HP Gained	Atk/round
1 st	Audience	—	+0
2 nd	Song of Strength	—	+0
3 rd	Ballad of Bungling	+1	+0
4 th	Waltz of Weariness	+1	+0
5 th	Neverending Song	+1	+0
6 th	Jaunting Jazz	—	+1
7 th	Maleficent Metal	+1	+0
8 th	Roaring Rock	+1	+0
9 th	Sonorous Symphony	+1	+0
10 th	Ascended Fame	—	+0

Audience

Your visual-based abilities can instead be used so long as the person can hear you.

Song of Strength

Allies who can hear you gain a +1k1 on Strength-based rolls (including attack or damage). Performing this is a move action.

Ballad of Bungling

Once per day enemies within 6 squares roll twice and take the lower result for 1d5 rounds. Performing this is a move action.

Waltz of Weariness

Once per day make an Artisan vs. the Bodily Defense of enemies within 3 squares. On a hit, they are [fatigued](#) for 1d5 rounds. Performing this is a move action.

Neverending Song

When performing a song, double the duration. Otherwise it's a swift to perform.

Jaunting Jazz

Allies who can hear you gain a +2 sq. bonus to all move speeds.

Maleficent Metal

Once per day make an Artisan vs. the Mental Defense of enemies within 6 squares. On a successful hit, they are deafened for 1d5 rounds. Performing this is a move action.

Roaring Rock

Allies who can hear you gain a +4 to Mental Defense. Performing this is a move action.

Sonorous Symphony

Once per day you can activate two songs at once. Doing this increases the songs to a standard action (or Neverending Song decreases it to a move action).

Ascended Fame

When making skill rolls, you can substitute Artisan in place of the following skills: Deception, Knowledge (Any), Persuasion, and Use Computers. In addition to this any Artisan check you make explodes and rerolls 1s.

Order of Dawn

An organization formed by Dhampir long ago, and has been growing more and more popular as time goes on. The focus of the Order of Dawn is to fight vampires and their various creations. Dhampir and rebellious creations are barred from this classification, and Vampires who are unwillingly turned can seek refuge with the Order of Dawn, using their own powers to fight against those who have cursed them with their life of Undeath. The Vampire in question must take an oath not to sire more Vampires, and not to procreate and make more Dhampir.

The Order of Dawn has managed to successfully drive vampiric influences out of certain areas, reconquering planets which had been overtaken by Vampires, and then returning them to their original, rightful owners.

In order to join the Order of Dawn you must oppose Vampires and their influence. In addition to this, you must be trained by an Order of Dawn member for 1 year.

Organization Feats

Name	Prerequisite	Description
Vampire Hunter	—	You are able to easily track down vampires.
Turn Resistance	Endurance 4	You aren't easily turned into a vampire.
Turn Immunity	Endurance 8, Turn Resistance	You aren't susceptible to turning.

Name: Vampire Hunter

Prerequisites: None

Description: You gain a +1k0 bonus on Awareness checks made to track vampires, and to visually detect vampires.

Name: Turn Resistance

Prerequisites: Endurance 4

Description: If a vampire tries to turn you, you receive a +5 to Bodily Defense against this attempt.

Name: Turn Immunity

Prerequisites: Endurance 8, Turn Resistance

Description: You are completely immune to attempts made at turning you. In addition to this, effects which affect Bodily Defense made by a Vampire now receive the +5 to Bodily Defense against it that was previously granted by Turn Resistance.

Vampire Hunter

Seasoned fighters who specialize in combating and killing vampires without mercy.

Prerequisites: Level 8+, Turn Resistance

Level	Special Abilities	HP Gained	Atk/round
1 st	Poisonous Blood	—	+0
2 nd	Hunting Sense I	—	+0
3 rd	Holy Strike	+1	+0
4 th	Hunting Sense II	+1	+0
5 th	Sunlight Healing	+1	+0
6 th	Hunting Sense III	—	+1
7 th	Create Sunlight	+1	+0
8 th	Hunting Sense IV	+1	+0
9 th	Undead Stun	+1	+0
10 th	Vampire Slayer	—	+0

Poisonous Blood

Vampires who attempt to regain HP when biting you instead take damage.

Hunting Sense

You can detect creatures of the [undead](#) type within 4 squares of you. This increases by 4 squares for each tier this increases (to a maximum of 16 squares at 8th level).

Holy Strike

You can count your weapon as dealing holy damage for 1 minute once per day.

Sunlight Healing

You are healed by direct sunlight. This must be sunlight or effects which say they are considered sunlight. This heals 1 HP per round.

Create Sunlight

As a move action you can create a spotlight of direct sunlight on yourself. This sunlight lasts for a number of rounds equal to your Luck, and this can be used a number of times per day equal to half your Vampire Hunter level.

Undead Stun

Once per day you can make one of your attacks against a creature of the undead type stun the target on a successful hit rather than deal damage.

Vampire Slayer

Against opponents which are [Vampires](#) or similar creatures you increase the Penetration of the weapons you wield by your Vampire Hunter level (+10), and deal an additional +1k1 attack and damage.

Scarlet Knights of Hell

Servitors of Lucifer, selflessly fighting for his causes and purpose while remaining completely loyal. The Scarlet Knights are similar to the Corrupted Knights used by Banadar, save that their structure and purpose is different. Rather than being chosen Kendari for the purpose of service, Scarlet Knights are created by Lucifer to be loyal at birth and until death so that they may defend him if someone would ever attempt to usurp his throne. This is due to the naturally unstable nature of Hell and the many ambitious demon lords who would seek to take his title from him and become the new ruler.

Because of the nature of creation, Scarlet Knights never accept outsiders, no matter how loyal. To become a Scarlet Knight, Lucifer *must* have created you in order to serve him later. He could have made you as any Species he wanted, but some day you'll be his...

In order to join the Scarlet Knights of Hell you must take the "Born for Lucifer" trait.

Traits

Name	Description
Born for Lucifer	You're forever tied to Lucifer. After all, he made you...

Name: Born for Lucifer

Description: You are Lucifer's puppet, and cannot disobey your perfect master's orders. This trait gives you the qualification to join the Scarlet Knights of Hell, however if at any time you disobey or question Lucifer's orders, you lose this trait and cannot get it back.

Polearm

Name	Price	Damage	Pen	Type	Range	Weight	Type	Special
Hell's Pitchfork	150 G	4k2	2	1-Hand	Melee	4 lbs.	P	Reach, Savage

Armor Pieces

Name	Price	Def	AtD	AP	SF	Speed	Weight	Lo
Scarlet Knight Helm	15 G	3	—	-1	0%	—	1 lbs.	Head
Scarlet Knight Plate	250 G	6	+2	-4	20%	-1 sq.	26 lbs.	Body
Scarlet Knight Gloves	20 G	2	—	-1	15%	—	1 lbs.	Arms
Scarlet Knight Boots	20 G	2	—	-1	0%	-1 sq.	1 lbs.	Legs

Scarlet Knight

Specialized followers of Lucifer who seek to enact his will across the galaxy.

Prerequisites: Level 8+, Proficiency with more than Simple Weapons

Level	Special Abilities	HP Gained	Atk/round
1 st	Hell's Brand	—	+0
2 nd	Forked Tongue	+1	+0
3 rd	Spaded Tail	+1	+0
4 th	Fire Immunity	+1	+1
5 th	Enmity	+1	+0
6 th	Soul Vision	+1	+0
7 th	Taste for Sin	+1	+0
8 th	Fire Absorption	+1	+1
9 th	Damn Soul	+1	+0
10 th	Lucifer's Dog	+1	+0

Hell's Brand

You are counted as a demon for the purpose of effects which benefit or harm demons.

Forked Tongue

Deception checks you make explodes. This does not include making a [feint](#).

Spaded Tail

You grow a tail natural weapon that doesn't deal damage, but instead trips on a hit.

Fire Immunity

You are immune to fire damage, and becomes Fire Absorption at 8th level.

Enmity

If an opponent has damaged you within the last 24 hours, you gain a +1k0 to hit/damage against them.

Soul Vision

Those you have line of sight to you can see their soul and determine where they will go when they die. In addition to this you gain a +1k0 to Awareness vs. Stealth.

Taste for Sin

Once per day you can commit a grievous sin as a move action, and recover 4 HP.

Damn Soul

Damn an enemy within 6 squares for 1 minute once per day. This deals -1 Soak to the opponent that is damned (minimum of 1).

Lucifer's Dog

You can once per day negate death if an attack would hit you. Upon doing this you recover up to ½ HP.

Blood Hunters

Galactic Bounty Hunters who possess a wide breadth of resources to fund their crime ring. The bounties that can be set for the Blood Hunters are only limited by the imagination of the person setting the price on the person's head. Though they are criminals, the Interplanetary Police Force has trouble arresting them due to their massive connections and their ability to avoid detection for extended periods of time.

Those who join the Blood Hunters aren't only profit seekers, but those who look for thrill in what they do. Adventure and bounty hunting both line up together due to needing to be constantly on the road, and the prevalence of combat in the lives of both types of individuals.

In order to join the Blood Hunters you must either be recommended by a senior member of the Blood Hunters, or complete a job set up by a senior member to test your performance. Afterwards you will be evaluated to check your allegiance.

Bounty Hunting Gear

Names	Price	Weight
Gravity Bolas	5 G	2 lbs.
Jetpack	500 G	30 lbs.

Name: Bola

Price: 5 G | **Weight:** 2 lbs.

Description: This can be thrown as a ranged simple weapon. On a hit it deals no damage, and instead trips upon a successful hit. A successful Acrobatics check (DC 25) is needed to escape the contraption. Until this is done, the opponent remains tripped.

Name: Jetpack

Price: 500 G | **Weight:** 30 lbs.

Description: While this is worn it can be activated as a swift action. Once activated it grants you a fly speed of 6 squares until the end of your turn. Jetpacks have enough fuel to last 10 rounds of continuous use, and keeping a jetpack active past the first round of use doesn't require a swift action to re-activate it. Jetpacks must be charged for 1 hour after usage in order to recover the 10 rounds of fuel.

Alternatively, non-electric jetpacks can be purchased which require 100 G to refuel it, however recovering the 10 rounds of fuel only takes a full-round action if you have the fuel on-hand.

Bounty Hunter

Hunters who specialize in tracking down people for cash, fame, and glory.

Prerequisites: Level 5+, proficiency in a single exotic weapon

Level	Special Abilities	HP Gained	Atk/round
1 st	For the Profit	—	+0
2 nd	Notorious	—	+0
3 rd	Slow Target	+1	+0
4 th	On the Hunt	+1	+0
5 th	Never Lose Track	+1	+0
6 th	Down and Out	—	+1
7 th	Won't Go Down	+1	+0
8 th	Profitable Bounty	+1	+0
9 th	Symbol of Fear	+1	+0
10 th	Master of the Hunt	—	+0

For the Profit

If the target has a price on their head and you're currently hunting them, +1k1 to hit.

Notorious

Gain a +1k0 to Persuasion. and Persuasion (Intimidate) checks explode for you.

Slow Target

Once per encounter after making a successful attack, you can reduce the target's move speed by half for 1d5+2 rounds.

On the Hunt

This is similar to *For the Profit* except you gain a +1k1 to damage instead.

Never Lose Track

You gain a bonus on Awareness checks to track those you're hunting. This bonus is equal to your Bounty Hunter level.

Down and Out

When dealing nonlethal damage, opponents are also staggered for 1 round.

Won't Go Down

Once per encounter negate any sleep, paralysis, stunning, or staggering effects.

Profitable Bounty

Rewards for bounties you take increase by 50% rounded down.

Symbol of Fear

Once per day all enemies within 6 squares can be made shaken.

Master of the Hunt

You increase the bonuses from *For the Profit* and *On the Hunt* to +2k1.

Cerulean Grimoire

A strange group of cultists with a strange motive, the Cerulean Grimoire is owned by Zach Theosen and Eizien Fvala - twin scientists with an unknown motive. The Cerulean Grimoire creates clones and various other alchemical creations, and are known to be very skilled at creating Dimensional Gates. The Cerulean Grimoire is extremely limited, though extremely powerful. Their members are scattered around Heion and Bergulsh mainly, and these two places are frequented regularly by members of the Cerulean Grimoire.

The grand motive of the Cerulean Grimoire is unknown to the public and even most Cerulean Grimoire members, however there's one goal that's widely known: they are gathering people together to eventually lead them to another realm entirely. One that is "new" and where everyone is "completely equal".

In order to join the Cerulean Grimoire you must get in contact with a senior member of the organization and complete an interview sanctioned by the senior member.

Organization Feats

Name	Prerequisite	Description
Scalpel's Blade	Weapon Focus (Swords)	You inflict penalties with your attacks.
Skilled Technomancer	Knowledge (Technology) trained	You can substitute certain skills.

Name: Scalpel's Blade

Prerequisites: Weapon Focus (Dagger or Kukri)

Description: When dealing damage with a Dagger or Kukri you can inflict a -2 to Defense against the target of the attack. This only takes place if damage is dealt with the attack. This penalty to Defense lasts for 1d5 rounds.

Name: Skilled Technomancer

Prerequisites: Knowledge (Technology) is trained

Description: When rolling Heal, Knowledge (Magic), Knowledge (Dark Magic), Knowledge (Religion), Spellcraft, or Use Magic Device you can substitute the checks with what you'd roll for Knowledge (Technology) instead.

Soul Scientist

Hunters who specialize in tracking down people for cash, fame, and glory.

Prerequisites: Level 8+, Smarts 4+, Resistance 4+

Level	Special Abilities	HP Gained	Atk/round
1 st	Invigorated Spirit	—	+0
2 nd	Soul Talent	—	+0
3 rd	Blazing Soul	+1	+0
4 th	Soul Talent	+1	+0
5 th	Spirit Tamper	+1	+0
6 th	Soul Talent	—	+1
7 th	Tempered Mind	+1	+0
8 th	Soul Talent	+1	+0
9 th	Ghostly Anchor	+1	+0
10 th	Absorb Soul	—	+0

Invigorated Spirit

You gain a +2 to Mental Defense. In addition to this, you're immune to fear effects.

Soul Talent

At 2nd level and every even level (except 10th) you receive a Soul Talent.

Focus: Spend a full-round action. After this, the first roll you make explodes.

Æther: Allies within 6 squares gain a +1 to all Defenses.

Unarmored Fool: While unarmored gain ½ Resistance + 1 to all body Deflection.

Crazed: So long as you only have one Mental Disorder, it doesn't affect you.

Frenzied: Effects which inflict confusion instead grant you +1k0 to attack.

Blazing Soul

On melee attacks, use Magic in place of Strength for damage if it's higher.

Spirit Tamper

Make a Resistance attack against the Mental Defense an enemy within 6 squares. On a hit, they take -1 Magic and Resistance for a number of rounds equal to your Smarts.

Tempered Mind

You gain a +5 to Mental Defense against mind-affecting effects.

Ghostly Anchor

You are immune to spells and effects which forcibly teleport or move you.

Absorb Soul

Spirit Tamper stacks with itself now. If the opponent reaches 0 Magic or Resistance due to this, heal 10 HP.

The Fractured Empire

The remnants of a recently destroyed empire, this group is made up of those wishing to revive the empire to its former glory beyond the current disorganized state it's in. Before being splintered by the efforts of Heion's Interplanetary Police Force, the empire once had staked claim to a good portion of the galaxy. In its height, it owned over a couple dozen populated planets. Now it has been pushed back to its homeworld and a few neighboring planets who willingly chose to remain a part of the empire.

Recently the splintering of the empire has led to an outcry which took the shape of a rebellion on some planets Heion tried to shake from the empire's control. Now there are a group of imperial loyalists joining the cause to fight against Heion to potentially take back the planets they had once lost.

In order to join the Fractured Empire, you must become a citizen. This is a yearlong process. Alternatively you must have been born within their territory.

Organization Feats

Name	Prerequisite	Description
Squad Fighter	—	You are trained in fighting with a team.
Squad	Pupil , Level 9	You have a group of allies working for you.

Name: Squad Fighter

Prerequisites: None

Description: So long as you have an ally within 6 squares of you, you gain a +1 to Defense and Avoid.

Name: Squad

Prerequisites: [Pupil](#), Level 9

Description: Instead of the cohort that is gained through the Pupil feat you instead receive a number of squad mates equal to half your level. These squad mates each have a level equal to $\frac{1}{4}$ your current level. Your cohort gained through the Pupil feat is no longer tied to you. At the GM's discretion the Pupil may still be associated with you, but this doesn't mean they are under your command anymore.

Imperial Officer

High ranking soldiers who command their troops in battle.

Prerequisites: Level 5+, Persuasion is trained

Level	Special Abilities	HP Gained	Atk/round
1 st	Command	—	+0
2 nd	Obfuscation	—	+0
3 rd	Heated Escape	+1	+0
4 th	Calculated Defense	+1	+0
5 th	Troops	+1	+0
6 th	Military Ties	—	+1
7 th	Hero of Battle	+1	+0
8 th	Inspiring Icon	+1	+0
9 th	Rally	+1	+0
10 th	Tactical Commander	—	+0

Command

Grant an ally within 6 squares a bonus equal to your Smarts on an attack, skill check, or Defense for 1 round. This is a move action that can be used once per turn.

Obfuscation

Make an attack using Smarts to hit against an enemy within 6 squares. On a hit the enemy is confused for 1d5 rounds. This can be used once per day.

Heated Escape

Once per day all allies who can see you can move twice on their turn.

Calculated Defense

Gain a bonuses to Defense and Avoid equal to Smarts.

Troops

Gain the *Squad* feat as a bonus feat. In addition to this, add Smarts to the squad limit.

Military Ties

You gain a 10% discount on equipment bought within imperial space.

Hero of Battle

Once per day a roll you make can explode. This can be used on any type of roll.

Inspiring Icon

Allies within 6 squares of you gain a +2 to all Defenses.

Rally

Once per day an ally within 6 squares of you can make their own roll explode.

Tactical Commander

Allies within 6 squares increase the highest bonus they're receiving by 1.

The Tenth Crusaders

Originally a rag-tag group of religious fanatics, The Tenth Crusaders are now a large group of warriors for YHVH and seeking to rid the galaxy of Lucifer's hellish troops. As more planets fell to Lucifer's control, The Tenth Crusader's forces grew with rebels taking up arms to bring down the threat that has taken their home.

Though fanatic, the organization itself does not advocate for violence against other religions aside from Lucifer. This is because the decree from YHVH is *only* to fight Lucifer's nefarious religion. Attacks on other non-affiliated religions are taken as direct attacks on YHVH himself, and are dealt with extremely harshly.

In order to join The Tenth Crusaders you must worship YHVH and/or wish to drive out Lucifer from the galaxy.

Organization Feats

Name	Prerequisite	Description
Demon Hunter	—	You are adept at killing demons.
Righteous Lance	Weapon Focus (Polearms)	Your lance spears through the hide of demons.

Name: Demon Hunter

Prerequisites: None

Description: You gain a +1k0 on Awareness checks to hunt and tracks demons as well as a +1k0 to hit when attacking a demon.

Name: Righteous Lance

Prerequisites: Weapon Focus (Polearms)

Description: Against demons any Lance you wield gains a +4 to the Penetration, and in addition to this you deal triple damage on a charge with a Lance rather than the double damage from the Jousting property.

Sentinel

Paladins for YHVH who fight abominations which wish to turn man to sin.

Prerequisites: Level 8+, worship YHVH, proficiency in more than simple weapons

Level	Special Abilities	HP Gained	Atk/round
1 st	Holy Champion	—	+0
2 nd	The Lord's Prayer	+1	+0
3 rd	Symbol of His Love	+1	+0
4 th	Unwavering Faith	+1	+1
5 th	Conduit of Light	+1	+0
6 th	Beyond Temptation	+1	+0
7 th	Bless Weapon	+1	+0
8 th	His Will	+1	+1
9 th	Honorable Combat	+1	+0
10 th	Deliver from Sin	+1	+0

Holy Champion

Whenever you deal holy damage from a spell or weapon, deal +5 more holy damage.

The Lord's Prayer

As a full-round action once per day you can pray. Afterwards, your next roll explodes.

Symbol of His Love

Pick an object you own. While held or worn this grants you a +2 to Mental Defense.

Unwavering Faith

You are immune to mind-affecting effects which force you to commit sins.

Conduit of Light

Healing spells and effects recover +1 more HP than you usually recover.

Beyond Temptation

You gain a +5 to Mental Defense against Deception and Persuasion attempts.

Bless Weapon

Once per day you can make any weapon you wield deal holy damage for 1 minute.

His Will

Bonuses granted to you by allies increase by 1. This only affects the strongest one affecting you at a time.

Honorable Combat

Once per day designate a foe. Opponents that aren't this foe take a -5 to hit you.

Deliverer from Sin

Once per day you can hit a demon or undead. If you deal damage, this enemy cannot benefit from healing effects for 1 day per damage dealt (after Soak is applied).

Chapter 16: Simple Bestiary

The following is a miniature Bestiary including some generic monsters, templates, and NPCs one can find within the world. A full Bestiary will be included in *The Fade Tabletop: Encounters & Monsters*.

Monsters have an “Effective Level”, though they lack a class. Monsters that receive natural attacks (Bite, Claw, etc.) can make all of these natural attacks on a full-round action and take the penalties for Two-Weapon Fighting onto the attacks made. If the natural attacks offered are two of the same type (2 Claws, 2 Wings, etc.) the attack can be made twice for that type of attack.

Monster Template

Name

Type (Subtype); Size: 0; Effective Level: 0

Defenses

HP: 0 | MP: 0 | Soak: 0

Defense: 10 (VM: 10) | Avoid: 10 (VM: 10)

Mental Defense: 10 (VM: 10) | Bodily Defense: 10 (VM: 10)

Head: 0 | Body: 0 | Arms: 0 | Legs: 0

Offense

Speed: 6 sq. (Land)

Melee: Attack 1k1 (1k1 bludgeoning damage)

Space: 1x1 | Reach: 1

Statistics

STR: 1, MAG: 1, END: 1, RES: 1, SRT: 1, AGI: 1, LUK: 1

Feats: N/A

Skills: N/A

Gear: N/A

Language: N/A

Special Abilities: N/A, N/A

On *Feats*, if it is listed as “B”, it is a racial bonus feat. This is usually added to increase the strength or versatility of the monsters.

Nonheroic NPC

Some NPCs are regarded as being “nonheroic”, denoting that they have no “class” but are instead generic NPCs. Most non-combatant NPCs are nonheroic. Below is the basis of the “Nonheroic” class.

Nonheroic

Your everyday townsfolk, peasantry, and individuals who just want to get by in life without causing too much trouble. They tend to avoid the dangers of adventuring.

4 Hit Points

4 Skill Points

0 Soak

Level	Special Abilities	HP Gained	Atk/round
1 st	—	—	1
2 nd	—	+1	1
3 rd	Bonus Feat	—	1
4 th	—	+1	1
5 th	—	—	1
6 th	Bonus Feat	+1	1
7 th	—	—	1
8 th	—	+1	1
9 th	Bonus Feat	—	1
10 th	—	+1	1
11 th	—	—	2
12 th	Bonus Feat	+1	2
13 th	—	—	2
14 th	—	+1	2
15 th	Bonus Feat	—	2
16 th	—	+1	2
17 th	—	—	2
18 th	Bonus Feat	+1	2
19 th	—	—	2
20 th	—	+1	2

Weapon and Armor Proficiency

Nonheroics gain proficiency with Simple weapons, and one weapon type (except exotic). They’re not proficient with armor.

Bonus Feats

Nonheroics receive a Bonus Feat at 3rd level and every 3 levels thereafter. This Bonus Feat must be spent gaining a General Feat, Bar-Room Brawler, Dodge, Gun Club, Improved Initiative, Martial Arts, Prone Shuffle, Step Up, or Weapon Focus.

Alien

Aliens is subjective from planet to planet, however the creature classification is specifically covering creatures which have bizarre anatomy or strange abilities. Outer Gods, Great Old Ones, and some other primordial entities tied to the dark gods also fit into the categories of aliens. These monsters are typically not linked to the dark magic the Elder Gods infuse them with, and are instead their own beings entirely.

Features

- 6 HP (HP progression as per [Rogue](#)) | +1 Soak
 - Attacks per Level as per [Rogue](#) (with weapons only)
 - Skill Ranks as per [Soldier](#) (Doesn't add Smarts to Skill Ranks)
 - Darkvision 12 squares
 - Proficient with Simple weapons (if it is capable of wielding weapons) and any weapons listed in its description
 - Aliens breathe, eat, and sleep
-

Alien Creatures

- Eye Stalker
- Gray
- Reptilian
- Shoggoth
- Great Race of Yith

Eye Stalker

Floating eyeballs with various stalks at the back, Eye Stalkers use psychic magic to control their enemies and destroy their minds.

Eye Stalker

Alien; **Size:** 3; **Effective Level:** 5

Defenses

HP: 12 | **MP:** 15 | **Soak:** 4

Defense: 20 (VM: 26) | **Avoid:** 18 (VM: 24)

Mental Defense: 17 (VM: 23) | **Bodily Defense:** 18 (VM: 24)

Head/Body: 2 | **Arms/Legs:** 1

Offense

Speed: 8 sq. (Fly)

Melee: 4 Tentacles 4k2 (4k2 bludgeoning damage), Finesse

Space: 1x1 | **Reach:** 2

Statistics

STR: 1, **MAG:** 6, **END:** 3, **RES:** 6, **SRT:** 2, **AGI:** 4, **LUK:** 2

Feats: Rebounding Spell, Second Wind

Skills: Knowledge (Magic, Dark Magic) 2k1+5, Heal 6k3+5, Spellcraft 2k1+5, Use Computers 2k1+5, Use Magic Device 6k3+5

Gear: N/A

Language: Aklo

Special Abilities: Psychic, All-Around Vision

Psychic: Eye Stalkers are able to cast psychic spells. They can cast Overload Mind, Telekinetic Spear, Psi Sense, Move Object, Mind Reading, Fling, Thought Transfer, Open the Veil.

All-Around Vision: Eye Stalkers cannot be flanked. They only have one eye however, and any effects which blind the Eye Stalker blind them permanently.

Gray

Little gray aliens, their small stature being made up for with their tenacity. Grays look to study other humanoids, and will probe their body in any way they can...

Gray

Alien (Gray); Size: 2; Effective Level: 2

Defenses

HP: 10 | MP: – | Soak: 3

Defense: 21 (VM: 25) | Avoid: 20 (VM: 24)

Mental Defense: 21 (VM: 25) | Bodily Defense: 19 (VM: 23)

Head: 0 | Body: 0 | Arms: 0 | Legs: 0

Offense

Speed: 4 sq. (Land)

Ranged: Laser Pistol 7k2 (6k3 bludgeoning damage, 2 PEN), Semi, Accurate

Space: 1x1 | Reach: 1

Statistics

STR: 2, MAG: 1, END: 4, RES: 4, SRT: 5, AGI: 5, LUK: 2

Feats: Weapon Focus (Pistols)

Skills: Acrobatics 5k2+2, Awareness 5k2+2, Drive 5k2+2, Knowledge (Astronomy, Humanoids, Technology) 5k2+2, Persuasion 2k1+2, Spellcraft 5k2+2, Stealth 5k2+2

Gear: Laser Pistol

Language: Aklo

Special Abilities: Impressive Mind, Minor Teleport

Impressive Mind: When targeted with Mind-Affecting spells, the character casting the spell takes 5k2 damage (the Gray's Smarts). If this would knock the caster unconscious, the spell fails instead.

Minor Teleport: As a swift action once per encounter the Gray can teleport to a square within 12 squares.

Grays as PCs: It is possible to play Grays as PCs without affecting balance too much. PC Grays gain the Special Abilities as normal, rely on a class rather than their Species for HP/Soak, Attacks per Level, Skills, and Proficiencies. Grays receive a +1 SRT, AGI, have 2 Size. **The Bestiary Gray's stats aren't accurate to the playable PC Gray.**

Reptilian

Expert disguisers who utilize their own natural ability to transform as a way to appear as other species.

Reptilian

Alien (Reptilian); Size: 5; Effective Level: 3

Defenses

HP: 12 | MP: – | Soak: 6

Defense: 19 (VM: 21) | Avoid: 15 (VM: 17)

Mental Defense: 19 (VM: 21) | Bodily Defense: 21 (VM: 23)

Head: 5 | Body: 5 | Arms: 5 | Legs: 5

Offense

Speed: 6 sq. (Land)

Ranged: Steel Battle Axe 6k3 (7k4 bludgeoning damage, 1 PEN), +1 STR (6 STR), Brutish

Space: 2x2 | Reach: 2

Statistics

STR: 5, MAG: 1, END: 5, RES: 2, SRT: 3, AGI: 2, LUK: 4

Feats: Weapon Focus (Axes), Never Give Up

Skills: Awareness 3k1+3, Deception 7k3+6, Fortitude 5k2+3, Knowledge (History, Tactics, Technology) 3k1+3, Use Computers 3k1+3

Gear: Steel Battle Axe

Language: Aklo

Special Abilities: Thick Hide, Perfected Transformation

Thick Hide: Reptilians gain their Endurance as Natural Deflection to all body parts.

Perfected Transformation: Reptilians add their Smarts and Luck together for the purpose of calculating Deception, and double their level for the level bonus when Deception is trained. Deception checks made to disguise can be done as a swift action, and doesn't require any tools to be disguised.

Shoggoth

Shoggoths are black, lumbering slime-like monsters covered in eyes and mouths. It attacks all prey it can, and manages to spread its filthy sludge upon the ground everywhere it walks.

Shoggoth

Alien (Cthonic); **Size:** 6; **Effective Level:** 18

Defenses

HP: 44 | **MP:** — | **Soak:** 7

Defense: 22 (VM: 26) | **Avoid:** 22 (VM: 26)

Mental Defense: 16 (VM: 20) | **Bodily Defense:** 23 (VM: 27)

Head: 2 | **Body:** 12 | **Arms:** 4 | **Legs:** 4

Offense

Speed: 6 sq. (Land), 6 sq. (Climb), 8 sq. (Swim)

Melee: 2 Bites 6k3 (10k4 bludgeoning damage, 4 PEN); Savage

Melee: 2 Tentacles 6k3 (8k3 bludgeoning damage, 1 PEN); Grapple

Space: 3x3 sq. | **Reach:** 3 sq.

Statistics

STR: 10, **MAG:** 1, **END:** 8, **RES:** 4, **SRT:** 1, **AGI:** 6, **LUK:** 2

Feats: Toughness^B, Combat Reflexes, Ground Shatter, Improved Maneuver (Grapple), Lasting Strike, Power Strike, Vicious Stratagem

Skills: Acrobatics 10k5+18, Awareness 3k2+18

Gear: N/A

Language: Aklo

Special Abilities: Unstoppable, Maddening Visage, Absorb

Unstoppable: Shoggoths are immune to penalties to attack or damage, and effects which would hinder their movement.

Maddening Visage: Upon first seeing a Shoggoth, everyone seeing it takes 1 point of Sanity damage.

Absorb: If a character is killed by the Shoggoth while grappled, they are absorbed into the Shoggoth and the Shoggoth heals ½ their Endurance in HP.

Great Race of Yith

Expert disguisers who utilize their own natural ability to transform as a way to appear as other species.

Reptilian

Alien (Cthonic); Size: 5; Effective Level: 10

Defenses

HP: 18 | MP: – | Soak: 6

Defense: 18 (VM: 24) | Avoid: 14 (VM: 20)

Mental Defense: 21 (VM: 27) | Bodily Defense: 21 (VM: 27)

Head: 2 | Body: 10 | Arms: 2 | Legs: 10

Offense

Speed: 4 sq. (Land)

Melee: 2 Pincers 8k4 (6k4 bludgeoning damage, 4 PEN), +2 STR (8 STR), Brutish

Space: 2x2 | Reach: 2

Statistics

STR: 6, MAG: 8, END: 6, RES: 6, SRT: 6, AGI: 2, LUK: 2

Feats: Blood Bath, Lasting Strike, Slow and Steady, Never Give Up, Improved Initiative

Skills: Awareness 6k3+10, Knowledge (Astronomy, History, Humanoids, Magic, Dark Magic, Religion, Technology) 6k3+10, Spellcraft 6k3+10, Use Magic Device 6k3+10

Gear: N/A

Language: Aklo

Special Abilities: Mind Swap, Scholarly Mind

Mind Swap: As a full-round action the Yithian can swap its mind with another person. This affects a target within 6 squares, and the attack is made at an 8k4 (using Magic to-hit). This attack is made against the target's Mental Defense, and on a successful hit the minds of the two beings swap permanently.

Scholarly Mind: All Knowledge checks Yithians make receive a +2k0 bonus.

Animal

Living, non-human beings without magic or sentience beyond primal instinct. Many creatures fall into the category of being animals, including humans when it comes to scientific classification (however to separate those with the intelligence, animals and humanoids are separated along with animals and magical beasts being separated). Of the animals that exist, dinosaurs and megafauna are some of the most dangerous, though they are also rare depending on the planet. Some planets such as Earth dinosaurs and megafauna are all but extinct save for a few examples scientists may not have uncovered. On Bergulsh, these aren't extinct but are instead isolated to small regions.

Features

- 6 HP (HP progression as per [Rogue](#)) | +1 Soak
 - Attacks per Level as per [Rogue](#) (with weapons only)
 - Skill Ranks as per [Chaplain](#) (Doesn't add Smarts to Skill Ranks)
 - Smarts cap of 2
 - Proficient with Simple weapons (if it has opposable thumbs)
 - Animals breathe, eat, and sleep
-

Animal Creatures

- Bear
- Dog
- Cat
- Fox
- Horse

Bear

Bears are common animal foes due to their territorial nature. Some run from foes, and others attack immediately.

Bear

Animal; Size: 5; Effective Level: 4

Defenses

HP: 18 | MP: – | Soak: 6

Defense: 19 (VM: 20) | Avoid: 16 (VM: 17)

Mental Defense: 16 (VM: 17) | Bodily Defense: 21 (VM: 22)

Head: 1 | Body: 4 | Arms: 1 | Legs: 1

Offense

Speed: 6 sq. (Land)

Melee: Bite 8k3 (6k3 piercing damage, 2 PEN), Brutish, Savage

Melee: 2 Claws 8k3 (5k2 slashing damage, 1 PEN), Brutish, Savage

Space: 2x2 | Reach: 2

Statistics

STR: 6, MAG: 1, END: 6, RES: 1, SRT: 1, AGI: 3, LUK: 2

Feats: Toughness, Weapon Focus (Simple),

Skills: Acrobatics 6k3+4, Awareness 3k2+4

Gear: N/A

Language: N/A

Special Abilities: Tough It Out, Keen Sight

Tough It Out: Bears double their Endurance to Bodily Defense, and add half Endurance to Defense (but not Avoid).

Keen Sight: Bears receive a +2k1 to Awareness checks.

Dog

Less aggressive than their non-domesticated counterpart the wolves, Dogs are “man’s best friend”, serving as faithful companions to regular folk from all regions.

Dog

Animal; Size: 2; Effective Level: 1

Defenses

HP: 10 | MP: – | Soak: 3

Defense: 20 (VM: 21) | Avoid: 20 (VM: 21)

Mental Defense: 17 (VM: 18) | Bodily Defense: 19 (VM: 20)

Head: 0 | Body: 0 | Arms: 0 | Legs: 0

Offense

Speed: 8 sq. (Land)

Melee: Bite 5k2 (3k3 piercing damage), Finesse

Space: 1x1 | Reach: 1

Statistics

STR: 2, MAG: 1, END: 4, RES: 1, SRT: 2, AGI: 5, LUK: 1

Feats: Skill Focus (Awareness)

Skills: Acrobatics 7k3+1, Awareness 1k1+1

Gear: N/A

Language: N/A

Special Abilities: Fleet of Paw, Keen Smell

Fleet of Paw: Dogs can once per day grant an additional +1d5 to their land speed. This lasts until the end of an encounter, and activating this is a free action on their turn.

Keen Smell: When making Awareness checks related to smell, Dogs gain a +2k1 and a +10 bonus to the check.

(Rabies: Some dogs are infected with rabies, and may infect their target. On a successful bite attack, make an additional attack against the opponent’s Bodily Defense using the same to-hit roll as the bite. If this hits, the target is infected with rabies.

Those infected with rabies (including the dog) they take a -1 to Smarts and -1 to Endurance each day until they are cured of the rabies.)

Cat

Cats are incredibly lucky and are relatively independent creatures. The second most common pet next to dogs, cats tend to have more “personality” than dogs.

Dog

Animal; Size: 1; Effective Level: 1

Defenses

HP: 7 | MP: – | Soak: 2

Defense: 23 (VM: 24) | Avoid: 21 (VM: 22)

Mental Defense: 18 (VM: 19) | Bodily Defense: 17 (VM: 18)

Head: 0 | Body: 0 | Arms: 0 | Legs: 0

Offense

Speed: 6 sq. (Land)

Melee: Bite 5k2 (3k3 piercing damage), Finesse

Melee: 2 Claws 5k2 (3k2 slashing damage), Finesse

Space: 1x1 | Reach: 0

Statistics

STR: 1, MAG: 1, END: 1, RES: 1, SRT: 2, AGI: 5, LUK: 6

Feats: Skill Focus (Acrobatics)

Skills: Acrobatics 8k4+1, Awareness 2k1+1

Gear: N/A

Language: N/A

Special Abilities: Grace, Pounce

Grace: Cats only ever suffer 1 damage from falling damage.

Pounce: On a charge Cats can make both claw attacks as if they were making this on a full-round attack. This reduces the to-hit of the attack by -2k0.

Fox

Viewed as tricksters by people, foxes are smart for animals and use their natural cunning to their advantage.

Fox

Animal; Size: 1; Effective Level: 1

Defenses

HP: 8 | MP: — | Soak: 2

Defense: 25 (VM: 33) | Avoid: 24 (VM: 32)

Mental Defense: 18 (VM: 26) | Bodily Defense: 18 (VM: 26)

Head: 0 | Body: 0 | Arms: 0 | Legs: 0

Offense

Speed: 8 sq. (Land)

Melee: Bite 6k3 (4k3 piercing damage), Finesse

Space: 1x1 | Reach: 0

Statistics

STR: 2, MAG: 1, END: 2, RES: 1, SRT: 2, AGI: 6, LUK: 8

Feats: Skill Focus (Acrobatics)

Skills: Acrobatics 6k3+1, Awareness 2k1+1

Gear: N/A

Language: N/A

Special Abilities: Fox's Luck, Agile Leap

Mystic Luck: Foxes gain their Luck as a bonus to all Defenses against magic as opposed to Resistance.

Agile Leap: Foxes can once per day jump up in the air, giving themselves a 'Fly Speed' equal to their Land Speed for the rest of the round.

Horse

The most common riding mount used by humans, horses are docile unless provoked, and unless trained as war mounts they prefer to stay away from combat.

Horse

Animal; Size: 5; Effective Level: 2

Defenses

HP: 12 | MP: – | Soak: 6

Defense: 19 (VM: 20) | Avoid: 18 (VM: 19)

Mental Defense: 16 (VM: 17) | Bodily Defense: 21 (VM: 22)

Head: 0 | Body: 0 | Arms: 0 | Legs: 0

Offense

Speed: 10 sq. (Land)

Melee: Bite 4k2 (5k3 piercing damage)

Melee: 2 Hooves 4k2 (4k2 bludgeoning damage)

Space: 2x2 | Reach: 1 (short reach)

Statistics

STR: 5, MAG: 1, END: 6, RES: 1, SRT: 1, AGI: 4, LUK: 1

Feats: Second Wind

Skills: Acrobatics 5k2+2, Fortitude 6k3+2

Gear: N/A

Language: N/A

Special Abilities: Burst of Speed, Riding Companion

Burst of Speed: Once per day a Horse can give themselves +4 to their move speed for the rest of their turn as a free action.

Riding Companion: If a horse is being ridden, they receive a +2 to Defense and Avoid.

Construct

Artificial creations given a form of sentience that lacks life, Constructs come in many shapes and sizes. Most resemble everyday objects or use everyday gear in their construction. Constructs also include robots and AI, creations of humans for the sake of servitude. Robots and AI sometimes have their own sentience beyond pre-set commands given to them by their creator, however viruses are the most common driving force to make robots and AI go against their master's wishes, causing them to harm those that they're supposed to be aligned with.

Features

- 8 HP (HP progression as per [Soldier](#)) | +2 Soak
 - Attacks per Level as per [Soldier](#) (with weapons only)
 - Skill Ranks as per [Chaplain](#) (Doesn't add Smarts to Skill Ranks)
 - Constructs add double their Size to HP.
 - Most constructs do not possess a soul, and thus lack Magic or Resistance scores.
 - Constructs have 0 Endurance and their Endurance cannot advance beyond 0.
 - Proficient with Simple weapons (if it is capable of wielding weapons)
 - Not healed/harmed by holy or unholy energy, and cannot be resurrected.
 - Immune to affects vs. BD/MD unless they'd affect objects; also immune to disease, fatigue, exhaustion, nonlethal damage, mind-affecting effects, paralysis, sleep, and poison effects.
 - Constructs do not need to breathe, eat, or sleep.
-

Construct Creatures

- Artillery Drone
- Attack Droid
- Golem
- Healing Bot
- Scarecrow

Artillery Drone

A stationary weapon mounted on a wall, ceiling, or floor. These are used as anti-personnel devices in buildings or ships which need protection.

Artillery Drone

Construct (Drone); Size: 1; Effective Level: 2

Defenses

HP: 11 | MP: — | Soak: 3

Defense: 25 (VM: 25) | Avoid: 10 (VM: 10)

Mental Defense: 20 (VM: 20) | Bodily Defense: 15 (VM: 15)

Base: 4 | Turret: 1

Offense

Speed: 0 sq. (Stationary)

Ranged: Plasma Rifle 5k2 (9k6 fire/electricity damage, 5 PEN), Semi, Auto

Space: 0x0 | Reach: 0

Statistics

STR: 1, MAG: —, END: —, RES: —, SRT: 5, AGI: 5, LUK: 1

Feats: Autofire Proficiency

Skills: Awareness 5k2+2

Gear: Plasma Rifle

Language: Single Human Language

Special Abilities: Stationary, Plasma Burst

Stationary: Artillery Drones do not add their Agility to Defense or Avoid, however they receive a +10 bonus to Defense.

Plasma Burst: As a full-round action a burst of plasma can be fired out, covering a 2x2 area instead of the normal single attack. This cannot be combined with Auto.

Attack Droid

Droids that specialize in combat, they are specially programmed to defend space stations and combat invading forces. They are also used by select militaries.

Attack Drone

Construct (Droid); **Size: 4; Effective Level: 2**

Defenses

HP: 17 | MP: — | Soak: 6

Defense: 20 (VM: 20) | Avoid: 20 (VM: 20)

Mental Defense: 18 (VM: 18) | Bodily Defense: 15 (VM: 15)

Head: 2 | Body: 2 | Arms: 2 | Legs: 2

Offense

Speed: 6 sq. (Land)

Melee: Chainsaw 5k2 (6k4 slashing/piercing damage, 5 PEN), Brutish, Sunder, Disarm, Savage

Space: 1x1 | Reach: 1

Statistics

STR: 5, MAG: —, END: —, RES: —, SRT: 3, AGI: 5, LUK: 2

Feats: Exotic Weapon Proficiency (Chainsword)

Skills: Awareness 3k1+2, Feats of Strength 5k2+2

Gear: Chainsword

Language: Single Human Language

Special Abilities: Planted Position, Resistant Alloy

Planted Position: As a swift action the Attack Droid can plant their feet firmly into the ground. While planted they cannot move from their position, however they cannot be prone through any means necessary (such as being pinned).

Resistant Alloy: Attack Droids have 10 Fire Resistance, and 5 Electricity Resistance.

Golem

A hulking stone figure stands firm, analyzing for foes in a constant surveillance. Golems attack whoever trespasses on the area designated by their creator.

Golem

Construct (Golem); **Size: 6; Effective Level: 8**

Defenses

HP: 27 | MP: — | Soak: 8

Defense: 17 (VM: 17) | Avoid: 14 (VM: 14)

Mental Defense: 16 (VM: 16) | Bodily Defense: 15 (VM: 15)

Head: 4 | Body: 4 | Arms: 4 | Legs: 4

Offense

Speed: 4 sq. (Land)

Melee: Voulge 10k4 (10k4+4 slashing damage, 0 PEN), Brutish, Sunder

Space: 3x3 | Reach: 3

Statistics

STR: 8, MAG: —, END: —, RES: —, SRT: 1, AGI: 2, LUK: 1

Feats: Weapon Focus (Polearms), Weapon Specialization (Polearms), Step Up, Scars of Valor

Skills: Acrobatics 8k4+8, Feats of Strength 8k4+8

Gear: Steel Voulge

Language: Single Human Language

Special Abilities: Stone Grip, Piece Together

Stone Grip: The Golem cannot be disarmed, and tripping the Golem receives a -1k0 to the check due to its size and bulk.

Piece Together: As a full-round action the Golem can start rebuilding itself, recovering half its level in hit points.

Healing Bot

A stationary healing bay that injects those around them with healing vials indiscriminately.

Healing Bot

Construct (Drone); Size: 3; Effective Level: 1

Defenses

HP: 15 | MP: — | Soak: 5

Defense: 25 (VM: 15) | Avoid: 10 (VM: 10)

Mental Defense: 16 (VM: 16) | Bodily Defense: 15 (VM: 15)

Base: 2 | Arms: 0

Offense

Speed: 0 sq. (Stationary)

Melee: Healing Needle 4k2 (2k1 piercing damage, 0 PEN)

Space: 1x1 | Reach: 1

Statistics

STR: 2, MAG: —, END: —, RES: —, SRT: 1, AGI: 4, LUK: 1

Feats: Toughness

Skills: Knowledge (Medical) 1k1+1

Gear: Cure Salve I (x5)

Language: Single Human Language

Special Abilities: Stationary, Injection Healing

Stationary: Healing Bots do not add their Agility to Defense or Avoid, however they receive a +10 bonus to Defense.

Injection Healing: So long as the Healing Bot injects a willing subject, they do not deal damage with their Healing Needle, and heals the target with one of the uses of a Cure Salve. Cure Salves can be inserted into Healing Bots to restore their uses, Healing Bots have a maximum storage of 10 Cure Salves. Alternatively, Soul Salves or other potions can be inserted into the Healing Bot.

Scarecrow

A stationary healing bay that injects those around them with healing vials indiscriminately.

Scarecrow

Construct (Golem); **Size: 4; Effective Level: 4**

Defenses

HP: 20 | MP: — | Soak: 6

Defense: 19 (VM: 19) | Avoid: 18 (VM: 18)

Mental Defense: 16 (VM: 16) | Bodily Defense: 15 (VM: 15)

Head: 0 | Body: 0 | Arms: 0 | Legs: 0

Offense

Speed: 6 sq. (Land)

Melee: Slam 4k2 (4k3 bludgeoning damage, -1 PEN), Finesse

Space: 1x1 | Reach: 1

Statistics

STR: 4, MAG: —, END: —, RES: —, SRT: 1, AGI: 4, LUK: 1

Feats: Toughness, Weapon Focus (Simple)

Skills: Acrobatics 4k2+4, Stealth 4k2+4

Gear: N/A

Language: Single Human Language

Special Abilities: Straw Body, Still Body

Straw Body: Against bludgeoning and piercing weapons, the Scarecrow receives 4 Deflection to all body parts. Slashing weapons still work as normal.

Still Body: Scarecrows can spend a full-round action to appear as if they are an inanimate object. They receive a +3k0 bonus to Stealth while in this state, and receives an additional +4 bonus to Stealth.

Dragon

One of the most ancient mortal beings in the galaxy, the innate strength Dragons possess allows them to rival many other mortal beings and even some immortals. Dragons end up being some of the most commonly represented and revered mortal beings in the galaxy, and calling someone dragon-like is understood to be a compliment due to the incredible strength behind dragon-kind. Alternatively it can be an insult to call someone a wyvern, equating them to a beast that looks honorable, but is truly a savage on the inside.

Features

- 10 HP (HP progression as per [Soldier](#)) | +2 Soak
 - Attacks per Level as per [Soldier](#) (with weapons only)
 - Skill Ranks as per [Chaplain](#) (Doesn't add Smarts to Skill Ranks)
 - Darkvision 12 squares
 - Immunity to magical sleep effects and paralysis
 - Proficient with Simple weapons (if it is capable of wielding weapons)
 - Dragons breathe, eat, and sleep
-

Dragon Creatures

- Divine Dragon
- Drake
- Elemental Dragon
- Sea Serpent
- Wyvern

Divine Dragon

Dragons who draw their powers from divine powers, utilizing their divine powers to smite their foes.

Divine Dragon

Dragon (Holy or Unholy); **Size:** 8; **Effective Level:** 15

Defenses

HP: 32 | **MP:** – | **Soak:** 10

Defense: 18 (VM: 24) | **Avoid:** 16 (VM: 22)

Mental Defense: 21 (VM: 27) | **Bodily Defense:** 23 (VM: 29)

Head: 4 | **Body:** 12 | **Arms:** 4 | **Legs:** 4

Offense

Speed: 6 sq. (Land), 8 sq. (Fly)

Melee: Bite 8k4 (11k4 piercing damage, 2 PEN), Brutish

Melee: 2 Claws 8k4 (10k3 slashing damage, 4 PEN), Brutish

Melee: 2 Wings 8k4 (10k3 bludgeoning damage, 0 PEN), Brutish

Melee: Tailslap 8k4 (10k4 bludgeoning damage, 0 PEN), Brutish

Space: 5x5 | **Reach:** 5

Statistics

STR: 8, **MAG:** 2, **END:** 8, **RES:** 6, **SRT:** 6, **AGI:** 3, **LUK:** 1

Feats: Blood Bath, Power Strike, Combat Reflexes, Great Charge, High Ground, Lasting Strike, To Pieces, Swift Slicing Motion

Skills: Feats of Strength 8k4+15, Knowledge (Religion) 6k3+15

Gear: N/A

Language: Draconic, and a Single Human Language

Special Abilities: Divine Light, Divine Breath

Divine Light: Divine Dragons can only be killed by a divine energy type opposite to their own. (A Holy Divine Dragon can only be truly killed by Unholy damage, and vice versa).

Divine Breath: As a standard action a Divine Dragon can unleash a 12 square cone of the divine element they are associated with. This can be used to heal or harm the associated creatures that would be healed or harmed by the divine energy type. Healing or harming must be chosen before the breath is rolled, and the breath weapon deals 8k4 points of damage (or healing), and is affected by Endurance.

Drake

Smaller dragons that are typically used as mounts by skilled trainers, Drakes are a subspecies of dragons despite looking similar to a draconic youth.

Drake

Dragon (Drake); **Size:** 4; **Effective Level:** 6

Defenses

HP: 19 | **MP:** – | **Soak:** 6

Defense: 21 (VM: 23) | **Avoid:** 20 (VM: 20)

Mental Defense: 17 (VM: 19) | **Bodily Defense:** 19 (VM: 21)

Head: 1 | **Body:** 4 | **Arms:** 1 | **Legs:** 1

Offense

Speed: 3 sq. (Land), 6 sq. (Fly)

Melee: Bite 5k2 (5k3 piercing damage, 1 PEN), Reach, Deadly, Grapple

Space: 1x1 | **Reach:** 1 (2 with Bite)

Statistics

STR: 5, **MAG:** 1, **END:** 4, **RES:** 2, **SRT:** 2, **AGI:** 5, **LUK:** 2

Feats: Blood Bath, Power Strike, Vicious Stratagem

Skills: Feats of Strength 5k2+6, Stealth 5k2+6

Gear: N/A

Language: Draconic

Special Abilities: Slithering Form, Crushing Maw

Slithering Form: As a swift action a Drake can plant themselves to the ground, using their wings to help them move alongside their arms. This increases their land speed to 6 squares, but in order to fly they must spend a swift action to exit the stance.

Crushing Maw: On a bite check, a Drake can make a grapple check immediately after if they hit with the bite. On a successful grapple check thereafter, the target of the bite takes a -1k0 to all Strength and Agility checks while grappled in its maw. Bite damage can be dealt on the start of its next turn immediately, however it cannot make its bite so long as it's grappling with it.

Elemental Dragon

Dragons associated with arcane or psychic elements, their power comes from their blood being seeped with said magical power inherently.

Elemental Dragon

Dragon (Single arcane/psychic element); **Size: 8; Effective Level: 15**

Defenses

HP: 34 | **MP:** – | **Soak:** 11

Defense: 18 (VM: 20) | **Avoid:** 14 (VM: 16)

Mental Defense: 19 (VM: 21) | **Bodily Defense:** 25 (VM: 27)

Head: 4 | **Body:** 12 | **Arms:** 4 | **Legs:** 4

Offense

Speed: 6 sq. (Land), 8 sq. (Fly)

Melee: Bite 10k5 (12k4 piercing damage, 2 PEN), Brutish

Melee: 2 Claws 10k5 (11k3 slashing damage, 4 PEN), Brutish

Melee: 2 Wings 10k5 (11k3 bludgeoning damage, 0 PEN), Brutish

Melee: Tailslap 10k5 (11k4 bludgeoning damage, 0 PEN), Brutish

Space: 5x5 | **Reach:** 5

Statistics

STR: 10, **MAG:** 2, **END:** 10, **RES:** 2, **SRT:** 4, **AGI:** 2, **LUK:** 2

Feats: Resilient Body, Never Give Up, Dominating Presence, Bite the Bullet, All-Out Attack, Blood Bath, Bludgeoning Strike, Elbow Shove

Skills: Feats of Strength 8k4+15, Knowledge (Magic) 6k3+15

Gear: N/A

Language: Draconic, and a Single Human Language

Special Abilities: Crushing Jaw, Elemental Breath

Crushing Jaw: The Elemental Dragon can spend a full-round action to make a single bite attack. This attack receives a +4 to Penetration, and +2k0 to attack and damage.

Elemental Breath: As a standard action an Elemental Dragon can unleash a 12 square cone of the arcane or psychic element (telekinetic) they are associated with. The breath weapon deals 10k5 points of damage, and is affected by Endurance.

Sea Serpent

Sea-bound dragons that attack nearby boats gliding across the water, slamming against them to eat up the people who end up trying to escape before they drown.

Sea Serpent

Dragon (Serpent); **Size: 5; Effective Level: 8**

Defenses

HP: 19 | MP: – | Soak: 7

Defense: 23 (VM: 24) | Avoid: 22 (VM: 23)

Mental Defense: 20 (VM: 21) | Bodily Defense: 20 (VM: 21)

Head: 2 | Body: 5 | Tail: 2

Offense

Speed: 12 sq. (Swim)

Melee: Slam 6k3 (6k3 bludgeoning damage, 2 PEN), Deadly, Savage

Space: 2x2 | Reach: 2

Statistics

STR: 6, MAG: 1, END: 4, RES: 1, SRT: 4, AGI: 6, LUK: 4

Feats: N/A

Skills: Acrobatics 6k3+8, Stealth 6k3+8

Gear: N/A

Language: Draconic

Special Abilities: Boat Crusher, Sticking Spines

Boat Crusher: The Sea Serpent counts the Soak of any Boat-type vehicle it attacks as 2 less (minimum of 1).

Sticking Spines: After a successful attack that deals damage to a boat-type vehicle, the Sea Serpent is considered stuck to the vehicle, and occupies its square. It must spend a full-round action to detach its spines. So long as it's attacked, it can slam the boat at a +1k0 to hit.

Wyvern

Jawless dragon-kin who have a single stinger laced with an acidic poison to dissolve foes so they can suck them up through their straw-like tongue.

Wyvern

Dragon (Wyvern); Size: 4; Effective Level: 8

Defenses

HP: 21 | MP: – | Soak: 6

Defense: 24 (VM: 28) | Avoid: 23 (VM: 27)

Mental Defense: 20 (VM: 24) | Bodily Defense: 20 (VM: 24)

Head: 1 | Body: 4 | Arms: 1 | Legs: 1

Offense

Speed: 6 sq. (Land)

Melee: Stinger 6k3 (5k2 piercing damage, 4 PEN), Finesse, Reach

Space: 1x1 | Reach: 1 (2 with Stinger)

Statistics

STR: 2, MAG: 1, END: 4, RES: 4, SRT: 4, AGI: 6, LUK: 6

Feats: N/A

Skills: Deception 6k3+8, Stealth 6k3+8

Gear: N/A

Language: Draconic

Special Abilities: Acid Tail, Bizarre Tongue

Acid Tail: On a successful attack with its stinger, the Wyvern makes another attack against the target with the same to-hit. This affects Bodily Defense. On a successful hit, the target takes 4k4 acid damage. Opponents killed by the Stinger or acid damage are disintegrated instantly.

Bizarre Tongue: As a standard action the Wyvern can attack with its tongue as if it were its stinger. On a successful hit it deals no damage, however the affected person is grappled by the Wyvern. Attacks against the tongue can be made to release the grapple, and this is considered part of the head. On a critical hit you instead sever the tongue, causing it to take 4k4 acid damage instantly as its own acidic sac within its mouth is hit. It is also blinded by this.

Extraplanar

Beings from other realms, such as Heaven or Hell. These creatures don't just come from another galaxy, but instead come from another material existence entirely. Angels, Demons, and everything in between are regarded as extraplanar beings, including those from outer space spawned from the Outer Gods and Great Old Ones. Though of this material existence, the creatures made by the Outer Gods directly spawn them from extraplanar worlds.

Features

- 8 HP (HP progression as per [Soldier](#)) | +2 Soak
 - Attacks per Level as per [Soldier](#) (with weapons only)
 - Skill Ranks as per [Soldier](#) (Doesn't add Smarts to Skill Ranks)
 - Darkvision 6 squares
 - Proficient with Simple weapons and two weapon types of their choice
 - Extraplanar beings breathe, eat, and sleep, but don't need to in order to live.
-

Extraplanar Creatures

- Angel
- Michael
- Demon
- Beelzebub
- Titan

Angel

The common beings which inhabit the afterlives made by Holy deities, Angels come in many shapes and forms, but all serve the Holy order.

Angel

Extraplanar (Angel); Size: 4; Effective Level: 4

Defenses

HP: 16 | MP: 13 | Soak: 6

Defense: 22 (VM: 27) | Avoid: 21 (VM: 26)

Mental Defense: 21 (VM: 26) | Bodily Defense: 21 (VM: 26)

Head: 5 | Body: 6 | Arms: 7 | Legs: 7

Offense

Speed: 6 sq. (Land), 6 sq. (Fly)

Melee: Platinum Longspear 9k2 (6k3 piercing damage, 3 PEN), Reach, Brace

Space: 1x1 | Reach: 1 (2 with Longspear)

Statistics

STR: 5, MAG: 5, END: 5, RES: 5, SRT: 5, AGI: 5, LUK: 5

Feats: Weapon Focus (Polearms), Weapon Specialization (Polearms)

Skills: Acrobatics 5k2+4, Feats of Strength 5k2+4, Heal 5k2+4, Knowledge (Religion) 5k2+4

Gear: Platinum Longspear, Platinum Great Helm, Chain Shirt, Vambrace, and Sabaton

Language: Celestial

Special Abilities: Celestial Ties, Blessed Presence

Celestial Ties: Angels receive an amount of MP equal to a Mage of their level, and can cast two Divine spells of their choice that are Level 1. If the Angel takes levels in a class that gives them divine spellcasting they add double Resistance to MP instead and count the two Divine spells as bonus spells granted by their class. (This Angel is considered to have Heaven's Touch and Healing Touch).

Blessed Presence: As a swift action once per day an Angel create a 4 square aura. All enemies within this aura take a -1k0 to attacks and damage against the Angel. This lasts for 1d5 rounds + 1 round per level (1d5+4 for this Angel).

Full-Blooded Angels as PCs: It is possible to play full-blooded Angels as PCs without affecting balance too much. PC Angels gain the Special Abilities as normal, rely on a class rather than their Species for HP/Soak, Attacks per Level, Skills, and Proficiencies. Angels receive a +1 STR and MAG, have 4 Size, and a 6 square Fly speed. **The Bestiary Angel's stats aren't accurate to the playable PC Angel.**

Michael

Highest Archangel in the order of Archangels, and Heaven's strongest warrior beneath YHVH himself.

Angel

Extraplanar (Angel); **Size:** 4; **Effective Level:** 20

Defenses

HP: 53 | **MP:** – | **Soak:** 6

Defense: 24 (VM: 30) | **Avoid:** 23 (VM: 29)

Mental Defense: 26 (VM: 32) | **Bodily Defense:** 26 (VM: 32)

Head: 6 | **Body:** 11 | **Arms:** 7 | **Legs:** 7

Offense

Speed: 6 sq. (Land), 12 sq. (Fly) - 4 sq. (Armor Land), 10 sq. (Armor Fly)

Melee: Platinum Ranseur 10k4 (8k4 piercing damage, 4 PEN), Reach, Disarm

Space: 1x1 | **Reach:** 1 (2 with Ranseur)

Statistics

STR: 6, **MAG:** 6, **END:** 6, **RES:** 6, **SRT:** 6, **AGI:** 6, **LUK:** 6

Feats: Weapon Focus (Polearms), Weapon Specialization (Polearms), Improved Weapon Focus (Polearms), Improved Weapon Specialization (Polearms), Toughness^B, Unacceptable Losses, To Pieces, Swift Slicing Motion, Stinging Jab, Step Up, Still Standing

Skills: Acrobatics 6k3+16, Feats of Strength 6k3+16, Heal 6k3+20, Knowledge (Religion) 6k3+20

Gear: Platinum Blessed Quick Ranseur, Platinum Chain Coif + Great Helm, (Lightened, Warding, Fortifying) Chain Shirt + Banded Plate, Vambrace, and Sabaton

Language: Celestial + all human languages

Special Abilities: Demon Slayer, Dominion, Michael's Spear

Demon Slayer: Against Extraplanar (Demon) enemies and Half-Demons, Michael adds ½ his level to hit and damage.

Dominion: In a 6 square radius around Michael every enemy receives a -2 to Defense, Avoid, Mental Defense, and Bodily Defense.

Michael's Spear: So long as Michael is conscious, he cannot be disarmed of his signature polearm. In addition, Michael's attack and damage dice explode.

Demon

Common beings which inhabit Hell, Demons were created by Lucifer as a means to give him minions. They are, in essence, bastardizations of what an Angel should be...

Demon

Extraplanar (Demon); **Size: 4; Effective Level: 4**

Defenses

HP: 17 | MP: – | Soak: 6

Defense: 21 (VM: 23) | Avoid: 19 (VM: 21)

Mental Defense: 20 (VM: 22) | Bodily Defense: 22 (VM: 24)

Head: 0 | Body: 0 | Arms: 0 | Legs: 0

Offense

Speed: 6 sq. (Land), 6 sq. (Fly)

Melee: Gore 6k3 (6k3 piercing damage, 2 PEN), Brutish, Savage

Space: 1x1 | Reach: 1

Statistics

STR: 6, MAG: 2, END: 6, RES: 2, SRT: 4, AGI: 4, LUK: 6

Feats: Skill Focus (Deception), Skill Focus (Persuasion)

Skills: Awareness 4k2+4, Deception 6k3+4, Persuasion 6k3+4, Use Magic Device 4k2+4

Gear: N/A

Language: Demonic

Special Abilities: Hellish Ties, Devil's Horns

Hellish Ties: Demons are immune to fire and unholy damage.

Devil's Horns: Demons possess hellish horns. These horns deal gore damage appropriate for their size (3k2 for Size 4), 2 Penetration, Brutish, and Savage.

Full-Blooded Demons as PCs: It is possible to play full-blooded Demon as a PC without affecting balance too much. PC Demons gain the Special Abilities as normal, rely on a class rather than their Species for HP/Soak, Attacks per Level, Skills, and Proficiencies. Demons receive a +1 STR and LUK, have 4 Size, and a 6 square Fly speed. **The Bestiary Demon's stats aren't accurate to the playable PC Demon.**

Beelzebub

“Lord of the Flies”, Beelzebub is a gigantic pestilent and haunting fly that has a swarm of many smaller flies surrounding his bulbous form.

Angel

Extraplanar (Demon); **Size: 7; Effective Level: 20**

Defenses

HP: 57 | MP: – | Soak: 10

Defense: 18 (VM: 26) | Avoid: 14 (VM: 22)

Mental Defense: 17 (VM: 25) | Bodily Defense: 25 (VM: 33)

Head: 6 | Body: 10 | Arms: 8 | Legs: 8

Offense

Speed: 2 sq. (Land), 24 sq. (Fly)

Melee: Bite 12k6 (13k5 piercing damage, 2 PEN), Brutish, Savage

Melee: 2 Claws 12k6 (12k4 slashing damage, 1 PEN), Brutish, Savage

Melee: Sting 12k6 (12k4 piercing damage, 6 PEN), Reach, Brutish

Space: 4x4 | Reach: 4 (5 with Stinger)

Statistics

STR: 10, MAG: 1, END: 10, RES: 8, SRT: 2, AGI: 2, LUK: 2

Feats: Toughness^B, Weapon Focus (Simple), Improved Weapon Focus (Simple), Weapon Specialization (Simple), Improved Weapon Specialization (Simple), Second Wind, Strengthened Recovery, Resilient Body, Jaded, Dominating Presence, Blood Bath

Skills: Acrobatics 10k5+20, Feats of Strength 10k5+20, Fortitude 10k5+20, Knowledge (Magic) 2k1+20

Gear: N/A

Language: Demonic + all human languages

Special Abilities: Lord of the Flies, Biting Flies, Immense Attacks

Lord of the Flies: All characters whose level is less than Beelzebub’s level - 2 take 1 sanity damage for every 2 rounds in which they remain able to see Beelzebub. This only takes effect in combat, however Beelzebub can choose to activate this ability by starting combat with someone.

Biting Flies: Characters who are adjacent to Beelzebub take a -5 to Defense and Avoid, and have an attack made against their Bodily Defense at a 10k5. On a successful hit, they are nauseated until they are no longer adjacent to Beelzebub.

Immense Attacks: Beelzebub’s attack and damage rolls explode.

Titan

Created to be the direct contender with the gods, Titans are the most common candidates for “Godslayers” due to this. This has also led them to be extremely rare.

Titan

Extraplanar (Titan); **Size: 6; Effective Level: 4**

Defenses

HP: 17 | MP: – | Soak: 8

Defense: 16 (VM: 18) | Avoid: 14 (VM: 17)

Mental Defense: 20 (VM: 22) | Bodily Defense: 21 (VM: 23)

Head: 0 | Body: 4 | Arms: 0 | Legs: 0

Offense

Speed: 6 sq. (Land)

Melee: Warhammer 7k3 (5k3 bludgeoning damage, 0 PEN), +1 STR (7 STR), Brutish

Space: 3x3 | Reach: 3

Statistics

STR: 6, MAG: 1, END: 6, RES: 2, SRT: 5, AGI: 5, LUK: 3

Feats: Second Wind, Strengthened Recovery

Skills: Acrobatics 6k3+2, Awareness 5k2+4, Feats of Strength 6k3+2, Fortitude 6k3+2

Gear: Warhammer, Chain Shirt

Language: Ancient Greek

Special Abilities: Born Godslayer, Incredible Heft

Born Godslayer: Titans receive a +1k0 to hit against opponents who worship a deity you do not worship.

Incredible Heft: Titans can carry double what they’d normally be able to carry, however Titans also add their Size as a penalty to Defense and Avoid.

Titans as PCs: It is possible to play Titans as a PC, however their Size and ability to reach 8+ in Soak makes them a strong PC option, use GM discretion as to whether or not to allow Titans as a PC. PC Titans gain the Special Abilities as normal, rely on a class rather than their Species for HP/Soak, Attacks per Level, Skills, and Proficiencies. Titans receive a +1 STR and END, and have 6 Size. **The Bestiary Titan’s stats aren’t accurate to the playable PC Titan.**

Humanoid

Humanoids include a majority of the [playable species](#). Humanoids listed here are instead NPCs to be used in a campaign rather than humanoids without classes. To make a nonheroic humanoid, use the [Nonheroic NPC class](#).

Also featured in this list are named NPCs. These are NPCs from The Fade's setting which GMs can use as plot points, or feature them as playable characters. The latter choice isn't recommended entirely, due to the plot importance of some NPCs to the greater setting, however it is up to the GM if they wish to ignore the plot importance of the NPC for the sake of continuing the game.

Generic NPCs

- Guardsman (Medieval)
 - Guardsman (Futuristic)
 - Ancient Wizard
 - Obnoxious Thief
 - Gruff Mercenary
 - Devout Believer
-

Named NPCs

- Cole Arkenach

Guardisman (Medieval)

Guardsmen are employed to towns, villages, and cities in order to defend it from invaders. The stats of a guardsman also applies to any soldiers in an army.

Guardisman

Humanoid (Human), Soldier; **Size: 4; Effective Level: 1**

Defenses

HP: 14 | MP: – | Soak: 6

Defense: 20 (VM: 23) | Avoid: 18 (VM: 21)

Mental Defense: 17 (VM: 20) | Bodily Defense: 21 (VM: 24)

Head: 2 | Body: 4 | Arms: 2 | Legs: 2 | Shield: 2

Offense

Speed: 6 sq. (Land)

Melee: Longsword 6k2 (6k3 slashing damage, 2 PEN), +1 STR (7 STR)

Space: 1x1 | Reach: 1

Statistics

STR: 6, MAG: 1, END: 6, RES: 3, SRT: 2, AGI: 4, LUK: 2

Feats: Weapon Focus (Swords), Second Wind

Skills: Acrobatics 6k3-3, Awareness 2k1+1, Feats of Strength 6k3-3, Fortitude 6k3-3, Heal 2k1+1

Gear: Longsword, Standard Helm, Chain Shirt, Gauntlets, Greaves, and Targe

Language: Single Human Language

Class Abilities: Martial Talent (Blowback)

Guardisman (Futuristic)

The futuristic counterpart to the medieval guardsman. Similarly these men and women are chosen to defend areas, instead their jobs are much wider in terms of employment: starships, space stations, and so on are also included.

The futuristic guardsmen wears no armor (and thus has 0 in all body parts for Deflection, and no Shield) and instead of a Longsword he carries a Laser Pistol. Use the following stats for to-hit below. Weapon Focus is changed to Pistols.

Ranged: Laser Pistol 4k2 (6k3 fire damage, 2 PEN), Accurate, Semi

Futuristic Guardsmen instead have the Power Blast [Martial Talent](#).

Ancient Wizard

An old hermit, an elder war general, or just a travelling spellcaster. Ancient Wizards were once powerful, however being out of the action left them a little rusty.

Ancient Wizard

Old Humanoid (Human), Mage; **Size: 4; Effective Level: 1**

Defenses

HP: 5 | MP: 11 | Soak: 4

Defense: 19 (VM: 25) | Avoid: 16 (VM: 22)

Mental Defense: 21 (VM: 27) | Bodily Defense: 16 (VM: 22)

Head: 0 | Body: 0 | Arms: 0 | Legs: 0

Offense

Speed: 5 sq. (Land)

Melee: Quarterstaff 3k1 (3k2 bludgeoning damage, 0 PEN), Finesse, Nonlethal

Space: 1x1 | Reach: 1

Statistics

STR: 1, MAG: 6, END: 1, RES: 6, SRT: 6, AGI: 3, LUK: 2

Feats: Intense Spell, Prisoner Spell

Skills: Awareness 6k3+1, 6k3+1, Knowledge (Magic) 6k3+1, Spellcraft 6k3+1, Use Magic Device 6k3+1

Gear: Quarterstaff

Language: Single Human Language

Class Abilities: Spellcasting, Mage's Origin (Studious)

Spells: Detect Magic, Arcane Armor, Force Bolt, Illusory, Alter Appearance

Mage's Origin (Studious): Uses Arcane magic, and the Mage receives a spellbook or familiar that stores their spells. They can put more spells in their spellbook or familiar, and this costs a number of gold equal to the spell's level x 1,000.

Obnoxious Thief

A plucky thief, a focused cat burglar, or a profiteer looking for extra work, the Obnoxious Thief isn't always obnoxious, per-say. However, some fit this very well...

Obnoxious Thief

Humanoid (Halfling), Rogue; **Size: 2; Effective Level: 1**

Defenses

HP: 9 | MP: – | Soak: 3

Defense: 24 (VM: 26) | Avoid: 23 (VM: 25)

Mental Defense: 20 (VM: 22) | Bodily Defense: 19 (VM: 21)

Head: 1 | Body: 4 | Arms: 1 | Legs: 1

Offense

Speed: 4 sq. (Land)

Melee: 2 Short Sword 6k3 (5k3 slashing or piercing damage, 0 PEN), Balanced, Finesse

Space: 1x1 | Reach: 1

Statistics

STR: 2, MAG: 1, END: 3, RES: 2, SRT: 4, AGI: 6, LUK: 6

Feats: Two-Weapon Fighting

Skills: Acrobatics 6k3-1, Awareness 4k2+1, Deception 6k3+1, Knowledge (Dungeons, Humanoids) 4k2+1, Linguistics 4k2+1, Persuasion 6k3+1, Stealth 6k3-1

Gear: 2 Short Swords, Leather Helm, Chain Shirt, Leather Braces, Leather Leggings

Language: Single Human Language and Halfling

Class Abilities: Finesse Training, Watchful Eye, Precise Strike +1k0

Precise Strike: A number of times per day equal to their Agility (minimum of 1/day) they can designate a single enemy they're about to attack before the attack roll is made. This is a free action. In addition to their standard weapon damage, they also deal their Precise Strike's bonus damage. Enemies immune to precision damage and/or critical hits are immune to the Precise Strike.

Finesse Training: At 1st level, the Rogue can apply Finesse to any light weapon if it didn't have it already.

Watchful Eye: At 1st level, the Rogue gains the uncanny ability to read their opponents. With this, Rogues cannot be caught flat-footed or surprised on a surprise round.

Gruff Mercenary

A harsh warrior, a lone scavenger, or a trained fighter. Gruff Mercenaries are strong, and aim to dish out punishment to protect themselves and their allies.

Gruff Mercenary

Humanoid (Orc), Soldier; **Size: 4; Effective Level: 1**

Defenses

HP: 14 | MP: – | Soak: 6

Defense: 21 (VM: 23) | Avoid: 20 (VM: 22)

Mental Defense: 17 (VM: 19) | Bodily Defense: 20 (VM: 22)

Head: 0 | Body: 4 | Arms: 2 | Legs: 0 | Shield: 1

Offense

Speed: 6 sq. (Land)

Melee: Battle Axe 10k4 (8k5 slashing damage, 1 PEN), +1 STR (8 STR), Brutish

Space: 1x1 | Reach: 1

Statistics

STR: 7, MAG: 1, END: 5, RES: 2, SRT: 2, AGI: 5, LUK: 2

Feats: Weapon Focus (Axe)

Skills: Acrobatics 7k3-1, Awareness 2k1+1, Feats of Strength 7k3-1, Fortitude 5k2-1, Heal 2k1+1

Gear: Battle Axe, Chain Shirt, Gauntlets, and Buckler

Language: Single Human Language and Orc

Class Abilities: Martial Talent (Fleet Charge)

Devout Believer

A cultist of elder gods, a priest of YHVH, or even a convert to Rangar. Devout Believers are Chaplains who worship a deity with their heart and soul.

Devout Believer

Humanoid (Dwarf), Chaplain; **Size: 3; Effective Level: 1**

Defenses

HP: 13 | MP: 11 | Soak: 4

Defense: 18 (VM: 24) | Avoid: 14 (VM: 20)

Mental Defense: 16 (VM: 22) | Bodily Defense: 21 (VM: 27)

Head: 0 | Body: 0 | Arms: 0 | Legs: 0

Offense

Speed: 4 sq. (Land)

Melee: Dagger 2k1 (2k2 bludgeoning damage, 2 PEN), Thrown 2 sq., Finesse

Space: 1x1 | Reach: 1

Statistics

STR: 2, MAG: 5, END: 6, RES: 6, SRT: 1, AGI: 2, LUK: 2

Feats: Elemental Focus (Holy)

Skills: Heal 5k2+1, Knowledge (Religion) 1k1+1

Gear: Dagger

Language: Single Human Language and Dwarven

Class Abilities: Spellcasting, Devotion (Holy)

Spells: Heaven's Touch, Healing Touch, Divine Severance, Holy Light

Devotion (Holy): 2 Devotion / 12 Devotion, +1 to Holy spells to heal or harm.

Cole Arkenach

The son of Banadar Arkenach, Cole (formerly Devrik Arkenach) was an assassin who fled his work and attempted to escape the prison of Corta Diez with his sister Val...

Cole Arkenach

Humanoid (Shadower), Battlemage; **Size: 4; Effective Level: 5**

Defenses

HP: 14 | MP: 9 | Soak: 5

Defense: 20 (VM: 22) | Avoid: 20 (VM: 22)

Mental Defense: 19 (VM: 21) | Bodily Defense: 20 (VM: 22)

Head: 0 | Body: 9 | Arms: 2 | Legs: 1

Offense

Speed: 7 sq. (Land)

Melee: Bastard Sword 8k3 (8k4 slashing damage, 3 PEN), +1 STR, Brutish

Space: 1x1 | Reach: 1

Statistics

STR: 5, MAG: 3, END: 5, RES: 2, SRT: 4, AGI: 5, LUK: 1

Feats: Weapon Focus (Swords), Weapon Specialization (Swords)

Skills: Spellcraft 4k2+5, Stealth 5k2+7

Gear: Bastard Sword, Mithral Chain Shirt + Breastplate, Gauntlets, Leather Leggings

Language: Single Human Language and Shadow Tongue

Class Abilities: Spellcasting, Dual Casting Combat, Spellstrike, Mixed Talent (Parrying Bat), Arcane Tutelage (Arcane Nuke), First Awakening

Spells: Energy Grasp, Energy Ray, Detect Magic, Blood Splinter, Fireball, Lightning Bolt, Sonic Burst

Dual Casting Combat: Full-round action to two-weapon fight with a weapon and spell.

Spellstrike: Add a spell's damage to an attack. Both must be melee or ranged.

Mixed Talent (Parrying Bat): When using the Parry action, you gain a +1 to the keep dice.

Arcane Tutelage (Arcane Nuke): On a Spellstrike, increase penetration by the Magus' Magic.

First Awakening: When using Spellstrike or Dual Casting Combat, add +1k1 to the spell's damage dice.

Magical Beast

Magical beasts are closely related to animals, however they are not always an animal. Animals that have been given human-like intelligence are considered Magical Beasts. Many beasts are found in areas seeped in magic or areas where they 'claim' land, however very rarely magical beasts venture to lands outside of their own.

Also featured as magical beasts are "cryptids" as they're known on Earth, these creatures aren't known as this outside of Earth and instead take on different names.

Features

- 8 HP (HP progression as per [Soldier](#)) | +2 Soak
 - Attacks per Level as per [Rogue](#) (with weapons only)
 - Skill Ranks as per [Chaplain](#) (Doesn't add Smarts to Skill Ranks)
 - Darkvision 6 squares
 - Proficient with Simple weapons (if it is capable of wielding weapons)
 - Magical Beasts breathe, eat, and sleep
-

Magical Beasts

- A-Mi-Kuk
- Behemoth
- Girtablilu
- Gulon
- Sandwalker

A-Mi-Kuk

Aggressive slime-covered hunters who burrow into the ground before bursting out, latching onto their prey to devour them whole.

A-Mi-Kuk

Magical Beast; Size: 4; Effective Level: 5

Defenses

HP: 17 | MP: – | Soak: 6

Defense: 20 (VM: 21) | Avoid: 18 (VM: 19)

Mental Defense: 18 (VM: 19) | Bodily Defense: 20 (VM: 21)

Head: 2 | Body: 4 | Arms: 2 | Legs: 2

Offense

Speed: 6 sq. (Land), 6 sq. (Burrow)

Melee: Slam 7k2 (7k4 bludgeoning damage, 0 PEN), Brutish, Grapple

Space: 1x1 | Reach: 1

Statistics

STR: 5, MAG: 1, END: 5, RES: 1, SRT: 3, AGI: 4, LUK: 2

Feats: Weapon Focus (Simple), Weapon Specialization (Simple)

Skills: Acrobatics 5k2+5, Feats of Strength 5k2+5

Gear: N/A

Language: N/A

Special Abilities: Slimy Skin, Swallowing Maw

Slimy Skin: A-Mi-Kuk are coated in a slimy skin. This skin, once it leaves the A-Mi-Kuk's body, hardens into a stickier form. After a successful Slam attack, the A-Mi-Kuk can make a Grapple check against the foe. This and all other Grapple checks receive a +2k1 bonus to-hit.

Swallowing Maw: After a successful grapple check the A-Mi-Kuk can attempt to swallow the opponent. At the beginning of each turn so long as A-Mi-Kuk's target is still grappled, they immediately take the Slam damage. If the damage kills the target, they are swallowed and digested by the A-Mi-Kuk - equipment and all.

Behemoth

An incredible beast to behold, Behemoths charge into battle head-first, smashing down everything in their way. They do not feed, only kill for sport and pleasure...

Behemoth

Magical Beast; Size: 6; Effective Level: 15

Defenses

HP: 45 | MP: – | Soak: 8

Defense: 18 (VM: 19) | Avoid: 14 (VM: 15)

Mental Defense: 17 (VM: 18) | Bodily Defense: 23 (VM: 24)

Head: 8 | Body: 8 | Arms: 4 | Legs: 4

Offense

Speed: 6 sq. (Land)

Melee: Bite 8k4 (9k4 piercing damage, 5 PEN), Brutish, Savage

Melee: 2 Claws 8k4 (8k3 slashing damage, 3 PEN), Brutish

Melee: Slam 8k4 (8k4 bludgeoning damage, 0 PEN), Brutish

Space: 3x3 | Reach: 3

Statistics

STR: 8, MAG: 1, END: 8, RES: 1, SRT: 2, AGI: 2, LUK: 2

Feats: Second Wind, Strengthened Recovery, Toughness^B, Never Give Up, Slippery, Power Strike, Elbow Shove, Great Charge, Ground Shatter

Skills: Feats of Strength 8k4+15, Fortitude 8k4+15

Gear: N/A

Language: N/A

Special Abilities: Devastation, Tearing Claws

Devastation: If the Behemoth attacks an object or vehicle, it treats the object or vehicle's Soak as 2 less (minimum of 1). Against normal beings the Behemoth can spend a move action to grant itself +2 Penetration on its Bite attack.

Tearing Claws: If both Claw attacks from the Behemoth hit, the armor it strikes on its target is reduced by 2 Deflection for the rest of the combat. This stacks with itself to a minimum of 0 Deflection. If the target is unarmored or their armor is only giving them 0 Deflection, the Behemoth adds the Claw's Penetration to its rolled damage dice.

Girtablilu

Scorpion men walking the deserts, Girtablilu guard ancient temples - some of which include doors that lead to alternate dimensions.

Girtablilu

Magical Beast (Girtablilu); **Size: 4; Effective Level: 2**

Defenses

HP: 14 | MP: – | Soak: 6

Defense: 22 (VM: 24) | Avoid: 21 (VM: 23)

Mental Defense: 17 (VM: 19) | Bodily Defense: 21 (VM: 23)

Head: 0 | Body: 2 | Arms: 0 | Legs: 0

Offense

Speed: 6 sq. (Land)

Melee: Stinger 5k2 (4k2 piercing damage, 2 PEN), Reach

Space: 1x1 | Reach: 1 (2 with Stinger)

Statistics

STR: 4, MAG: 1, END: 5, RES: 2, SRT: 1, AGI: 5, LUK: 4

Feats: Second Wind

Skills: Fortitude 5k2+2, Stealth 5k2+2

Gear: N/A

Language: Girtablili and Single Human Language

Special Abilities: Scorpion Tail, Thick Body

Scorpion Tail: Girtablilu possess a prehensile scorpion tail which delivers a strong poison. This acts as Magma Blood Pollen, and can be injected into someone once per day. This deals standard damage for a Sting (2k1) and has Reach and 2 Penetration.

Thick Body: Girtablilu receive a 2 Natural Deflection to their Body.

Girtablilu as PCs: It is possible to play Girtablilu as a PC. PC Girtablilu gain the Special Abilities as normal, rely on a class rather than their Species for HP/Soak, Attacks per Level, Skills, and Proficiencies. Girtablilu receive a +1 END and AGI, and have 4 Size. **The Bestiary Girtablilu's stats aren't accurate to the playable PC Girtablilu.**

Gulon

With the size of a large dog, the ears and face of a cat, and the tail of a fox the Gulon is a terrifying sight to behold. It is not truly a chimera, but a breed of its own instead.

Gulon

Magical Beast; **Size: 4; Effective Level: 4**

Defenses

HP: 15 | MP: – | Soak: 6

Defense: 21 (VM: 22) | Avoid: 19 (VM: 20)

Mental Defense: 18 (VM: 19) | Bodily Defense: 20 (VM: 21)

Head: 0 | Body: 4 | Arms: 1 | Legs: 1

Offense

Speed: 8 sq. (Land)

Melee: Bite 6k3 (6k3 piercing damage, 2 PEN), Brutish

Melee: 2 Claws 6k3 (5k2 slashing damage, 0 PEN), Brutish

Space: 1x1 | Reach: 1

Statistics

STR: 6, MAG: 1, END: 4, RES: 1, SRT: 2, AGI: 4, LUK: 4

Feats: Weapon Focus (Simple), Second Wind

Skills: Feats of Strength 6k3+4, Fortitude 4k2+4

Gear: N/A

Language: N/A

Special Abilities: Gluttonous Feeding, Horrific Visage

Gluttonous Feeding: Immediately after killing their prey with a bite attack, a Gulon can eat parts of their body. When doing this they recover 1d5 + their END in HP.

Horrific Visage: Those who see a Gulon immediately take 1 stress damage. This can only affect someone once per day.

Sandwalker

A giant crab that is the size of a horse, possesses the beak of a bird, and a scorpion's tail.

Sandwalker

Magical Beast; Size: 5; Effective Level: 5

Defenses

HP: 8 | MP: — | Soak: 7

Defense: 18 (VM: 19) | Avoid: 14 (VM: 15)

Mental Defense: 16 (VM: 17) | Bodily Defense: 21 (VM: 22)

Head: 1 | Body: 8 | Arms: 5 | Legs: 1

Offense

Speed: 4 sq. (Land)

Melee: 2 Claws 6k3 (6k2 slashing damage, 2 PEN), Brutish, Savage

Space: 2x2 | Reach: 2

Statistics

STR: 6, MAG: 1, END: 6, RES: 1, SRT: 1, AGI: 2, LUK: 2

Feats: Second Wind, Strengthened Recovery, Dominating Presence

Skills: Feats of Strength 6k3+5, Fortitude 6k3+5

Gear: N/A

Language: N/A

Special Abilities: Savage Squeeze, Thick Chitin

Savage Squeeze: The “Savage” property on the Sandwalker’s Claws deals 2 minimum damage, not 1.

Thick Chitin: The Sandwalker’s Deflection works less effectively against bludgeoning weapons, but more effective against piercing weapons. It is halved (to a minimum of 0) against bludgeoning damage, and doubled against piercing weapon.

Mystical

Mystical beings encompass those which are deeply rooted with magical energy, sometimes being made entirely out of it, and more often than not Mystical beings come from places where magic reigns supreme such as the lands of the fairies. Fey creatures, magically infused monsters, and some entities spawned by lore count as Mystical creatures. Some creatures are created through legends and mythological retellings, one of the outer dimensions spawning the myth into existence due to a collective subconscious within the lands of dreams imagining it into existence.

Features

- 4 HP (HP progression as per [Mage](#)) | +0 Soak
 - Attacks per Level as per [Mage](#)
 - Skill Ranks as per [Soldier](#) (Doesn't add Smarts to Skill Ranks)
 - Proficient with Simple weapons (if it is capable of wielding weapons)
 - Mystical beings breathe, eat, and sleep
-

Mystical Creatures

- Brownie
- Nymph
- Pixie
- Satyr
- Spring-Heeled Jack

Brownie

Maniacal goblin-like pixie-folk with magic tricks used to fool their foes. Brownies prefer to stay out of combat, and like to fool their foes into fighting allies.

Brownie

Mystical; Size: 2; Effective Level: 1

Defenses

HP: 6 | MP: 10 | Soak: 2

Defense: 21 (VM: 26) | Avoid: 19 (VM: 24)

Mental Defense: 18 (VM: 23) | Bodily Defense: 18 (VM: 23)

Head: 0 | Body: 0 | Arms: 0 | Legs: 0

Offense

Speed: 4 sq. (Land)

Space: 1x1 | Reach: 1

Statistics

STR: 1, MAG: 5, END: 2, RES: 5, SRT: 2, AGI: 4, LUK: 4

Feats: Skill Focus (Deception)

Skills: Deception 4k2+11, Knowledge (Magic) 2k1+1, Persuasion 4k2+11, Spellcraft 4k2+1

Gear: N/A

Language: Sylvan

Special Abilities: Fey Magic, Trickster

Fey Magic: Brownies know how to cast the following spells: Illusory, Alter Appearance, Mirrored Mind, and Bad Trip.

Trickster: Brownies receive a +10 to Deception and Persuasion checks.

Nymph

Maniacal goblin-like pixie-folk with magic tricks used to fool their foes. Brownies prefer to stay out of combat, and like to fool their foes into fighting allies.

Nymph

Mystical; Size: 4; Effective Level: 6

Defenses

HP: 9 | MP: 14 | Soak: 4

Defense: 24 (VM: 28) | Avoid: 23 (VM: 27)

Mental Defense: 20 (VM: 24) | Bodily Defense: 18 (VM: 22)

Head: 0 | Body: 0 | Arms: 0 | Legs: 0

Offense

Speed: 6 sq. (Land), 6 sq. (Swim)

Space: 1x1 | Reach: 1

Statistics

STR: 1, MAG: 4, END: 2, RES: 4, SRT: 4, AGI: 6, LUK: 6

Feats: Peacekeeper, Magic Conduit, Inspiration

Skills: Acrobatics 6k3+6, Awareness 4k2+6, Knowledge (Magic) 4k2+6, Persuasion 6k3+6

Gear: N/A

Language: Sylvan and Single Human Language

Special Abilities: Ocean Caster, Stunning Looks

Ocean Caster: Nymphs know how to cast the following spells: Illusory, Invisibility, Healing Touch, Regenerate Limb, Heaven's Touch, Bestow Swiftmess, Sap Power, Bless, and Thought Transfer.

Stunning Looks: Those who first see the Nymph have an attack made against their Mental Defense at a bonus of 6k3 (using Luck to-hit). On a successful hit, the affected creature(s) are stunned for 1 round.

Pixie

The less lovable counterparts to fairies, Pixies are naturally more violent and crave for the blood of the innocent. This love for destruction is associated with “Dark Fey” as they’re commonly called, and Pixies are grouped together with them.

Pixie

Mystical (Pixie); Size: 1; Effective Level: 5

Defenses

HP: 8 | MP: – | Soak: 1

Defense: 32 (VM: 34) | Avoid: 33 (VM: 35)

Mental Defense: 20 (VM: 22) | Bodily Defense: 18 (VM: 20)

Head: 0 | Body: 0 | Arms: 0 | Legs: 0

Offense

Speed: 6 sq. (Fly)

Melee: Rapier 9k4 (6k4 piercing damage, 4 PEN), +1 AGI (9 AGI), Finesse

Space: 0x0 | Reach: 0

Statistics

STR: 1, MAG: 1, END: 2, RES: 2, SRT: 4, AGI: 8, LUK: 6

Feats: Advantageous Size, Dodge

Skills: Deception 6k3+5, Knowledge (Wilderness) 4k2+5, Persuasion 6k3+5, Spellcraft 4k2+5

Gear: Rapier

Language: Sylvan

Special Abilities: Quick Maneuvering, Bloodthirster

Quick Maneuvering: Pixies gain a +5 bonus to their Defense/Avoid when someone would get an attack of opportunity off on them for moving into their square.

Bloodthirster: After successfully dealing damage a Pixie can lick the blood off its weapon. Doing so is a move action, and upon completing this action the Pixie receives a +1k0 to-hit until its next turn or until it attacks something.

Satyr

Half-human, half-goats who perform music through the use of a wind instrument of some sort, coupling it with a rousing dance with their cloven feet.

Satyr

Mystical; Size: 4; Effective Level: 4

Defenses

HP: 8 | MP: – | Soak: 4

Defense: 27 (VM: 29) | Avoid: 24 (VM: 26)

Mental Defense: 29 (VM: 31) | Bodily Defense: 27 (VM: 29)

Head: 0 | Body: 0 | Arms: 0 | Legs: 0

Offense

Speed: 6 sq. (Land)

Space: 1x1 | Reach: 1

Statistics

STR: 2, MAG: 2, END: 2, RES: 2, SRT: 4, AGI: 2, LUK: 10

Feats: Skill Focus (Artisan), Skill Focus (Persuasion)

Skills: Artisan (Dance, Wind Instrument) 10k5+4, Deception 10k5+4, Persuasion 10k5+4

Gear: N/A

Language: Sylvan and Single Human Language

Special Abilities: Charming Pipes, Luck of the Wild

Charming Pipes: As a standard action the Satyr can make an Artisan (Wind Instrument) or Artisan (Dance) check to try and put a target under a trance. This goes against the Mental Defense of the target, and on a successful hit he has them under his control. This functions as the Mind Games spell.

Luck of the Wild: Satyrs receive their full Luck as a bonus on Defense, Avoid, Mental Defense, and Bodily Defense instead of the $\frac{1}{2}$ and $\frac{1}{4}$ bonuses gained.

Spring-Heeled Jack

A being forged from old English lore, the Spring-Heeled Jack is a creature that roams the streets, leaping incredibly bounds and slicing his foes to bits.

Spring-Heeled Jack

Mystical; Size: 2; Effective Level: 8

Defenses

HP: 12 | MP: – | Soak: 2

Defense: 23 (VM: 24) | Avoid: 23 (VM: 24)

Mental Defense: 20 (VM: 21) | Bodily Defense: 20 (VM: 21)

Head: 0 | Body: 0 | Arms: 0 | Legs: 0

Offense

Speed: 6 sq. (Land), 6 sq. (“Fly”-like jump speed)

Melee: Kukri 7k3 (5k2 slashing damage, 0 PEN), +1 AGI (7 AGI), Finesse

Space: 1x1 | Reach: 1

Statistics

STR: 2, MAG: 1, END: 4, RES: 1, SRT: 4, AGI: 6, LUK: 4

Feats: Skill Focus (Stealth), Lunge, Noble Lunge, Quick Draw

Skills: Acrobatics 6k3+8, Awareness 4k2+8, Knowledge (Humanoids) 4k2+8, Stealth 6k3+8

Gear: Kukri

Language: Sylvan and English

Special Abilities: Flame Breath, Slasher

Flame Breath: As a standard action Spring-Heeled Jack can unleash a torrent of flame in a 3 square cone from his mouth, dealing 4k2 (Luck) fire damage to all he hits within the cone. The attack is based off of Agility (6k3).

Slasher: Spring-Heeled Jack’s kills are incredibly brutal, and upon witnessing Spring-Heeled Jack killing an opponent, all who see it (excluding himself and his allies) take 1 Sanity damage.

Ooze

Blobs of matter formed by unnatural means, Oozes are the most common types of pets mages may create as a start in Wizarding College due to their relative ease in creation and the fact that overly aggressive Oozes can be put down in no time flat. Very few Oozes grow to be *too* powerful, and those that do live without masters - endlessly feeding their gluttonous and gelatinous stomach.

Features

- 6 HP (HP progression as per [Rogue](#)) | +1 Soak
 - Attacks per Level as per [Rogue](#)
 - Oozes do not have a Smarts score, and are immune to effects which would target Mental Defense. An Ooze that gains a Smarts score loses this immunity.
 - Oozes can “see” through vibrations, and thus are immune to illusions, and attacks that require the ooze to see visual effects.
 - Oozes are immune to poison, disease, sleep, paralysis, transmutation, and stunning.
 - Oozes do not possess skill ranks or feats.
 - Proficient with their natural weapons (their only Simple weapon proficiency)
 - Oozes breathe and eat but do not sleep
-

Ooze Creatures

- Blue Jelly
- Corrupted Pudding
- Green Jelly
- Hellish Pudding
- Red Jelly

Blue Jelly

Oozes coated in a cold miasma that chills to the touch. Blue Jellies, upon hitting their target, temporarily stiffen their joints and make it harder for them to move.

Blue Jelly

Ooze (Jelly); Size: 2; Effective Level: 1

Defenses

HP: 10 | MP: — | Soak: 3

Defense: 16 (VM: 17) | Avoid: 12 (VM: 13)

Mental Defense: 15 (VM: 15) | Bodily Defense: 19 (VM: 20)

Body: 0

Offense

Speed: 3 sq. (Land)

Melee: Slam 4k2 (4k3 bludgeoning damage, 0 PEN), Brutish

Space: 1x1 | Reach: 1

Statistics

STR: 4, MAG: 1, END: 4, RES: 1, SRT: —, AGI: 1, LUK: 1

Feats: N/A

Skills: N/A

Gear: N/A

Language: N/A

Special Abilities: Chill Touch, Snow Speed

Chill Touch: On a successful hit with their Slam attack, Blue Jellies can forfeit doing damage to instead reduce all of the target's speeds by 1 square for 1 round.

Snow Speed: While in a [cold or snowy environment](#), the Blue Jelly moves at a speed of 12 squares, and can take two Step actions a turn. In addition to this the Jelly is immune to ice damage and has Water Resistance 10.

Corrupted Pudding

Made up of flesh, blood, and bones of various slain beasts, this pudding was molded together and then given life through the power of corrupted magic. Its very being is impure, unnatural, and a hellish sight to behold.

Corrupted Pudding

Ooze (Pudding); **Size: 2; Effective Level: 1**

Defenses

HP: 6 | MP: — | Soak: 3

Defense: 17 (VM: 19) | Avoid: 14 (VM: 16)

Mental Defense: 15 (VM: 15) | Bodily Defense: 19 (VM: 21)

Body: 0

Offense

Speed: 4 sq. (Land)

Melee: Slam 6k3 (5k3 bludgeoning damage, 0 PEN), Brutish

Space: 1x1 | Reach: 1

Statistics

STR: 6, MAG: 1, END: 4, RES: 2, SRT: —, AGI: 2, LUK: 1

Feats: N/A

Skills: N/A

Gear: N/A

Language: N/A

Special Abilities: Corrupted Slime

Corrupted Slime: On a successful hit with its Slam attack the Corrupted Pudding also deals 1d5 Stress damage to the target.

Green Jelly

Venomous jellies filled with bladders and sacs filled with toxicity. Green Jellies have one mission in their boring life: to poison everything.

Green Jelly

Ooze (Jelly); Size: 2; Effective Level: 1

Defenses

HP: 10 | MP: — | Soak: 3

Defense: 21 (VM: 22) | Avoid: 22 (VM: 23)

Mental Defense: 15 (VM: 15) | Bodily Defense: 19 (VM: 20)

Body: 0

Offense

Speed: 3 sq. (Land)

Melee: Slam 6k3 (3k2 bludgeoning damage, 0 PEN)

Space: 1x1 | Reach: 1

Statistics

STR: 2, MAG: 1, END: 4, RES: 1, SRT: —, AGI: 6, LUK: 1

Feats: N/A

Skills: N/A

Gear: N/A

Language: N/A

Special Abilities: Green Rot, Poison Absorption

Green Rot: On a successful hit with their Slam attack, Green Jellies make another attack against the target's Bodily Defense (using their Slam bonus to-hit). On a successful hit, the target is infected with Green Rot. For 1 hour they are [sickened](#) and take a -1k0 to all checks.

Poison Absorption: If the Green Jelly is ever struck with a poison, it can substitute that poison for its Green Rot and use both freely. It can recreate the new poison effortlessly, removing the dose limit for itself.

Hellish Pudding

Puddings made from the very sins of those from hell, Hellish Puddings roll across the molten floors of hell in order to absorb the most sin that it can. Those that escape hell instead try to find areas where sin is rife to absorb the airborne sin.

Hellish Pudding

Ooze (pudding); Size: 2; Effective Level: 1

Defenses

HP: 11 | MP: — | Soak: 3

Defense: 16 (VM: 20) | Avoid: 12 (VM: 16)

Mental Defense: 15 (VM: 15) | Bodily Defense: 20 (VM: 24)

Body: 0

Offense

Speed: 3 sq. (Land)

Melee: Slam 5k2 (4k3 bludgeoning damage, 0 PEN)

Space: 1x1 | Reach: 1

Statistics

STR: 5, MAG: 1, END: 5, RES: 4, SRT: —, AGI: 1, LUK: 1

Feats: N/A

Skills: N/A

Gear: N/A

Language: N/A

Special Abilities: Sin Absorber

Sin Absorber: Hellish Pudding are able to be healed by Unholy healing as if they were undead, however Holy damage still harms them.

Red Jelly

The superheated Red Jelly is able to cause malfunctions in technology, and burn on a single touch. They are so much of a danger to the common folk that most people avoid even getting within their vicinity.

Red Jelly

Ooze (Jelly); **Size: 2; Effective Level: 1**

Defenses

HP: 12 | MP: — | Soak: 3

Defense: 17 (VM: 18) | Avoid: 14 (VM: 15)

Mental Defense: 15 (VM: 15) | Bodily Defense: 21 (VM: 22)

Body: 0

Offense

Speed: 3 sq. (Land)

Melee: Slam 6k3 (5k3 fire damage, 0 PEN)

Space: 1x1 | Reach: 1

Statistics

STR: 6, MAG: 1, END: 6, RES: 1, SRT: —, AGI: 2, LUK: 1

Feats: N/A

Skills: N/A

Gear: N/A

Language: N/A

Special Abilities: Superheated, Technological Malfunction

Superheated: Red Jellies deal fire damage on their slam attacks, and have Fire Absorption.

Technological Malfunction: Upon hitting a piece of technology or someone wielding technological items with its slam (including modern pistols and rifles) it imposes a 25% chance of failure on attack rolls unless the wielder takes a full-round action to clean it.

Plant

Plants which either have some form of sentience, or use their limited sentience for one thing: attacking those nearby for food. Some are immobile, not being able to move due to being rooted into the ground, and others are incredibly nimble creatures only being identified as a plant due to their appearance as opposed to how they act.

Features

- 6 HP (HP progression as per [Rogue](#)) | +1 Soak
 - Attacks per Level as per [Rogue](#)
 - Skill Ranks as per [Chaplain](#) (Doesn't add Smarts to Skill Ranks)
 - Immunity to mind-affecting effects.
 - Immunity to poisons, paralysis, polymorph, sleeping, and stunning.
 - Proficient with Simple weapons (if it is capable of wielding weapons)
 - Plants breathe and eat but do not sleep
-

Plants Creatures

- Flytrap
- Fungus Warrior
- Mi-Go
- Psi-Tree
- Thorn Bush

Flytrap

Animated venus flytraps who have grown to immense sizes, they hunger for the flesh of other living beings.

Flytrap

Plant; Size: 6; Effective Level: 6

Defenses

HP: 16 | MP: – | Soak: 7

Defense: 20 (VM: 21) | Avoid: 20 (VM: 21)

Mental Defense: 16 (VM: 17) | Bodily Defense: 20 (VM: 21)

Head: 2 | Body: 0

Offense

Speed: 2 sq. (Land)

Melee: 4 Bites 6k3 (6k3 slashing damage, 1 PEN), Brutish, Grapple

Space: 3x3 | Reach: 3

Statistics

STR: 6, MAG: 1, END: 5, RES: 1, SRT: 1, AGI: 5, LUK: 1

Feats: Improved Initiative, Skill Focus (Stealth), Second Wind

Skills: Feats of Strength 6k3+6, Stealth 5k2+6

Gear: N/A

Language: N/A

Special Abilities: Digestion, Spacious Mouth

Digestion: Upon successfully hitting with one of its bite attacks, the Flytrap can make a grapple check immediately after at a +2k0 bonus. Enemies take 4k2 points of acid damage if they begin their turn while still grappled by the Flytrap. Those killed by it while grappled are digested - gear and all.

Spacious Mouth: Each mouth the Flytrap possesses can hold up to one size 5 creature, two size 4 creatures, four size 3 creatures, and so on.

Fungus Warrior

Humanoid-looking plant creatures who are made of various mushrooms and other miscellaneous fungi.

Fungus Warrior

Plant (Fungus Warrior); Size: 4; Effective Level: 2

Defenses

HP: 6 | MP: — | Soak: 5

Defense: 20 (VM: 24) | Avoid: 18 (VM: 22)

Mental Defense: 17 (VM: 21) | Bodily Defense: 19 (VM: 23)

Head: 0 | Body: 0 | Arms: 0 | Legs: 0

Offense

Speed: 6 sq. (Land), 6 sq. (Climb)

Melee: Wooden Heavy Mace 8k3 (6k3 bludgeoning damage, 2 PEN), +1 STR (6 STR), Brutish

Space: 1x1 | Reach: 1

Statistics

STR: 5, MAG: 1, END: 4, RES: 4, SRT: 2, AGI: 4, LUK: 2

Feats: Weapon Focus (Simple)

Skills: Acrobatics 5k2+2, Knowledge (Wilderness) 2k1+2

Gear: Wooden Heavy Mace

Language: Sylvan and Single Human Language

Special Abilities: Sleep Spores, Fungal Growth

Digestion: As a standard action the Fungus Warrior can expel spores from its mushroom cap head. All adjacent creatures have an attack of 4k2 (the Fungus Warrior's Endurance) against their Bodily Defense. On a successful hit they're put to sleep for 1d5+1 rounds.

Fungal Growth: When in an area considered the forest, marsh, swamps, or jungle the Fungus Warrior can cut off one of its own arms. This brings them down to 1 HP and deals the Called Shot Critical Hit to the arm as a penalty. After 1d5+1 days the severed arm sprouts into a Size 3 Fungus Warrior that is loyal to their original creator. Only one may be active per arm the Fungus Warrior possess (two normally).

Fungus Warriors as PCs: It is possible to play Fungus Warriors as a PC. PC Fungus Warriors gain the Special Abilities as normal, rely on a class rather than their Species for HP/Soak, Attacks per Level, Skills, and Proficiencies. Fungus Warriors receive a +1 STR and RES, and have 4 Size. **The Bestiary Fungus Warrior's stats aren't accurate to the playable PC Fungus Warrior.**

Mi-Go

Bizarre plant creatures from outer space, Mi-Go delight in performing experiments on various beings - not for scientific gain, but for the fun and sport.

Mi-Go

Plant (Mi-Go); Size: 4; Effective Level: 5

Defenses

HP: 13 | MP: – | Soak: 5

Defense: 18 (VM: 22) | Avoid: 14 (VM: 18)

Mental Defense: 19 (VM: 23) | Bodily Defense: 19 (VM: 23)

Head: 0 | Body: 0 | Arms: 0 | Legs: 0

Offense

Speed: 3 sq. (Land), 6 sq. (Fly)

Ranged: Energy Ray 6k3 (3k2 arcane element damage), vs. Avoid

Space: 1x1 | Reach: 1

Statistics

STR: 2, MAG: 6, END: 4, RES: 4, SRT: 4, AGI: 2, LUK: 2

Feats: Arcane Forger, Skill Focus (Spellcraft and Use Magic Device)

Skills: Spellcraft 4k2+5, Use Magic Device 6k3+5

Gear: Wand of Energy Ray (20 Charges)

Language: Mi-Go and Single Human Language

Special Abilities: Cruel Incisions, Alien Mind

Cruel Incisions: Mi-Go deal an additional +1k0 damage to enemies who are flat-footed or helpless.

Alien Mind: Mi-Go receive a +2 bonus to their Mental Defense. This bonus is doubled against mind-affecting effects. Unlike normal plants, Mi-Go are not immune to mind-affecting effects, however they instead do not need to breathe and can survive in outer space without penalty.

Mi-Go as PCs: It is possible to play Mi-Go as a PC. PC Mi-Go gain the Special Abilities as normal, rely on a class rather than their Species for HP/Soak, Attacks per Level, Skills, and Proficiencies. Mi-Go receive a +1 SRT and AGI, and have 4 Size. **The Bestiary Mi-Go's stats aren't accurate to the playable PC Mi-Go.**

Psi-Tree

Immobile trees who unleash psychic energy against enemies who are ill-prepared to trespass on their territory.

Psi-Tree

Plant; Size: 6; Effective Level: 6

Defenses

HP: 15 | MP: 10 | Soak: 7

Defense: 16 (VM: 22) | Avoid: 12 (VM: 18)

Mental Defense: 16 (VM: 22) | Bodily Defense: 21 (VM: 27)

Trunk: 6

Offense

Speed: 0 sq. (Stationary)

Space: 3x3 | Reach: 0

Statistics

STR: 2, MAG: 6, END: 6, RES: 6, SRT: 1, AGI: 1, LUK: 1

Feats: Psychokinetic Pull, Second Wind, Strengthened Recovery

Skills: Awareness 1k1+6, Spellcraft 1k1+6

Gear: N/A

Language: N/A

Special Abilities: Innate Psychic Sensitivity, Greater Telekinesis

Innate Psychic Sensitivity: Psi-Trees can cast Insanity Ray, Psychic Lightning, and Repeat Action.

Greater Telekinesis: Psi-Trees can use a more effective form of Psychokinetic Pull. This is a standard action form of the same ability, and an attack (using Magic, 6k3) vs. the Mental Defense of a target within 6 squares must be made. On a successful hit the target is pushed 1d10 + MAG squares in any direction of the Psi-Tree's choice (except directly downwards).

Thorn Bush

A living bush that walk and seeks to pull those it wishes to feed upon into its spiny bush.

Thorn Bush

Plant; Size: 3; Effective Level: 3

Defenses

HP: 12 | MP: – | Soak: 7

Defense: 20 (VM: 21) | Avoid: 20 (VM: 21)

Mental Defense: 16 (VM: 17) | Bodily Defense: 20 (VM: 21)

Bush: 6 | Tentacle: 0

Offense

Speed: 3 sq. (Land)

Melee: 4 Tentacles 7k2 (no damage), grapple

Space: 1x1 | Reach: 3

Statistics

STR: 4, MAG: 1, END: 5, RES: 1, SRT: 1, AGI: 5, LUK: 1

Feats: Weapon Focus (Simple), Second Wind

Skills: N/A

Gear: N/A

Language: N/A

Special Abilities: Engulf, Greater Telekinesis

Engulf: Upon successfully grappling with its tentacles the opponent is drawn 1d5 squares closer to the Thorn Bush. If this would pull the enemy into the Thorn Bush's own square they take 5k2 piercing damage (using Endurance for damage) with no attack roll needed, so long as they remain within the Thorn Bush's square.

Greater Telekinesis: Psi-Trees can use a more effective form of Psychokinetic Pull. This is a standard action form of the same ability, and an attack (using Magic, 6k3) vs. the Mental Defense of a target within 6 squares must be made. On a successful hit the target is pushed 1d10 + MAG squares in any direction of the Psi-Tree's choice (except directly downwards).

Undead

Covering a broad category of raised dead creatures, undead are usually formed unnaturally through necromancy brought on by a necromancer. This is done by forcibly sucking the life energy from a soul before it can pass on to the afterlife, and imbuing the life giving energy into a corpse. This abominable act ensures the being will never reach the afterlife, and puts their existence into a state of constant torture until the created undead is slain. This, however, only frees them from their torment and not their inevitable fate of nonexistence.

Undead are commonly referred to as wounded souls, and their creation is the quickest way to sentence someone to death in most cultures and religions. Some cultures even hire necromancers as executioners of fellow necromancers, thus subjecting the necromancer to his own torment he inflicted on others, damning his soul eternally.

Features

- 6 HP (HP progression as per [Rogue](#)) | +1 Soak
 - Attacks per Level as per [Rogue](#)
 - Skill Ranks as per [Chaplain](#) (Doesn't add Smarts to Skill Ranks)
 - Darkvision 6 squares
 - Incorporeal undead use their Resistance to determine HP instead of END.
 - Incorporeal undead do not possess Strength or Endurance scores.
 - Incorporeal undead can only be harmed by magical weapons, and weapons that state they are able to harm incorporeal beings.
 - Mindless undead possess no Smarts score.
 - Corporeal undead do not possess a Magic or Resistance score normally.
 - Immunity to mind-affecting effects (if mindless), death effects, disease, paralysis, poison, sleep, stunning, nonlethal, fatigue, and exhaustion.
 - Healed by unholy, and harmed by holy.
 - Resurrection spells kill undead instantly upon hitting.
 - Proficient with Simple weapons (if it is capable of wielding weapons)
 - Undead do not breathe, eat, or sleep
-

Undead Creatures

- Ghost
- Ghoul
- Nosferatu
- Skeleton
- Zombie

Ghost

The spirit of a departed soul now stuck on this plane of existence and refusing to return to the afterlife. Their destruction ensures they'll never return...

Ghost

Undead (Incorporeal); **Size: 4; Effective Level: 3**

Defenses

HP: 11 | MP: – | Soak: 5

Defense: 20 (VM: 24) | Avoid: 18 (VM: 22)

Mental Defense: 17 (VM: 21) | Bodily Defense: 15 (VM: 19)

Head: 0 | Body: 0 | Arms: 0 | Legs: 0

Offense

Speed: 6 sq. (Fly)

Melee: Corrupting Touch 4k2 (4k3 corruption damage)

Space: 1x1 | Reach: 1

Statistics

STR: -, MAG: 4, END: -, RES: 4, SRT: 2, AGI: 4, LUK: 2

Feats: Dominating Presence, Lone Wolf

Skills: Deception 2k1+3, Persuasion 2k1+3

Gear: N/A

Language: Necrotis

Special Abilities: Corrupting Touch, Spiritual Being

Corrupting Touch: This acts as a Slam natural attack except that it deals corruption damage and those hit have another attack (at the same to-hit) made against their Mental Defense. On a successful hit the Ghost also deals 1 point of Sanity damage to them.

Spiritual Being: Ghosts, like all incorporeal undead, can only be harmed by magical weapons. In addition to this Ghosts cannot be grappled, tripped, or bull rushed.

Ghoul

Hate fueled undead assassins who hunt the night for prey to stalk. Ghouls are only ever controlled by their bottomless pit of a stomach.

Ghoul

Undead; Size: 4; Effective Level: 2

Defenses

HP: 10 | MP: – | Soak: 5

Defense: 22 (VM: 22) | Avoid: 21 (VM: 21)

Mental Defense: 20 (VM: 20) | Bodily Defense: 20 (VM: 20)

Head: 0 | Body: 2 | Arms: 0 | Legs: 0

Offense

Speed: 6 sq. (Land)

Melee: Bite 5k2 (5k3 piercing damage, 2 PEN), Finesse

Melee: 2 Claw 5k2 (4k2 slashing damage, 2 PEN), Finesse

Space: 1x1 | Reach: 1

Statistics

STR: 2, MAG: -, END: 4, RES: -, SRT: 4, AGI: 5, LUK: 4

Feats: Combat Reflexes

Skills: Deception 4k2+2, Stealth 5k2+2

Gear: N/A

Language: Necrotis

Special Abilities: Ghoul Fever, Paralyzing Claws

Ghoul Fever: A supernatural disease transmitted upon a *Bite* attack, another attack is made at the same to-hit against the Bodily Defense of the target. On a hit they take 1d5-1 END and AGI damage. The disease ravages its host for a full day, every 2 hours making another attack roll against its target's Bodily Defense. If the disease brings them to 0 END or AGI the target dies and is raised as a Ghoul 24 hours later.

Paralyzing Claws: On a successful hit with one of their claws Ghouls make another attack with their claws against their target's Bodily Defense. On a successful hit, the target is paralyzed for 1d5+1 rounds. The same creature cannot be affected by this ability again for 24 hours.

Nosferatu

Vampires who have lost all will and control, Nosferatu are the most primal form a vampire can achieve, and is normally achieved by not feeding for months on end.

Ghoul

Undead; **Size: 4; Effective Level: 7**

Defenses

HP: 14 | MP: – | Soak: 5

Defense: 22 (VM: 22) | Avoid: 21 (VM: 21)

Mental Defense: 20 (VM: 20) | Bodily Defense: 20 (VM: 20)

Head: 2 | Body: 2 | Arms: 2 | Legs: 2

Offense

Speed: 6 sq. (Land)

Melee: Bite 5k2 (5k3 piercing damage, 4 PEN), Blood Drain

Melee: 2 Claw 5k2 (4k2 slashing damage, 1 PEN)

Space: 1x1 | Reach: 1

Statistics

STR: 5, MAG: -, END: 4, RES: -, SRT: 4, AGI: 5, LUK: 4

Feats: Improved Initiative, Lasting Strike, Step Up

Skills: Deception 4k2+7, Persuasion 4k2+7

Gear: N/A

Language: Necrotis and Single Human Language

Special Abilities: Blood Drain, Ancient Resistances

Blood Drain: When dealing damage with their Bite attack, Nosferatu regain HP equal to the damage dealt with their Bite. In addition to this opponents who have been bitten suffer from 1d5-1 bleed damage for 1d5+1 rounds.

Ancient Resistances: Nosferatu have Resistance 10 to Fire, Water, Ice, Acid, and Electricity.

Skeleton

Mindless undead driven by the force of nature compelling them to slay anyone trespassing on their territory.

Skeleton

Undead (Mindless); Size: 4; Effective Level: 2

Defenses

HP: 7 | MP: — | Soak: 5

Defense: 19 (VM: 19) | Avoid: 18 (VM: 18)

Mental Defense: 15 (VM: 15) | Bodily Defense: 16 (VM: 16)

Head: 1 | Body: 1 | Arms: 1 | Legs: 1

Offense

Speed: 6 sq. (Land)

Melee: Flamberge 6k2 (6k3 slashing damage, 4 PEN), Finesse, Sunder

Space: 1x1 | Reach: 1

Statistics

STR: 2, MAG: -, END: 1, RES: -, SRT: -, AGI: 4, LUK: 1

Feats: Weapon Focus (Swords)

Skills: Acrobatics 4k2+2, Stealth 4k2+2

Gear: Flamberge

Language: Necrotis (Understand, cannot speak)

Special Abilities: Soulless Stare, Bony Defenses

Soulless Stare: As a standard action the Skeleton can glare at an opponent within 6 squares. An attack is made at a 5k2 against the opponent's Mental Defense. On a successful hit, the opponent is [panicked](#) for 1 round.

Bony Defenses: Skeletons cannot be subject to critical hits by piercing weapons, and piercing weapons receive a -4 to their Penetration (to a minimum of 0) when attacking the Skeleton with one.

Skeleton Template: Any corporeal creature can become a skeleton. Skeletal creatures gain the Skeleton's abilities instead of their first two abilities. In addition to this, skeletons lose their Magic, Resistance, and Smarts scores and receive a +1 to their Agility.

Zombie

Shambling corpses that look to spread their disease of zombification to all they can sink their teeth into.

Zombie

Undead (Mindless); Size: 4; Effective Level: 2

Defenses

HP: 12 | MP: – | Soak: 5

Defense: 11 (VM: 11) | Avoid: 7 (VM: 7)

Mental Defense: 15 (VM: 15) | Bodily Defense: 21 (VM: 21)

Head: 0 | Body: 0 | Arms: 0 | Legs: 0

Offense

Speed: 3 sq. (Land)

Melee: Bite 6k3 (6k3 piercing damage, 0 PEN), Brutish

Melee: 2 Claws 6k3 (5k2 slashing damage, 0 PEN), Brutish, Grapple

Space: 1x1 | Reach: 1

Statistics

STR: 6, MAG: -, END: 6, RES: -, SRT: -, AGI: 1, LUK: 1

Feats: Weapon Focus (Swords)

Skills: Feats of Strength 6k3+2, Fortitude 6k3+2

Gear: N/A

Language: Necrotis (Understand, cannot speak)

Special Abilities: Plaguing Bite, Rigor Mortis

Plaguing Bite: On a successful Bite attack, zombies make another attack against the target's Bodily Defense. On a successful hit the opponent is plagued with the zombie virus. Unless cured they will resurrect as a zombie upon their death. This is a disease effect.

Rigor Mortis: Zombies take a -5 to Defense and Avoid, however they cannot be affected by abilities or spells which would reduce their movement speed, Defense, or Avoid.

Zombie Template: Any corporeal creature can become a zombie. Zombified creatures gain the zombie's abilities instead of their first two abilities. In addition to this, zombies lose their Magic, Resistance, and Smarts scores and receive a +1 to their Strength.

Vermin

Insects, arachnids, invertebrates, and many other ‘creepy crawlies’ are considered Vermin. This creature classification has nothing to do with how invasive the species is, though parasites are also considered a part of ‘vermin’ when the parasite is a living being wishing to spread itself.

Features

- 6 HP (HP progression as per [Rogue](#)) | +1 Soak
 - Attacks per Level as per [Rogue](#)
 - Skill Ranks as per [Chaplain](#) (Doesn't add Smarts to Skill Ranks)
 - Vermin do not possess a Smarts score. They are thus immune to mind-affecting effects.
 - Vermins do not possess a Magic or Resistance score. They are not immune to spells, however, and are still harmed by unholy magic.
 - Darkvision 6 squares
 - Proficient with Simple weapons (if it is capable of wielding weapons)
 - Vermin breathe, eat, and sleep
-

Vermin Creatures

- Giant Centipede
- Giant Fly
- Giant Mosquito
- Giant Scorpion
- Giant Spider

Giant Centipede

An insect terrifying no matter the size, however it's greater size only enhances the fear most people experienced when faced with the everyday centipede.

Giant Centipede

Vermin (Mindless); Size: 4; Effective Level: 4

Defenses

HP: 12 | MP: – | Soak: 5

Defense: 20 (VM: 20) | Avoid: 20 (VM: 20)

Mental Defense: 15 (VM: 15) | Bodily Defense: 19 (VM: 19)

Head: 0 | Body: 4 | Legs: 0

Offense

Speed: 8 sq. (Land), 8 sq. (Climb)

Melee: Bite 7k2 (5k3 piercing damage, 2 PEN), Brutish

Space: 1x1 | Reach: 1

Statistics

STR: 5, MAG: -, END: 4, RES: -, SRT: -, AGI: 5, LUK: 1

Feats: Weapon Focus (Simple), Second Wind

Skills: Feats of Strength 5k2+4, Fortitude 4k2+4

Gear: N/A

Language: N/A

Special Abilities: Languid Poison, Thousands of Legs

Languid Poison: On a successful Bite attack, Giant Centipedes can make another attack against the opponent's Bodily Defense. On a successful hit they take 1 point of Agility damage and reduce their land speed by 2 squares (minimum of 1 sq.) This is a poison effect.

Thousands of Legs: Giant Centipedes are immune to being tripped.

Giant Fly

Buzzing monstrosities who were created by Beelzebub himself in his horrific image.

Giant Fly

Vermin (Mindless); **Size: 4; Effective Level: 4**

Defenses

HP: 14 | MP: — | Soak: 5

Defense: 21 (VM: 21) | Avoid: 22 (VM: 22)

Mental Defense: 15 (VM: 15) | Bodily Defense: 21 (VM: 21)

Head: 0 | Body: 4 | Arms: 0 | Legs: 0

Offense

Speed: 4 sq. (Land), 4 sq. (Climb), 8 sq. (Fly)

Melee: Bite 6k3 (6k3 piercing damage, 0 PEN), Finesse

Space: 1x1 | Reach: 1

Statistics

STR: 2, MAG: -, END: 6, RES: -, SRT: -, AGI: 6, LUK: 1

Feats: Heightened Senses (Sight), Never Give Up

Skills: Awareness 5k2+4, Fortitude 6k3+4

Gear: N/A

Language: N/A

Special Abilities: Acid Spit, Being of the Disease, Bulbous Eyes

Acid Spit: On a Bite attack Giant Flies also deal 2k2 points of acid damage.

Being of the Disease: Giant Flies are immune to diseases. In addition to this on a successful Bite attack flies can make another attack against the opponent's Bodily Defense. On a successful hit the target takes a -1 to Agility and halves their move speed for 1 day. This is a disease effect.

Bulbous Eyes: Flies treat their Smarts as being 5 for the purpose of sight-based Awareness.

Giant Mosquito

Blood sucking monsters who resemble vampires in their relentless hunt for people to suck dry. To add to the horror, their bites infect people with diseases like malaria.

Giant Mosquito

Vermin (Mindless); Size: 4; Effective Level: 5

Defenses

HP: 13 | MP: – | Soak: 5

Defense: 21 (VM: 21) | Avoid: 20 (VM: 20)

Mental Defense: 15 (VM: 15) | Bodily Defense: 19 (VM: 19)

Head: 0 | Body: 0 | Arms: 0 | Legs: 0

Offense

Speed: 2 sq. (Land), 10 sq. (Fly)

Melee: Bite 7k2 (5k3 piercing damage, 4 PEN), Deadly

Space: 1x1 | Reach: 1

Statistics

STR: 5, MAG: -, END: 4, RES: -, SRT: -, AGI: 5, LUK: 2

Feats: Second Wind, Strengthened Recovery, Weapon Focus (Simple)

Skills: Acrobatics 5k2+5, Fortitude 4k2+5

Gear: N/A

Language: N/A

Special Abilities: Blood Drain, Malaria

Blood Drain: On a successful Bite attack the opponent takes 1 bleed damage for 1d5 rounds thereafter. This ability cannot effect the same target more than once per 24 hours. Against opponents suffering from bleed the Mosquito gains a +1k1 to hit.

Malaria: On a successful Bite attack Mosquitos can make another attack against the opponent's Bodily Defense. On a successful hit the target takes a -1 to Endurance and Smarts. This is a disease effect.

Giant Scorpion

Desert dwelling monsters who emerge from the sand to threaten travelers. Giant Scorpions only truly go on the hunt to feed, and if kept fed they can be tamed.

Giant Scorpion

Vermin (Mindless); Size: 5; Effective Level: 3

Defenses

HP: 13 | MP: – | Soak: 6

Defense: 18 (VM: 18) | Avoid: 14 (VM: 14)

Mental Defense: 15 (VM: 15) | Bodily Defense: 21 (VM: 21)

Head: 0 | Body: 4 | Legs: 0 | Stinger: 2

Offense

Speed: 8 sq. (Land)

Melee: 2 Claws 6k3 (5k2 slashing damage, 0 PEN), Brutish, Grapple

Melee: Stinger 6k3 (5k2 piercing damage, 4 PEN), Brutish, Reach, Deadly

Space: 2x2 | Reach: 2 (3 with Stinger)

Statistics

STR: 6, MAG: -, END: 6, RES: -, SRT: -, AGI: 2, LUK: 2

Feats: All-Out Attack, Power Strike

Skills: Feats of Strength 6k3+3, Fortitude 6k3+3

Gear: N/A

Language: N/A

Special Abilities: Constricting Claws, Poison Tip

Constricting Claws: When the Scorpion hits with both of their claws, they immediately grapple the foe without a check needed. On the beginning of the foe's turn if they are still grappled by the Scorpion they take the claw damage immediately.

Poison Tip: On a successful attack with their Stinger the Scorpion can make an attack immediately after against the opponent's Bodily Defense. On a successful hit the opponent takes a -1 to Strength.

Giant Spider

A foe which makes arachnophobes everywhere cringe in fear, Giant Spiders seek to eat like their Giant Scorpion counterparts, and are rather docile despite their nature.

Giant Spider

Vermin (Mindless); **Size: 4; Effective Level: 4**

Defenses

HP: 12 | MP: – | Soak: 5

Defense: 23 (VM: 23) | Avoid: 23 (VM: 23)

Mental Defense: 16 (VM: 16) | Bodily Defense: 20 (VM: 20)

Head: 0 | Body: 0 | Arms: 0 | Legs: 0

Offense

Speed: 6 sq. (Land), 6 sq. (Climb)

Melee: Bite 6k3 (6k3 piercing damage, 2 PEN), Finesse, Grapple

Space: 1x1 | Reach: 1

Statistics

STR: 1, MAG: -, END: 4, RES: -, SRT: -, AGI: 6, LUK: 4

Feats: Second Wind, Strengthened Recovery

Skills: Acrobatics 6k3+4, Fortitude 6k3+4

Gear: N/A

Language: N/A

Special Abilities: Web, Lethal Venom

Web: As a standard action the Spider can shoot a web at an opponent's Avoid, and on a successful hit they are entangled by the web. They must make a DC 25 Acrobatics check to escape the web, else their move speed is reduced to 2 squares and they have a -4 Defense and Avoid.

Lethal Venom: On a successful attack with their Bite the Spider can make an attack immediately after against the opponent's Bodily Defense. On a successful hit the opponent takes 2k2 acid damage and a -1 to Strength.

Chapter 17: Credits, Copyright, and Contact

Thank you for reading The Fade Tabletop 2nd Edition's Core Rulebook! It's been a great honor writing this system, and I hope those of you who read this enjoy the content within the book when used in your games. I hope to see The Fade's community to grow, so let's make it happen!

Writers: Jeremy Harris

Artist: Sol Seba

Email: Email me at Jhar226@yahoo.com and I'll get to you right away.

Website: The official Black Flame Studios website is [here](#)!

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