

The Fantasy Sagas:
Player's Guidebook

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Player's Guidebook

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saga: *n.* A narrative recounting the deeds of a heroic person or group

You can see it in your mind's eye. You stand in the wake of carnage, leaning heavily on your weapon. At your feet, your opponent's blood cools in a darkening puddle. Your companions are reflections of your own tattered state, wounded, beaten and battered, but still standing, if only barely. Then a voice calls you back into reality. Your friend sitting across the table bears a bemused grin. "Wow," he says, almost to himself. "I can't believe we survived that!"

Inwardly you smile, remembering your first adventure, and the sudden understanding that came when you first found yourself as you are now. Now, your friend, who had just joined the circle, understands. "Don't get too used to it," you tell your friend, knowing that you really never do. "We may not all survive the next one."

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Preface

The Fantasy Sagas began as its own particular irony. I had played several role-playing games, but never felt that any system offered a complete choice for me. In one case I would play a heavily combat oriented character, which most systems can accommodate to varying degrees, and found that some represent combat more realistically than others. In other occasions, I would play characters that would focus on exploration, or socially skilled characters; in those instances I found few systems that handled this nicely.

I came to the conclusion that if a system was developed to handle one aspect of the game, tendencies were that other aspects played second fiddle. This required that I would have to fine tune game systems to handle the aspects I needed for each group. I got tired of doing this very quickly.

The solution seemed simple enough to me; create my own system, one to eliminate the need for endless modification in order to suit my needs and those of my players. I would create a rule system flexible, balanced, and reliable enough to allow any player to play any character in exactly they way that they want. Simple enough.

What I would need is a simple unified mechanic, one that would work the same for combat and non-combat skills such as Knowledge or Magic Skills. In theory, this would allow the flexibility to player that wanted to transition his character, with the same base attributes, history, and personality, from playing a fighter to a mage, or a mage to a fighter, as they would use the same mechanics and refocus their playing to reflect a mage or a fighter respectively. Doing this meant revisiting the idea that character concepts are defined by their role, not by mechanics.

The focus of mechanics for a style has always left some players settling on a concept not very well supported for a game system while some players in the group get exactly what they wanted, others are left trudging through with characters not ideally suited for the game. If players could explore any character concept they want in the same system, at the same time other players were exploring completely different character concepts within the same game everyone can enjoy their experience. No one is left out. The game becomes an exciting exploration of characters and plot; moving with each player's individual story while still moving with the group as a whole. The universal concept has evolved to no longer mean that a game can play every type, but that every player is universally involved in whatever experience they want within the same system. With unique experiences, unique characters are developed as they adapt to their specific and unique environments. Each character concept can be played as though the system were built with a focus on that playing style. All of this was done by keeping the system universal through each mechanic, thereby maintaining simplicity while allowing for complex depth.

That's where the irony came in. I had wanted to do something that seemed simple in theory; that is, I didn't want to invest the time and energy to rebuild game systems to suit my needs. Instead, I built an entirely new system that we tuned over the years to become E-RPG. I wound up diving into a challenge that would far exceed any labor required to modify game rules by creating an entirely new system. The end result was exactly what we were looking for; the game we always wanted to play was the game that could be any game we wanted to play. For years we have enjoyed what became the E-RPG Sagas.

It was our goal to make a complete system. E-RPG offers a singular experience for every player within every story. As your story, and that of your players grow, you will come to understand why the game you are playing is called Sagas.

Ruel Knudson
March 2007

Introduction

Welcome to Sagas

What you are about to take part in is a new role-playing experience. This guidebook contains the rules and concepts that allow players to create unique and exciting characters that will take part in challenging quests. These adventures are yours to make. You choose how your characters move through the stories that they take part in. You decide who your characters are, the choices they make, the goals they have, and who they are as people. These pages give you the tools to create characters of endless variety and potential, with personalities and abilities as unique as you are from anyone else. In short, this game is yours to define.

How to use this book

This book gives the rules for creating and using any type of character you want to play. For this reason there will be some content that may not apply directly to your character. While it is a good idea to review the entire book, you don't have to know it all. Reviewing all the rules will help you to get an idea of what type of character you may want to play in the game. Of course, if you already have a character in mind, reviewing the rules will help you to understand how and why things happen the way they do. Focus on the parts that pertain to your character. If your character is a fighter, then focus on combat. If your character is a scout or woodsman, then focus on adventuring.

Also remember that this book is a guidebook. Some of the skills and powers may be used differently from game to game. Your Game Master may decide that certain rules apply as written, or only apply in a modified format, or not at all. The Game Master is the final judge on how rules work, even if those conflict with the way the rules are written here.

Basically this book is a guide for players to create the characters they want, how to use those characters effectively, and how to guide the growth of your character so that you can have the fullest role-playing experience possible.

A Note on These Boxes

Throughout this book you will find boxes such as these that will provide you with various pieces of information on the game. This information may be a quick summary, an expansion on a concept, or just an entertaining tidbit pertaining to the game. You may find this information useful, so don't pass up a chance to read them.

Getting Started

Before you begin to create your character there are some concepts and terms that need some explanation. Whether you are new to role-playing games, or an old pro, Sagas does things a bit differently than most games.

Terms and Concepts

Most of the terms appear in this book quite regularly. Many of the terms are commonly used in role-playing games while some are unique to Sagas. Read through the terms as many are used differently than in other games.

Action Level: The number of combat rounds that is required to accomplish an action.

Action Level Modifier: The numerical representation of how cumbersome a weapon is. This number is added to the action level to at-

tack with the weapon. ALM is modified by strength.

Action Phase: The period of combat rounds that an action is being performed.

Aspect: A range of spells or powers that fall into a specific category.

Attribute: An object's physical characteristics. For creatures attributes measure both physical, mental, and personality strengths.

Attribute Level (AL): The numerical representation of an attribute used to determine which dice are rolled when using that attribute.

Attribute Value (AV): The numerical representation of the attribute's strength. The higher an attribute value the better the attribute. Attribute values are also used to determine an attribute's level.

Bonus: A number that is added to an attribute, test result, or target level.

Combat Round (CR): A unit of time in a combat encounter. Each combat round is equal to roughly 1 second of game time.

Declaration Round: The combat round when a player declares the action that a character is attempting.

Dice Level (d#): The number of sides of the die to be rolled. Usually represented as d#, where # is the number of sides. For example a d6 is a six-sided die.

Experience Points (exp): A point system used to measure how much a character learns. Experience points are earned as a character overcomes obstacles and are spent to raise a character's attributes, skills, and powers.

Game Master (GM): The player who runs the game. A Game Master creates the stories for the players and controls all characters not controlled by a player. Game Masters are part writer, and part adjudicator. They interpret the rules so that they fit properly within their game world and award player characters when they achieve certain goals.

Game Time (GT): The fictional time that passes in the game world. This time may pass slower than time in reality (such as during combat) or faster, such as when a character sleeps or travels.

Modifier: Any number that changes an attribute, test result, or target level either as a bonus or a penalty.

Non-Player Character (NPC): This is a character, creature, etc that is used by a Game Master. Though, at times, a player may control the actions of an NPC, the NPC is still considered a Game Master character as the actions and development of the character are at the full control of the GM.

Penalty: A number that is subtracted from an attribute, test result, or target level.

Player Character (PC): The character controlled by a player. A player character is usually created by a player.

Proficiency: An area of focus for a particular skill. Proficiencies allow a character to gain bonuses to skill tests if used in the aspect of focus defined by the proficiency.

Ready Weapon Modifier (RWM): Determines how often a character can set and fire a ranged weapon. This number is added to the action level for preparing a weapon to fire again.

Reputation (Rep): The numerical representation of the character's fame, or infamy.

Resolution Round: The combat round where an action is determined to be resolved.

Skill: An ability learned through training and experience.

Spell Size (SS): The numerical complexity of how complicated a spell is. This determines how long it takes to cast a spell.

Success Level (SL): How well a character accomplished a task. The test result is compared against the target level to decide the level. The higher the level, the better the character accomplished the task.

Target Level (TL): A number that represents how difficult a task is. The higher the target level, the more difficult the task.

Test: The roll of a die to determine the result of an action.

Test Result (TR): The final number that represents the result of a test. This number is determined by a die roll plus modifiers to the result. The end total is the test result.

Supplies

Sagas can be played in one of two ways, using the Sagas Digital Pen and Paper utility (DPnP), or the old fashioned way. If you are

using the DPnP then all you need is this book, some players, a Game Master and the utility. Otherwise you will need the following supplies, which can be purchased at most game and hobby stores.

Dice

You will need a complete set of polyhedral dice. These sets usually come with at least one of each 20, 12, 10, 8, 6, and 4-sided die.

Imagination

Most of the game takes place as a story told by the Game Master, yourself, and the other players, imagining the character, the actions, the scenario, and the mood of the environment. Most importantly you must be willing to take part in imagining how your player would act in the situations presented. Being original and creative with your character(s) is the tool that will provide the most enjoyment out of the game.

Pen and Paper

The game is recorded on character sheets. Aside from the records and changes made to your character record sheets and inventory you may wish to take notes on the events that take place during the game session. However, there are no character record sheets that can really help with organizing the events and information that pertains to the story. To help the game run more smoothly it is a good idea to keep a running journal of your adventures. These can act as notes to help you remember important events and characters. These notes



Hobby stores have a wealth of material that can enhance your game. You can purchase miniatures, play mats, scenery pieces, supplemental game books and aids, even entire dungeons. You may also find that the Sagas Digital Pen and Paper program can be an incredibly useful tool. Check IronwoodNexus.com for useful game aids and tips.

often can be a written account of your stories, making a fun read themselves.

Players

Having a great group of players is as important to the game as anything else. They will be (or are) your friends as well as your companions through these tales.

This Book

This book is your resource for the game. If you are unsure of how a character's skills or powers work, or how you should prepare for a new part of adventure this book will help you along the way. Refer to this book in the game if you have any questions, or ask your Game Master. You can dog-ear or stick tabs on the end of pages you reference often (such as spell descriptions). Where this book really helps you though is between your game sessions. The options within this book will allow you to accomplish just about any task in the game. If you wish to create a new skill, or plan your character's journey through a wasteland, this book will guide you through the process so that you can accomplish your character's long-term needs away from the game table, where the action tends to move quickly and such reference tends to bog down game sessions.

Playing the Game

Role-playing games are played much differently than most other games. Role-playing games operate like interactive stories. All the elements of a good drama are present, and the player plays a protagonist in the story. These games operate in an abstract way, relying greatly on the imagination and creativity of the players. However, there are rules and limitations in the game that help to make things fair and grounded.

Players and their Characters

In order to play a player must be represented by a character. This character is your playing

piece in the game, moving through the game world and gaining the rewards or suffering the consequences made by you as the player. These characters, called Player Characters (PC's), are usually created by the player and are developed throughout the course of the game. The character takes the actions and decisions you make and the success or failure of these actions is decided by die rolls that represent your character's ability to perform the action.

This book primarily involves the creation and development of this character. There are rules for what the character can do. Chapter One: Character Creation deals with creating the statistics for your character. Using these statistics the player can choose the skills, powers, spells, and equipment that the character begins the game with.

When the creation of the character is finished this character becomes the player's representation in the game. The player chooses which actions the character takes, how the character takes them, behavior, motivations, fears, loves, concerns, likes/dislikes, and so forth. This character can become as developed as a character in any book or movie, with the only difference being that the player is in control.

Character Growth and Improvement

The primary role of this book is to give a foundation for how your character begins and develops in the game. While initially the book shows you the rules for creating a character, this is only the first stage of the character's life. Your character will grow and improve in the game world, gaining a reputation, become better skilled, and earning money and treasure. During this process your character may change and grow with the story. The characteristics, areas of study, and the character's role in the story and game world can change significantly depending on the choices you make as a player.

The character will move through a story presented by the Game Master. In these stories the character will face obstacles and challenges that the character will have to use skills and abilities to overcome. As characters overcome these they will become better at what they do. Just like in real life, your characters become more experienced.

As the character accomplishes goals in the game the character is rewarded with **experience points (Exp)** that are used to advance your character's abilities. The more difficult the tasks the character must overcome the more experience points they will earn. These points are spent almost like money. Players purchase levels for their skills that represent how well the character knows how to use the skill. Each level cost experience points and the higher the level, the more points the skill levels will cost. Characters can also use experience to learn new skills, or to learn to be proficient in using skills in a specific way.

These experience points are the main goal for you as a player in the game. Your experience points will help you to grow your character. As the character becomes more adept at their skills they will face ever-increasing challenges and stories. Your character becomes more proficient and dynamic the longer you play the game. Also, their story as a character grows in the telling. Soon you will find that your character isn't just some extra piece of a grand tale, your character is the legend in a grand tale. You may even find yourself telling the stories of your character's adventures away from the gaming table.

Success and Failure

Throughout the game your character will face many challenges. In order to overcome them the character will rely heavily on your ability to make judicious use of the character's skills, abilities, powers, and spells. In order to decide whether or not your character succeeds or fails at these tasks requires you to make tests based on your character's abilities. These tests show

not only whether or not your character succeeded at the task, but also to what extent.

Tests

Tests are instances in the game where a character is attempting to accomplish something where the exact result cannot be fairly represented through role-playing. For instance, if your character comes to a locked door for which the character has no key, the character may want to pick the lock. Declaring and role-playing your character's action does not mean that your character is always going to succeed. There are many different factors that can play into the situation, such as the off chance a pick breaks inside the lock, or how much time it takes the character to accomplish a task. Sometimes characters have bad days, where nothing seems to go right, while on the other hand they may have a day where everything seems handed to them. These are not arbitrary choices. Many factors play into it, including luck.

The accomplishment of a task can be broken down into three parts: natural ability, proficiency, and luck. Making a test in the game is resolved using all of these factors. To make a test you need to roll a die that represents your character's natural ability to perform a task. For instance, if you wish to know if your character sees any hidden traps you would roll the die associated with your character's perception level. This represents your character's natural ability, and luck. Additionally, your character may be trained to do things better than they could if they simply resorted to base ability. A character earns skill levels by spending experience points. These skill levels are added to your character's die roll result. If the character described before were skilled in detection then the character would roll their perception die and then add their detection skill level to the result.

Aside from the basic factors of all test results, characters can improve their chances of succeeding by using equipment designed to

be used with that skill. Better equipment will compliment skills differently. Furthermore, modifying the situation to better suit the character's needs help as well.

Dice Rules

While rolling a die will determine the success or failure of a test, there are a couple rules regarding die rolls.

The Rule of One

This rule means that if a die is rolled and it lands on the number one, or all ones are rolled on numerous dice, then the result is an automatic failure. This rule means that modifiers are not applied to the die roll. This rule represents the fact that no matter how skilled and prepared you are things can still go wrong.

The High Roll Rule

If a die roll lands on the highest number of the die (a 6 on a d6, or a 12 on a d12) the player can re-roll the die and add these numbers together. If a player is supposed to roll more than one die for a single test then both of those dice must land on the highest number to get a

re-roll. For instance, if a player who rolls a d4 and a d10, due to having a high attribute, that player can only re-roll the two dice if a 4 is rolled on the d4 and a 10 is rolled on a d10. The player cannot re-roll one die and not the other.

The Rule of Three

A player may only take three High Roll Rule re-rolls. No matter what the final die roll is.

Target Levels

Tests are made against target levels. A target level is the number that represents how difficult a task is to perform. The test result must meet or exceed a target level in order for the test to succeed. If the test result is lower than the target level, then the character fails the test. The type of task and the severity of the failure usually determine the exact nature of a failure. Sometimes it can be as simple as "it didn't work". Other times failure could be deadly.

Most often players won't know the exact target level of a task. They may ask the Game Master how difficult a task may look or seem, and the Game Master may return a descriptive answer such as "For an untrained commoner this task may be difficult, but the task doesn't look too hard to you". While this is not always a guarantee of success or failure, it may help to gauge how you need to approach a situation, if at all. If a task looks deadly, and the Game Master says that the task looks very difficult, you may have to decide to make the attempt after you can adjust the situation to be more favorable for you.

Modifiers

There are many factors that can improve or hinder your character's ability to succeed. It is a good idea to know what can affect your character's tests and target levels.

In general, any number added or subtracted to a die result or target level is

Determining Test Result

To determine if a test result use the following formula:

$$\text{Die Roll Result} + \text{Modifiers} = \text{Test Result}$$

Modifiers can be many different things, and many modifiers can add and subtract from the test result. Modifiers can be some of the following: skill level, proficiency level, equipment modifier, situational modifier, and spell or power effect.

called a modifier. This can be simple as a skill level, or as complex as weather and lighting conditions. Modifiers that add are called bonuses, while those that are subtracted are called penalties.

There is no limit to a combination of bonuses or penalties or the range by which they can affect things. For instance, it is possible to have a skill test result modified with a bonus for good equipment, while having a penalty for being encumbered. The sum of all total modifiers becomes the total modifier.

In general, if a modifier reflects a change directly controlled by a character, such as having better equipment, then the number is modified to skill tests. While if a situation affects the target that has very limited, if any control by the character, then the target level is modified. Ultimately, your Game Master will decide if what, and by how much a modifier will effect the situation.

The Real Beginning

Now that you have the basics for understanding how the game works you are ready to create your own character and begin playing. Appendix A: Character Archetypes has various characters pre-built and ready for play. You can choose one of these characters to begin play with, modify one of these characters to better suit your character needs, or create a whole new character.

Remember, this book is only a guidebook, not a rulebook. It is here to help players build and play the characters they want, to make the story that you want to be a part of. Above all, have fun, and enjoy your adventures!

Chapter One:

Character Creation

This section describes how to create the character that will take center stage in the stories you are going to help create. For the player the character, and who he or she is, is the most important element of the game. When creating your character take your time. Read through this guidebook so that you will have the information to help you make the decisions to help you create the character you want to play. Within these pages is a wealth of options specifically to give you the tools to create whatever character you have in mind.

There are no expectations, and no stereotypes. There is no need to create a character to fill a specific role in a group. Because you want to have the fullest experience possible you should create the character you want. No one else will share the experience of creating and developing this character, and though they may share your adventures, the story from your point of view, and that of your character, is yours alone. Since it is your time and effort involved this character you should be able to make the choices you want.

It may take a few minutes or an hour or more to make a character. You can take all the time you want. Your character can be as developed and complex as you wish, or you can create a simple and easy to use character to just jump right in and play. Alternatively you may select a character archetype from the appendix at the end of this book. The archetypes are pre-generated characters that are there for players to jump quickly into the game and start playing.

Character Origin

Your character has a history. Who is your character? Where did this person come from, what made him/her whom they are? These are important questions. The answers can help you

decide the skills and powers for your character, as well as their deeper motivations. The best characters in any stories have complex or detailed origins. The origin of the character can help shape the story in many exciting ways.

Throughout the game, Game Masters can use the past of player characters to flesh out and create adventures that are more personal and compelling for you character. As far as this area of character creation goes, there are few limitations. The only trick is to remember that your character is just starting out in the world at this point. They have few resources, skills, and equipment. It is okay to build a history for your character in which they were born into a noble family. However, the character creation method will not grant you a character with the kind of wealth and resources such a character would normally have. So, how did they get to where they are now? Was the characters family ousted from the nobility? Was it a scandal, betrayal, or even murder? Does the character hope to rebuild the noble status that was once inherent?

Characters have a wide variety of origins. Some are humble; others are tragic, oth-

Who is your character?

All characters in a story are like real people. They have history, hopes, goals, fears, and passions. Developing who your character is first is sometimes an easy way to decide what skills and abilities your character will start with. Your character may change and grow differently during the game, but deciding where your character came from, what happened in their life before you take a part in their story, and where they hope to go can help you get a good starting point.

ers are hopeful. The following list describes some helpful starting points. Remember, no matter what your character's history, it cannot modify the way your character is created using these rules.. If it seems like the character should have more, create an instance in the near past when they were stripped of their power, rank, or wealth. This will reflect the character's current position in the game world.

Former Apprentice

This character at some point in life decided, or was asked, to be taken under the wing of a particular individual. This could have been a magician, fighter, bard, etc. The individual tutored the character, teaching them the arts and skills the character now possesses. Finally the character has advanced far enough that it is time to strike out alone. The tutor could have set the character off with fond wishes, betrayed the character, or has become a victim of some ill fate. If the tutor has disappeared or was killed, the character may harbor thoughts of revenge or be trying to search for the lost teacher.

Noble Blood

Once born into a proud and noble house, things suddenly changed for the character. Forced to strike out alone, the character has made few friends, but these times were a period of growing. Skills and knowledge have become the character's new wealth. Using these skills, the character hopes to reclaim the lost heritage, take revenge or seek justice, or live life out hiding from the past that took away that life.

Sole Survivor

This character was the victim of some dark tragedy. There are numerous events to select from, such as: the character's village was destroyed by some natural disaster, bandit or monster raids, the character could be the sole survivor of a ship wreck, a refugee from a plague ridden land, or a victim of social, reli-

gious, or racial persecution. In any case, the character faces life alone, learning the skills and harnessing the powers necessary for survival. The character has grown now into a formidable adventurer, building a new future in the wake of tragedy. Still though, the horrors of the tragedy haunt the present. The character could be fueled with a desire to help prevent such catastrophes, or harbor a deep resentment for life that manifest in a distrustful and brooding nature.

Dreamer

This character has heard the tales and legends told around fires throughout childhood. This grew into a sense of wander lust to find adventure and glory. The character strikes out to discover that the world is a dangerous place, and that only through resourcefulness, skills, and strength, can one hope to become the subject of legend.

Banished

Persecuted for the strange and unusual powers the character possesses, he/she is forced to set out from their home, alone and unaided. The character could have met someone of a similar nature, or just a kind-hearted protector. From this person the character has developed the powers and skills that was once the object of fear and distrust. The character's persecution could have convinced the character to show the world that such power can be a blessing for those willing to help the world, a curse that must be hidden at all costs, or a tool by which they will make the ignorant pay for their crimes against those born with such powers.

Calling

The character has had some natural gift or talent. Being a natural swordsman, magician, hunter, etc. has made the character feel that the world needs heroes to bring down the corruption and evil that plagues it. The character is one such hero, and makes his/her way through the world stopping injustice, destroying evil,

and healing the scars left in the wake.

Building your Character

After you determine who your character is it is time to create the base foundation of your character. Your character's ability to do things in the story, such as using skills, casting spells, using powers, even the types of weapons and armor they will be able to use most effectively are result of the characteristics you choose and apply here. This foundation should be determined by the character you have in mind. If your character is a swashbuckling swordsman, a clever thief, or a skillful acrobat then you want your character to have high dexterity. If your character is a powerful barbarian, you might have a high strength, stamina, or both. A wise and powerful wizard would have a high intelligence and wisdom ability. This foundation for your character is called your character's **attributes**.

Attributes are numbers that reflect the base physical and mental strengths of your character. The average score of a normal human person is between 8-10. A human with an exceptional ability may have a score as high as 18. Most humans don't have a score lower than 3. These numbers affect each score in much the same way. Each attribute is stronger at a higher number. Some attributes will also affect the way your character starts in the game, as well as the ability to succeed at tasks related to that attribute.

A character's attribute is represented by a number called the **attribute value**. This number represents the base score from which a number of a character's other statistics are determined. Additionally, each attribute value determines the **attribute level**. Attribute levels are used to determine the die that a player rolls whenever a character uses that attribute.

Character Creation Steps

The five basic steps to character creation are:

1. Determine Attributes
2. Choose Race
3. Purchase Skills, spells, and abilities.
4. Purchase Knowledge Skills
5. Purchase starting equipment.

Defining Attributes

Characters have 8 primary attributes and four secondary attributes. Each secondary attribute is derived from the average of two primary attributes.

Attributes Listed:

Your character has a total of twelve attributes that are the foundation for who they are.

<u>Primary</u>	<u>Secondary</u>
Speed	Reaction
Dexterity	Toughness
Strength	Wisdom
Stamina	Charisma
Perception	
Intelligence	
Beauty	
Personality	

- Character Creation -

Primary Attributes

Below are the descriptions of the eight primary attributes.

Strength:

Strength measures how much a character can lift and/or carry, as well as the amount of damage a character can inflict on target. Strength can also be rolled for any type of test that involves the use of muscular force (such as climbing, pushing or pulling a heavy object, etc.). The Game Master decides whether or not a strength test is appropriate for the desired action.

Speed:

Speed is used to determine a character's movement rate. Speed is rolled in situations where a character needs to move quickly, such as retreating from combat or pursuing a target.

Dexterity:

The character's overall agility and coordination are measured by dexterity. Dexterity is also used in determining the character's ability to use weapons, move unnoticed, move over difficult terrain, etc.

Stamina:

Stamina is used to determine how long a character can withstand physical exertion, such as swimming for great distances or holding up heavy objects.

Perception:

The perception attribute determines a character's ability to use his senses. The most common use for perception is for sight, though the other four senses can be equally as useful depending on the situation.

Intelligence:

Intelligence is a representation of a character's knowledge and his ability to understand. Someone with a high perception may see the

trap ahead, but someone with a high intelligence knows what it does. Intelligence determines the number of beginning skill points.

Beauty:

Beauty measures a character's attractiveness. Characters with low beauty values can be just as effective as characters with a high beauty score but in the opposite way. Game Masters may decide to lower target levels for actions in which the character may be using a low beauty value to intimidate or frighten someone.

Personality:

This is the character's basic persona. Though a character's personality directly relates to how a player role-plays him, the Game Master uses personality to determine how NPC's might react to the character. Personality tests determine NPC reactions under unusual character actions, such as seduction, bartering, or influence based skills

Secondary Attributes

The four secondary attributes are drawn from the eight primary attributes. Each one is based on the average of two primary attributes and is used in similar ways. The attribute headings below show in parenthesis the two primary attributes used to determine that particular attribute.

Reaction (Speed and Dexterity):

Reaction is a character's ability to respond quickly. Characters with a high reaction tend to be able to adjust quickly to changes around them. They usually react first in combat situations, and are better able to defend themselves.

Toughness (Strength and Stamina):

A character's toughness attribute is his physical durability. It measures his ability to resist toxins, poisons, and general physical abuse. The toughness value is used to determine the life total and critical threshold of a character.

Wisdom (Perception and Intelligence):

A character's wisdom attribute reflects the ability to process sensory information. Wisdom can be used in spell casting, when using psychic powers, to resist magical and psychic effects, and in the skills that require the character to process sensory information such as using the stars for navigation.

Charisma (Beauty and Personality)

Charisma is the character's ability to convince or manipulate people. Characters with a high charisma tend to get better deals, find it easier to convince people to do things for them, and tend to gain popularity quickly. These characters make great spokesmen for groups and organizations. Quite often they are strong leaders as people find it easier to follow the charismatic.

Determining Attributes

There are two choices for determining attributes. Your Game Master may have decided to only allow one or the other method or use a custom method. Players can use either of these methods or the Game Master may wish the player to use only one, or one of their own creation. Players use these methods to generate values for each of the 8 primary attributes. When generating attributes no character can begin the game with unmodified attributes lower than 3 or higher than 18. Racial modifiers may bring an attribute above or below this.

Random Attributes

The first method for generating attributes for you character is a random roll. Players roll four six-sided (d6) die. Add the three highest rolls together, ignoring the lowest roll. Next, assign this total to an attribute value. Generating attributes randomly will allow for potentially stronger or weaker characters than is normally possible. While this can make some very interesting characters, it can also make it

difficult for a player to get the type of character they really want to play.

Purchase Attributes

The second method for generating attributes is to purchase them. Each player has a total of 80 points with which they can purchase attribute values. Game Masters may wish for players to start with more or less purchase points, so it is a good idea to check with your Game Master before using this method. Table 1-1 shows the cost of each attribute value. Generating attributes using the purchase system allows players to start on the same footing. Every player character begins

Table 1-1: Value Cost

Cost	Value
+2	3
+1	4
0	5
1	6
2	7
3	8
6	9
7	10
8	11
11	12
12	13
13	14
16	15
17	16
18	17
20	18

the game with the same potential. Furthermore, it is much easier for a player to create the exact character they are trying to make.

Attribute Levels

Attribute Levels are used to determine the die used when making tests using that attribute. Each attribute value determines the die level according to Table 1-2: Attribute Die Levels. To find the attribute level, reference the attribute total in the value column on the left. The right hand columns, Level and Dice, show the values associated with that attribute.

Attribute levels are also used in determining certain character vital statistics, as well as are sometimes used for target levels for certain skills, power, and spell tests.

Attributes are then recorded using the format Value/Level/Dice. For instance, an attribute with a value of 10 would appear as 10/3/d8.

Table 1-2: Attribute Dice Levels

Value	Level	Dice
3	1	d4
4		
5		
6	2	d6
7		
8		
9	3	d8
10		
11		
12	4	d10
13		
14		
15	5	d12
16		
17		
18	6	d14 (d10+d4)
19		
20		

Racial Modifiers

While no races are provided with this book, your Game Master may allow a player to create a character of any exotic race they feel appropriate for their world. Many races will modify the character's base attribute values. Before continuing with character creation a race should be chosen (if allowed) and all appropriate modifiers to attributes applied.

Attribute Adjustments

Your character's attributes affect not only the die you roll to perform certain tasks in the game, but also define other details about your character. At this point in character development the player determines the **vital statistics** of the character by referencing an associated attribute.

Determining Life Points

Life Points are the number that represents how much physical damage a character can sustain before that character is incapacitated. A character's life points are equal to the character's modified toughness value. This total may change throughout the game, such as when a character's toughness value is modified by disease. Any time the character's toughness is modified, either through a bonus or a penalty, then so is the character's life points. However, a character's life points do not affect the character's toughness value.

Critical Threshold

A **critical threshold** is the number that represents how much damage a character can sustain at one time before the character receives a wound. The critical threshold of the character is found by dividing the character's current life points, round up, and add one point. For instance, if a character's life point total is 8, then the character's critical threshold is 5 ($8/2=4$, $4+1=5$).

The critical threshold is always equal to the current life point totals. This means that if a character sustains damage that is subtracted from the current total, then the character's critical threshold is determined from the new life point value. For instance, if a character that starts with 8 life points takes 3 points of damage the character's life points are now 5. The character's new critical threshold is now 4 ($5/2 = 2.5$ (3), $3+1=4$).

Initiative

Each character has an **initiative** that determines how quickly they can assess and react to a situation. Initiative is most often used to determine how quickly a character acts in a combat round. To determine a character's initiative find the average of the character's modified wisdom and reaction attribute values to determine the initiative value and level.

A character's initiative value and/or level may also be modified independently of the character's reaction or wisdom. Certain types of armor, spell effects, and other items may modify the characters initiative value, level, or both.

Movement

Characters have a rate of movement equal to 10 feet times their modified speed level. This is the character's full movement rate, or **running speed**. A character has an **action speed** equal to half their running speed.

Lifting and Carrying

A character has a **lifting load** equal to 15 pounds times the character's modified strength value. A lifting load determines how much weight a character can lift over their head without making a strength attribute test. A character can attempt to lift more than this weight but for every 5 more pounds of weight the character makes a strength test against a target level of one. For instance, if a character with a strength of 10 who can lift an object of 150 pounds decides to lift an object that weighs 175 pounds the character must succeed at a strength test roll (5). A character can sustain a lifted load equal to one combat round per stamina level. If the character is forced to sustain the load longer they must make a strength test. The target level for the strength test is equal to every fifteen pounds (rounded up) that the character is trying to sustain. Each round the target level increases by one more point.

A character has a **carry load** equal to half of their lifting load. This determines how much weight a character can carry comfortably for a number of hours equal to their stamina value, at which point the character needs to rest for at least four hours. If a character tries to sustain a weight that exceeds their carry load, and move about normally, then that character must succeed at a stamina test equal to

every 5 pounds of weight that the load exceeds the character's maximum carry load. If the character fails the test the character is considered **hindered by weight** and receives a temporary one-point modifier to the character's toughness value. If the character continues the target level will increase by one for each successive test until the character lightens the load, or rests. The total modifiers to the target level are reduced to one for each hour of rest. If the character's toughness value reaches zero, the character falls unconscious.

A character with a load that exceeds their carry load, but is lower than their lifting load can only move at an action speed of 5 feet. To do so the character must succeed at a strength test. The target level for this test is equal to every fifteen pounds that the weight exceeds the characters carry load. This is an alternative to the above stated rule for sustaining a load exceeding a characters carry load. This rule only applies to five foot movements, while the hindered by weight rule applies to normal movement (movement equal or exceeding the character's action speed). Characters whose carry limit is exceeded cannot run.

Perception Range

A character's ability to perceive objects at a distance is based on the character's perception level. Using Table 1-3: Perception Ranges, the player can determine character's **perception range increment** that is used to determine both detection range, and ranged weapon combat modifiers (see **Ranged Combat on page 118**).

Range increments define the range at which a character can distinctly see an object with a minimum size for that range (see **Object Size on page 97**). For instance, at medium range a character can make out the details of a medium, or man sized object, or an object that is larger such as a tree, or a house. While a character may be able to determine that the object is a person, and that the person

is carrying a book, they could not see the title or images on the book's cover.

If a character is observing an object of a size larger than the range increment then the character is more aware of the details of the object. For instance, if the man carrying the book from the above example were standing in close range, the character can then read the cover of the smaller object, as well as notice other features.

Perception ranges do not mean that an object that exceeds a range increment cannot be seen, or even the details made out. It simply means that the object is indistinguishable. In some case the object may not be noticed. A person sitting against a tree may not be noticed by a casual glance of an observer from long range. However, if the character were actively looking for something, such as making a successful detection test, then the character could see the object. Higher success levels would allow for more detail.

Table 1-3: Perception Ranges

Perception Level	Range Increment
1	20 ft
2	30 ft
3	40 ft
4	50 ft
5	60 ft
6	70 ft

Starting Money

Each character begins the game with a number of silver pieces (SP) equal to 10 times their charisma value. This money is used to purchase the character's starting equipment.

This value reflects the worth of the goods that a character has acquired up to this point in the character's life. The more charismatic the character is the more likely they would have been to generate funds for them-

Game World Currency:

While each game world has its own currency, the default game rules use silver pieces as a base. If a Game Master decides to use a different currency, use the rules that apply here, but consider the SP to be that monetary unit. For instance, if the Game Master's world uses Gold Pieces (GP) as the standard units consider any entry of SP to mean GP.

selves through work, persuasion, bartering, etc.

Players can use this money to purchase any equipment that the Game Master finds suitable for their game world. See Chapter 3: Equipment and Services to get a full list of available items. Review your purchases with your GM, as some items may not be allowed in the game world.

Descriptive Statistics

You can now choose the final **descriptive statistics** of your character. There are no rules for deciding these statistics, and they are mostly aesthetic in nature. Choosing your character's eye and hair color, height, age and weight are completely in your control. Consider your character's statistics when making these decisions. If your character has a low beauty and dexterity value your character may be overweight. Likewise, if your character has an above average strength and dexterity your character may be lean and muscular. Take some time to decide these statistics, as they should not be changed during the game.

You can also make any specific notes on distinguishing your character's physical appearance to compliment your character's statistics, attributes, and your character's history. Adding such things as tattoos, scars, de-

formities, etc. can go a long way in giving your character a personal identity.

Writing a short biography of your character, and using it as an introduction in your character journal can help you to role-play your character. You can present this biography to your GM. Many Game Masters like to use character biographies and histories to flesh out their campaigns and to give adventures a more personal touch. Referring to your characters biography and statistics can also help you to choose the beginning skills and equipment for your character. However, a character's biography and descriptive statistic can never modify a characters starting skill points or money.

Now that the foundation for your character is complete you can now begin choosing the skills, powers, and items that your character will begin the game with. This is the starting point of your character's adventure, and your experience as a player. It is the beginning of the legend you are creating.

Chapter Two:

Skills

Skills and Proficiencies

Skills detail your character. They define the character's ability and, in some way, reflect who the character is, was, and will be. Players choose skills for their characters based on where they want that individual to excel. These skills compliment a character's natural abilities as reflected in their attributes by giving a character a bonus to the dice rolled to accomplish a task. This chapter deals with how skills are chosen, how they work, and how to develop them.

Proficiencies

Proficiencies are like sub-skills: they reflect an area of focus within a skill. This focus helps the character to use the skill more effectively in a particular situation or aspect. They give a bonus equal to the proficiency level to the related skill test result. For instance, a character with a large sword skill can be proficient with bastard swords. Whenever a character uses a large sword the character would get the skill level bonus added to their die roll. If that character were to use a bastard sword, then that character would add both the large sword skill level and the bastard sword proficiency level to the test result.

Characters can have more than one proficiency for any given skill. Using the example above, the character could be proficient with a bastard sword, a great sword, etc.

While proficiencies behave similarly to skills, there are some limitations. First, a character cannot have proficiency unless the character has at least three levels in the parent skill. Secondly, a proficiency level cannot be greater than one level below the parent skill level.

Choosing Starting Skills

Characters begin the game with a number of skill points equal to 5 plus their intelligence value. This reflects the character's ability to have studied and learned their skills up to the point where the player takes control. These skill points are used to purchase all starting skills and proficiencies. Additionally, characters gain an extra pool of knowledge skill points equal to their intelligence level. This is used to determine the areas of study a character in which a character may be knowledgeable, as is explained below. These points can only be used to purchase knowledge skills and spells.

Players can spend a skill point to purchase a level in a skill by spending one skill point per skill level. For instance, if a player wants to start the game with a skill at level two, then the cost for this skill will be two. No skill can begin the game at a level higher than three.

Players may also choose to purchase proficiencies for their character. Purchasing proficiencies at character creation works with the same rules and limitations as though the player were purchasing a base skill. However, proficiency can only be purchased at one level lower than the parent skill associated with it.

Learning New Skills

Characters are not restricted to the skills selected during character creation. As your character grows in the game world, he or she may decide to pursue or expand interests. This allows for a character to grow in any way imaginable.

There are many ways a character can learn new skills, and this is usually dependent upon the type of skill. Game Masters may also choose to adjust which skills may or may not need training, as suits the game and the world.

Apprenticeship

Apprenticeship is used for formal training in complicated skills requiring both study and tutorage. Apprenticeship is most common in professional, arcane, and religious skills. However, apprentice study can be used for almost any type of skill in which a character seeks training. The benefit of apprenticeship is that it seldom costs any money to be trained, and that the learning of the skill is somewhat easier. To be an apprentice, all a character needs is time and dedication. The biggest advantage to apprenticeship is the ability to continuously increase skill levels throughout the apprenticeship.

Characters must first petition a professional of that skill or skill group. Characters must convince this person that they are dedicated to the learning and have some experience or foundation to build upon. This usually means that the character must show some natural capacity for the skill. In game terms, this means the character may have to perform some test, in which the character succeeds, at least to some extent, at a task or trial involving the skill. Because a character usually doesn't have any skill levels in this skill the character will have to make do with their base attribute roll. Having a strong attribute value in the relevant skill is beneficial to convincing a person to accept the character as an apprentice.

After having proven that the character is worthy, he/she must set aside the experience point cost for the new skill level (10 points for a new skill). When the character starts the training, he/she must spend 8 hours a day for 5 days, working side by side with their master. At the end of each week, the player rolls the character's intelligence level against a target level of 15 minus the trainer's skill level in the skill. If the character fails the test, they must spend another week of training. Each successive week of training decreases the target level by one point. If the character succeeds at learning the skill, the training can stop or the character can continue to train and increase the

skill further. As long as the character doesn't break from training for more than two days, the target level will remain at its current level.

Autodidaction

Through untrained and continuous use, it is possible for a character to learn a skill on their own without any formal training. Any skill that can be learned through autodidaction can be used untrained.

To learn a skill through autodidaction, the character must first make the choice to actively learn the skill. This is simply done by the player stating their intention. From this point on, the player must set aside the necessary experience points (10 for a new skill) that cannot be used until the skill is learned. If the character does not learn the skill, then these points cannot be returned to the experience points pool. They can only be spent on the chosen skill.

The target level for learning most skills in this way is 20. Each time the character successfully uses the skill untrained the target level is lowered by one point. At any point after the first attempt the character can choose to attempt to learn the skill. The player rolls an intelligence test against the modified target level. If the character succeeds the player then spends the experience points previously set aside and the character now has one skill level in the chosen skill. The skill can be raised normally from that point forward.

If the character fails to learn the skill on their attempt, then the target level is raised by one point. No experience points are spent on a failed attempt.

Training

Some skills require training to use. Others are just easier to learn through training. In some cases, a Game Master may choose to require training to gain proficiency or to raise a skill level past a certain level. Whatever the reason,

your character may at some point in the game seek training.

The first step to training is to find a character that has the required skill at level five or higher. If the character is seeking training to improve a skill, then the skill level of the trainer must exceed the skill level that the character is hoping to gain. Trainers may be found in numerous places; many skills however are rare. True masters of a skill are rare but afford the best teachings for the price.

Once a teacher has been found, they usually expect some sort of compensation for their efforts. This may be in the form of a task but is usually paid in money. The rate trainers charge per day is usually equal to 10 times their current skill level per day of training.

Characters must spend at least eight hours per day of training. At the end of each day, the player makes an intelligence test to learn the skill against a target level equal to 15 minus the trainer's skill level. If a character cannot spend the full eight hours but chooses to continue training, then add a +2 to the target level to learn the skill. For each day a character spends training, a one-point modifier is added to the intelligence test. If the character has succeeded then the character has learned the skill. Once the character has the necessary experience points, they can be spent to raise the skill by one level.

Research

Research is used to learn and expand a character's knowledge based skills. Research can assist in learning other skills but can only help by lowering target levels and must be used in conjunction with another form of training.

Characters who want to research must first find a library. Any form of collected knowledge will do, such as a collection of books, a private study, etc. A library has a level associated with it much like an equipment level (see **Equipment Levels on page 76**). The quality of the material is reflected in this level.

While researching, the character must spend 8 hours a day for a number of days equal to the new skill level with the material pertaining to the skill. Characters cannot spend more than eight hours a day in research. If a character cannot spend the full eight hours but chooses to continue researching, then add a +2 modifier to the target level to learn the skill. At the end of this time, the character makes a research skill test (20). The target level may be higher or lower depending on the obscurity of the knowledge to be gained. For each additional day a character spends researching, the target level is lowered by one point. If the character succeeds at this test, the character can increase the skill level by one level.

Once the character has raised the skill level, the character can continue to research. However, to gain new levels in research, the character must start the process over again.

Using Skills

Most of a character's skills are directly related to a character's attribute level. Each skill has an attribute that the skill is associated with; these associations are listed in the skill's description. When a player declares that the character is using a skill, they roll the die associated with that attribute. The player then adds the skill level to the test result. The final total is the character's skill test result.

Some skills do not have an associated attribute, such as the snipe and backstab skills. In these cases, the skill description will have special rules on how a skill works.

Many skills can be used in varying ways which may require the use of a different attribute. For instance, the GM may ask a player to roll a combat related skill using an intelligence attribute to identify how skilled a person is. These types of skill tests are at the discretion of the GM. No skill description could possibly list all the potential variations to using a skill. If a player feels that they can make a skill test in a certain way consult the GM.

If a character has a proficiency in a skill and the character is using the skill in an aspect relating to the proficiency, then the skill level and the proficiency level are both added to the die result.

Using Untrained Skills

Some skills require training represented by a skill level in order to use a skill. However, many skills can be used without any formal training. Using a skill untrained allows a character to perform the skill, however, the character gains no bonus to the attribute die roll. GM's may decide that any skill can be used untrained or not, despite what is in the skill description found in this book. In general, if a skill cannot be learned through autodidaction, then that skill cannot be used untrained.

Counter Skills

Many skills can be used to counter the effect of a skill used by another character. For instance, a character skilled in tracking can use a tracking skill to hide their trail, thereby foiling an opposed tracking test. A skill's counter skill use can be found at the end of a skill description, if available.

To use a counter skill, the player rolls the die for the skill as normal. However, a player cannot add a character's proficiency level to the die result. Characters can be profi-

cient in a counter skill. Counter skill proficiencies work just like standard skill proficiencies.

Raising Skill Levels

Players can raise the skill levels of a character to reflect the character's growing ability. A character can only raise a skill they have already learned, which means a skill must already be at level 1. Skills, proficiencies, spells, and power levels are all raised in the same manner.

To raise a skill level the character must have used the skill successfully a number of times equal to the new skill level. The player must then spend a number of experience points equal to the new skill level times 10. For instance, if a character wishes to raise an axe skill from level 3 to level 4, then the character must have succeeded at hitting someone with an axe at least four times, and must spend 40 experience points.

A skill cannot be raised any further than one skill level at a time. However, if a character has used both a skill and proficiency successfully enough times, and has enough experience, then both skill levels can be raised at one time. Each time a player wishes to raise a skill level the process begins anew.

pending Experience on Skills

A player chooses to increase a warrior's skill levels. The character has earned quite a bit of experience and has met the requirements to advance the level. The player decides to spend the experience to raise a skill from level 4 to level 5, and decides to also raise the proficiency from level 3 to level 4 at this time. Both the skill and proficiency are raised one level each (for a total of 2 more points whenever the skill is used in that respect).

Although the character has earned enough experience points to raise the skill level by one more level, the character must first use the skill successfully 6 more times before the skill can be raised.

Skills

Below are the skills a character may find useful in the game. No skill list could ever include all the possible skills a character or player may want or need. Players and GM's can choose to create new skills, using the skill descriptions in this section as a guide. GM's may approve or disapprove of any skill to be used in this game.

The descriptions below are not set to limit a player's potential with a skill. Skills can be used in a wide variety of ways, including being used with various attributes. These descriptions are only general guidelines on ways to use the skills in a game. Game Masters should use the descriptions below to determine if a skill can be used in a certain way.

The skill descriptions also list the attributes associated with a skill, followed by a list of possible proficiencies (if applicable), then the rules and concepts associated with using the skill. If a skill can be used as a counter skill or has a counter skill associated with it, it will appear at the end of the skill description.

In the entries below, a skill name may be followed by a list in parentheses. In these cases, the skill itself is not purchased. Instead the skill is purchased for one of the listed items. For instance, a character does not purchase a general performing skill. Instead, the character purchases the Performing (dance) skill. A proficiency for the skill (which lists "By Style") would be ballet.

Artistry Skills

Artistry skills are a collection of skills that are used in a self-expressive way to please audiences, influence emotions, or to earn some money. Positive uses of these skills can improve morale and soothe sadness or weariness.

Proficiencies associated with artistry skills, more than any other skill type, are used as references or guidelines. In most cases, artistry skill proficiency can be any type of me-

Adventuring Artists

Often adventurers, explorers, and travelers are also well skilled artists.

Artists are attracted towards the freedoms of adventuring lifestyles, in much the same way that adventurers enjoy the expression of art.

Artistry also can help fill a fundamental need in an adventurer's life. Adventurers often sell artwork such as their writings, songs, paintings, etc. based on their travels to support themselves. Tales, and representations of foreign and exotic places and themes is a commonly desired by both serious and casual collectors.

dium (tools used to create the art) or a particular style.

Painting

Personality

Canvas, murals, oils, watercolors

Painters express themselves through two-dimensional works of art using a wide range of materials. Painters use many types of surfaces to create these works, including canvas, ceramics, and even entire walls. Proficiencies in painting are chosen by style, which may or may not encompass the use of a particular implement or surface. Usually the paint or surface is little more than a preference.

When a painter creates a piece of art, the player rolls the skill test. This test result is a base by which the character may determine the value of the piece of art. The player then decides how many 2-hour periods the character can devote to the creation of this piece. Each 2-hour period equals one point of the skill test the player wishes to apply up to a maximum of the skill test result. The final skill

test result is determined by how many 2-hour periods the character devotes to the project up to a maximum of the initial test result. For instance, if a player's skill test result is equal to 12, but the character can only spend 20 hours on the piece, then the final result is 10. While the piece had the potential of being a 12, the character could not commit the time necessary to bringing the piece to its full potential. Players can determine the base value of their creations by multiplying the final test result (adjusted for time spent to create the piece) by 10. Materials and scope can further modify the price if the GM feels that it is applicable.

Players can sell their paintings by comparing the final skill test result against a potential buyer's wisdom level plus the buyer's painting knowledge skill level (if applicable). The base value of the piece is adjusted by ten percent of the base value for each success level (the value is lowered by ten percent for failure levels) to determine the price the potential buyer will offer to purchase the piece.

Performing (Acting, Dancing, Singing)

Charisma

By Style

Performing skills incorporate any skill that can be used to instill some emotion or reaction from an audience. Performance can be used to try to influence a particular emotion such as sadness, pity, longing, hatred, friendship, love, humor, etc.

Characters make a performing skill test using their charisma level, adding their skill level to the result. The result is compared to the average wisdom level of the audience member(s). If the test succeeds, then the audience understands the piece and the emotion portrayed. Each higher level of success means a performance that the audience better relates to until the audience feels the emotion portrayed (success level three or higher).

Characters can earn money at their performances. To find the amount of coin a character can earn at a performance multiply the

number of audience members by the character's success level. As a character's reputation as a performer increases the character can expect more money from their performances. If a character is asked to perform they can usually expect a number of coins equal to their skill level multiplied by their reputation level.

Musician (Instrument)

Personality

By Style

This skill incorporates both the playing of musical instruments and the composition of songs.

When writing new pieces, the test result reflects the quality of the piece and how well it reflects the writer's intention. The writer's intention could be to generate emotion, to simply entertain, or to be relaxing or atmospheric. A result of 9 is a standard but not altogether impressive piece. For every success level higher, the writing can give a bonus of one point to the performance test.

In order to play a piece, characters must first learn the music. To do so, the character makes an intelligence test adding their musician skill level only (proficiency levels do not apply to this test). The target level for the test is 9 plus the piece's equipment level. To perform the piece, the character makes a musician skill test just as they would a performing skill test (see **Performing** above).

Sculpting

Personality

Clay, Stone, Ice

Sculptors take a natural form and work it into artistic images. The artist can create a statue, ceramic, plaque, relief, and so on. Sculpting ranges from carving a piece with intricate designs and patterns to forming elegant or realistic statues.

When a sculptor creates a piece of art, the player rolls the skill test. This test result is a base by which the character may determine the value of the piece of art. The time it takes

to create the piece is largely dependent on the size of the object to be worked. An object's size is reflected the same way as a creature's size. Each level of an object's size equals a one-hour period of creation time. The player then decides how many periods the character can devote to the creation of this piece. Each period equals one point of the skill test the player wishes to apply up to a maximum of the skill test result. The final skill test result is determined by how many creation periods the character devotes to the project up to a maximum of the initial test result. For instance, a player creating a small figurine (size 2) has a skill test result equal to 12 (24 hours to complete the piece), but the character can only spend 20 hours on the piece, then the final result is 10. While the piece had the potential of being a 12, the character could not commit the time necessary to bringing the piece to its full potential.

Players can determine the base value of their creations by multiplying the final test result (adjusted for time spent to create the piece) by 10. Materials and scope can further modify the price if the GM feels that it is applicable.

Characters can sell their pieces by comparing the final skill test result against a potential buyer's wisdom level plus the buyer's sculptor knowledge skill level (if applicable). The base value of the piece is adjusted by ten percent of the base value for each success level (the value is lowered by ten percent for failure levels) to determine the price the potential buyer will offer to purchase the piece.

Writing

Personality

Poetry, Fables, Historical, Satirical

Writers take stories or ideas and present them on the page in a manner that would best represent that story or idea. The writer uses various tools such as language, pace, tone, and dramatic license to better create a piece that an audience will appreciate.

When a character writes a piece, the player makes a personality test and adds the character's writing skill level to the result. The base target level for the writing skill test is five. Complicated pieces that tend to use innuendo or subtle messages can further increase the target level. Characters can retry the test as they revise the piece but each revision adds a two-point modifier to the target level. Each finished piece has a level equal to the success level of the writing test which represents the quality of the piece.

As with the other artistry skills, writing takes time to create the piece. In general a character takes a four-hour period of time for each point of a skill test result to create the initial piece. Revisions can be made from time to time but will take an amount of time equal to half the new test result in hours. Characters can revise a piece as often as they want. A character cannot lower the quality of a piece by choosing to spend less time creating it as they would other types of art forms. Once an artist begins to write, the story must eventually be finished or abandoned.

Writers can also create works that are performed. When this is the case, the level of the piece can give bonuses to the tests of the performing characters. Each level higher than one grants a one-point bonus, so that a level three piece gives a two-point bonus.

Combat Skills

Combat skills are a collection of martial and tactical skills used specifically in battle. These skills range from melee and ranged weapons to defensive and supplemental skills that can be used to gain or take advantage of specific opportunities.

The combat skills listed generally do not mention the rules associated with using them. Instead, refer to **Chapter 7: Combat** for more information on combat. The entries below describe the various attributes of the skills.

Melee Weapons

Melee weapons encompass a group of hand-to-hand offensive combat skills. Each skill represents an overall group of weapons of a similar type. Characters can be proficient in a particular weapon in that arsenal.

Axes

Dexterity

Hand Axe, Battle Axe, Pole Axe

Axes are typically hafted weapons with a single and sometimes double bell (head). The bell is edged on the outside of the curve. Some axes are capped with a small point for piercing through heavier armor. The design of the axe exemplifies strength and power over speed and can be devastating for skilled users, tearing through armor and flesh in single powerful strokes.

Clubs/Maces

Dexterity

Club, Hammer, War Hammer, Mace, Spiked Mace, Flail

These weapons are hafted weapons that deal bludgeoning damage. The differences between these weapons are in the striking head. Maces have balls (sometimes spiked) attached to a wooden handle. Flails have a striking head attached by rings or chain to the haft. Hammers are similar to smithy hammers except they are balanced for combat. Clubs are thick pieces of wood tapered at the handle.

Daggers

Dexterity

Knife, Dagger, Stiletto

Small, bladed weapons that are primarily used as back up weapons. In the hands of skilled users, the dagger's speed can be quite deadly. Often these weapons lack of damage is supplemented by coating the weapon in poison. This practice is commonly used by thieves and assassins.

Large Swords

Dexterity

Bastard Sword, Broadsword, Long sword, Scimitar

These swords were designed mostly for hacking or cutting. Although stabbing attacks are possible, the size and weight of the weapon makes these attacks less effective than with lighter swords. These swords provide a good balance all around and are typically used one-handed allowing the user to utilize a shield for defense.

Light Swords

Dexterity

Rapier, Saber, Short Sword

Light swords are generally used for piercing or slashing attacks. They promote speed and grace over power and can be devastating to skilled users. Often these swords are used as an off-hand weapon to larger weapons, but they are quite formidable when used exclusively.

Great Swords

Dexterity

Bastard Sword, Great sword, Two-Handed Sword

These are large two-handed swords that use their great weight and size to deliver powerful hacking attacks. Though slow and awkward, their size can keep opponents at a distance, preventing a strong offensive against the wielder. Because of their large size, these weapons are seldom used in conjunction with heavy armor which further tends to slow down the attacker. Still, the sight of a large man hacking his way through the battlefield in only his tunic and breaches can be unsettling to armored warriors carrying shields and smaller weapons.

Lance

Dexterity

Jousting, War

The Lance is the same for both proficiencies; however, the jousting lance is blunted and used in sport while the war lance is the combat

equivalent. The lance has two proficiencies that reflect the difference in its usage. Though the lance can be used when not mounted, it is ungainly. The lance is best used in mounted charging attacks to spear down opponents.

Net

Dexterity

Parrying, Cast

Nets can be used to parry or entangle an opponent. To entangle an opponent the wielder makes an attack test against the target's dodge test result. A successful result hinders the target with a four-point penalty. To remove the net requires a level 4 action dexterity test against a target level of five. Barbed nets cause one point of damage whenever the entangled opponent takes any action.

Pole Arms

Dexterity

Halberd, Pike, Pole Axe

Generally, pole arms are classified as any piercing or hacking weapon attached to a long pole. These weapons give their users the benefit of distance against their opponents, though they are somewhat awkward due to their size. These weapons are designed mostly for field fighting and are useless in close quarters. Still, a single pole arm can make a great difference in a fight when used to supplement lighter weapons.

Staves and Spears

Dexterity

Quarter Staff, Half Staff, Full Staff, Spear

A staff is a simple shaft of wood that delivers bludgeoning damage. When used by skilled users it can be fast and deadly, providing little room for an opponent to land a strong attack while still being a capable offensive weapon. Spears used with this skill are used as melee weapons in a similar way. The metal tip of the spear used for piercing attacks the same way that the staff uses a jab. Spears can also be

thrown but require a different skill for this type of attack.

Unarmed Combat

Dexterity

Per Attack Type

This skill is the use of various portions of the body as striking weapons. Characters can have levels in this skill as if for a general fighting style or may buy the skill as a specific form such as boxing, wrestling, or kung fu. The practitioner can be proficient in the many attack forms of each martial art as described in the pertaining section in the chapter on combat.

Whips

Dexterity

Whip, Cat-o'-Nine Tails

Whips do very little damage and are useless against armor. The damage level of the whip is used to determine initiative rounds stunned from the attack. Each point of damage is equal to one initiative round in which the character cannot take action. The defender does not lose their turn but can make their movement as if they had delayed. Though it is difficult to parry with a whip they do have the added benefit of making trip attacks and disarming attacks. In both cases, the character simply makes an attack test. If successful, the defender makes a strength test against the attacker's strength test. Whips have range similar to pole arms but can be used in close quarters, suffering an encumbrance modifier of 2 points.

Missile Weapons

Missile weapons are a group of combat skills involving the use of weapons to attack from a distance. Each skill represents an overall group of weapons of a similar type. Characters can be proficient in a particular weapon in that arsenal. Missile weapons use ranged combat rules (see **Ranged Combat on page 118**).

Bows

Dexterity

Short bow, Longbow, Composite Bow

Bows are made of strong wood such as yew or ash. Many styles of bows exist, ranging from single wood short bows to composite longbows. Composite bows are made of three types of wood and sometimes bone that give the bow greater range and force.

Crossbows

Dexterity

Light, Medium, Heavy

Crossbows use a mechanical device and triggering mechanism to fire bolts or quarrels. The range and damage of crossbows are greater than the standard bow, but they are difficult and slow to reload. Many times the crossbow is fired at an approaching enemy and then discarded for a melee weapon. Some adventurers tend to carry two or three crossbows, which are loaded and ready to fire before combat to compensate for the lengthy reload. The wielder discards the crossbow after firing one, draws the next, and fires again, resorting to melee after the crossbows have been spent or having an ally reload the crossbows as they are emptied.

Slings

Dexterity

Sling, Staff Sling

Slings are usually leather cords fitted with a set for a stone or a bullet. The sling is spun in a semi vertical circle to give the missile momentum then the bullet is released. Slings are the most basic type of missile weapon and are often used by peasants and farmers for hunting. The staff sling can also be used as a melee weapon in the same way as a quarterstaff.

Throwing Weapons

Dexterity

Axe, Bola, Dagger, Spear, Javelin

Throwing weapons are lighter, more aerodynamic versions of their melee counterparts.

Though these weapons can be used as melee weapons, the melee counterparts are not as effective if thrown. Bolas have the added benefit of tripping opponents if thrown at the lower part of the leg though this attack does not cause any damage. Removing a bola is a level 3 action. If targeted at the head, the bola harrises the opponent giving him a 3-point penalty to attack and defense tests until removed.

Defensive Skills

Defensive skills are a group of combat skills used to avoid attacks. Each skill represents a character's ability to protect oneself in a specific way. There are no proficiencies for defensive skills.

Dodge

Reaction

None

The dodge skill uses speed and agility to avoid attacks such as spells, missiles, and melee weapons. Characters make dodge tests by rolling their reaction level and adding the dodge skill level to the result. Characters that have the acrobatics skill can apply their level in acrobatics to the result but can only move half of their distance when they do so. The movement must be taken in the same initiative turn in which the test is made.

Block

Reaction

None

Characters can use shields and similar objects to absorb the force of blows when using this skill. Characters make the test by rolling their reaction level, then adding their block skill level and applying the object's blocking modifier to the result. Characters using shields cannot use a two handed weapon or use a weapon in the hand holding the shield.

Parry

Reaction

None

The parry skill is used to deflect attacks with a weapon or any other hand held object. Characters can parry melee attacks but not spells. To parry a missile attack requires a called shot and that the character be aware of the attack. To make a parry test, the character rolls their reaction level and adds their parry skill level and the weapon or object's parry modifier to the result.

Supplementary Skills

Supplementary combat skills are a range of skills that are used in specific tactical ways. Supplementary skills are very specific in their method of employment, but they can have dramatic results when applied properly.

Backstab

See Below

None

The backstab skill is used in conjunction with the stealth skill. If the character makes a successful stealth check to maneuver unseen behind the target, the character can then make an attack test against the target's perception level plus the target's detection skill (if applicable). If the test is successful, then the character rolls damage as normal and adds their level in backstab to the result.

If the character fails the roll, then the target has noticed the attacker and can make a defense roll against the character's attack roll result. The attacking character does not get to make another attack roll; instead, the failed attack result is the defender's target level. All weapon action level modifiers (unmodified by strength) are subtracted from the attack roll when using the backstab skill.

Disarm

Dexterity

By Weapon Type

This skill can be used to improve a character's disarming attack. Characters make a disarm skill test against an opponent's attack test in the same manner as described in the chapter on combat; then add their disarm skill level to the result. Proficiencies for this skill are for the weapon being used by the character, not the opponent. This skill helps to offset the modifiers of an opponent's larger weapon.

Counter Skill:

Characters can add their disarm skill level to resist disarm attacks made against them.

Second (Weapon)

Dexterity

None

The second weapon skill allows a character to attack with a second weapon or the other end of a two handed weapon. This skill must be purchased for a specific weapon type such as daggers or small swords.

Normally, when attacking with a second weapon, the weapon is made as a separate attack without the benefit of a skill bonus. Additionally, the attack is made as a standard attack with an action level of 3 plus the weapon's action level modifier. Characters skilled in a second weapon can make attacks with that weapon using their dexterity level to attack and adding their skill level, and weapon's attack modifier to the result.

Furthermore, a second weapon attack has the action level required to make the attack reduced by 2 to a minimum of 1, but only if the attack follows a primary weapon attack. Characters cannot use the second weapon skill for their first attack.

The second weapon skill reflects the character's ability to use two weapons in tandem. It is a fighting style that is difficult to master but allows a character to follow up their attacks quickly and more often.

Sniper

See Below

None

The sniper skill is used to increase damage to ranged weapon attacks. First, the character must be hidden. The character can then choose to take aim. Each initiative round that the character takes aim will add a one-point bonus to the damage roll when the weapon is released up to the character's rank in the sniper skill. The character then rolls the attack test as a normally for ranged combat. If the attack is successful, then the character rolls damage applying bonuses obtained from using the skill.

Professional Skills

Professional skills are skills most often employed in trades. Most NPC's that the characters will meet, from the grumbling innkeeper to the hardy blacksmith; focus on professional skills as a means of steady income. While characters often employ NPC tradesmen, they often learn some professional skills of their own. It is not uncommon for an archer to be a skilled bowyer/fletcher or a mage to also be a skilled alchemist. In many respects, professional skills can go hand in hand with the traveling character's lifestyle, giving them the ability to create, repair, or modify items when a worthy tradesman is not available.

Generally, professional skills require tools and materials to use. Characters can purchase tools to do the job (see **Tools and Accessories on page 90**) at a basic level (equipment level 0). Characters can purchase better quality equipment to help them to perform the job more efficiently. These tools grant a bonus equal to their equipment level to the test result when performing the skill.

Alchemy

Intelligence

Potions, Poisons, Medicine

Alchemists use various ingredients to create formulas such as potions, poisons, and medicines. To create these items, alchemists usu-

ally require the use of a lab, although some traveling alchemists have portable labs that carry some of the necessary tools with them. Alchemists cannot use this skill with anything less than a traveling alchemist's kit, but this is only the barest of essentials and provides no bonus to the skill test. Alchemists can receive bonuses for working with well-supplied labs. The better equipped the lab, the higher the bonus

To make a potion, poultice, or salve, a character makes an alchemy skill test against a target level equal to 1/3 the item's cost, plus the item's equipment level. Success means that the character created the item.

Creating items takes a number of hours equal to the item's creation target level. For each success level, the time is reduced by one hour to a minimum of one hour.

Characters can also use this skill to identify items made with this skill. The target level for this skill is equal to the item's creation level. Using the skill in this way, the character rolls their perception level adding their alchemy level to the result. If the test fails, the character cannot identify the item. If the test fails by one success level, then the item has been tainted and can no longer be used. Characters can use the skill in this way to identify an item but not its potency (equipment level).

Animal Training

Personality

Hunting, Tricks, War

The animal training skill can be used to train an animal to respond to simple commands such as sit, fetch, track, hunt, or kill. In general, the command can be no longer in words than the trainer's skill level. Each trick requires separate uses of the skill. For an animal to obey a command, the animal must first have been trained to respond to the command.

To teach an animal requires a skill test against the animal's wisdom level. This is an interaction test, and so may be modified by circumstance, including the animal's mood

and attitude towards the character. To train an animal requires that the animal have a neutral or better attitude towards the character and that the character spend the time to train the animal. Characters can train for as little as an hour a day. For each four-hour period the character trains the animal he can use the skill at that level. For instance, a character has the skill at level 3 but only spends 8 hours training; he can only receive two points for the skill added on to his personality test. Characters can train for longer than their level in the skill but receive no higher bonus than their current skill level.

Once the animal learns the trick the animal will obey the command under most normal circumstances. If there are distractions, such as combat, the character will have to make an animal training skill test to command the animal.

Success in an animal training skill test does not mean that the animal will be successful at their tasks. Some skills, such as tracking, must still be made by the animal. The animal training skill only means that the animal will attempt the trick.

Armor Smith

Wisdom

Leather, Ring/Chain, Mail, Shields

This skill can be used to repair, judge the quality of, and create armor and shields.

To create new pieces of armor a character must have access to a forge and all the materials necessary to create the armor. The materials used to create a piece of armor equals 1/3 the armor's purchase price. It takes a number of hours to create a suit of armor equal to the damage capacity of the finished product (see **Armor on page 83**). The target level for the creation attempt is equal to the armor class of the piece plus the protection level of the piece. Characters can create improved versions of a suit, either by using forging techniques or rare materials, but the target

level increases by two-points for each one point bonus.

To make repairs, the character must have access to smith's tools. The character makes a test against the armor's current damage level. The result of the test determines the amount of damage repaired. The amount of time spent is equal to one hour per point of damage.

Characters can make perception based armor smith skill tests to judge the overall value and workmanship of a piece of armor. The skill test result is compared to the wisdom level plus the smith's skill level. If the test fails, the character believes that the suit is of fine workmanship, whether or not it is true. If the test succeeds the character understands the true value of the suit. Advanced success levels will reveal more information. The available information, listed in the same order as it would be gained, is: general value, style (as in the culture or era it was made in), techniques used, special qualities (if any), and the maker of the item. Characters cannot re-roll this test.

Bowyer/Fletcher

Wisdom

Bows, Crossbows, Arrows, Quarrels

This skill is used to create bows, crossbows, and ammunition for such weapons.

Creating a new bow or crossbow requires at least 1/3 the cost of the item in materials. To create the item, the character must set aside a number of hours equal to the weapon's damage level to create the item. Some materials, such as a crossbow's windlass, might have to be created or purchased separately. The target level for creating the weapon is equal to the weapon's damage level plus the weapon's ready weapon modifier. Players can reduce the time it takes to create the item by increasing the target level to create the item by one level for each 30-minute reduction.

Creating standard arrows and bolts takes one hour per arrow or bolt (five hours for five arrows). It takes half the time if a charac-

- Skills -

ter has the fletching, shafts, and heads ready to be assembled. The target level for creating an arrow or bolt is 5 for standard ammunition.

Characters can make slightly better weapons and ammunition but the target level increases by two for each one-point bonus and increasing the time to create the item by one hour per level.

Characters can make perception based bowyer/fletcher skill tests to judge the overall value and workmanship of a weapon or arrow. The skill test result is compared to the wisdom level plus the craftsman's skill level. If the test fails, the character believes that the item is of fine workmanship, whether or not it is true. If the test succeeds, the character understands the true value of the item. Advanced success levels will reveal more information. The available information, listed in the same order as it would be gained, is: general value, style (as in the culture or era it was made in), techniques used, special qualities (if any), and the maker of the item. Characters cannot re-roll this test.

Medicine

Wisdom

First aid, herbalist

Medicine is used to diagnose sickness and injury and how to best treat it.

Characters can only be as useful as their equipment however, so a character with a first aid kit cannot perform surgery. First aid can be used to stop bleeding wounds, keeping injury free from infection, splint broken limbs, applying poultices to wounds and burns, and many other minor injuries. When using this skill to heal wounds, the character must first roll a wisdom test against a target level equal to the current wound level plus 5. If successful, the patient can reduce the healing time of the wound by 3 hours for each success level.

Characters can use this skill to aid in the care of patients at hospitals and similar care facilities. The target level for working at such facilities is equal to the type of work and the amount a character is willing to get in-

involved in. For each person with minor ailments or injuries, the target is equal to 1. For more significant wounds or ailments the target level is increased by one or more. Characters earn a number of coins per day as is equal to their skill level plus their success level.

Sailing

Wisdom

By Ship Type

Characters use the sailing skill to perform various tasks aboard sea worthy vessels. This skill can also be used for any type of ship, such as canoes, rafts, barges, and so on.

Character makes a sailing test against the condition of the water and weather as described on page 102. This skill incorporates both the knowledge of the ship and its various aspects, as well as how best to apply them. The sailing skill does not however grant knowledge of navigation, repairs, etc. This skill simply involves the piloting and operation of a vessel.

Tanner

Wisdom

Armor Type, Skin Type

Tanners are leather workers. They have knowledge on cleaning and preparing hides and transforming them into leather goods.

To create new items a character must have access to all the materials necessary, including properly cured hide. The materials use to create an item equals 1/3 the item's purchase price. To create an item requires a number of hours equal to the size level of the item. For example, creating new leather boots would take one hour per boot. The target level for creating items is equal to 3 times the item's size level. Creating leather armor, however, requires more care and attention.

It takes a number of hours to create a suit of armor as the damage capacity of the finished product (see **Armor on page 83**). The target level for the creation attempt is equal to the armor class of the piece plus the protection

level of the piece. Characters can create improved versions of a suit, either by using advanced techniques or rare hides and materials, but the target level increases by two-points for each one point bonus.

To make repairs the character must have access to leatherworking tools. The character makes a test against the armor's current damage level. The result of the test determines the amount of damage repaired. The amount of time spent is equal to one hour per point of damage.

Characters can make perception based skill tests to judge the overall value and workmanship of an item. The skill test result is compared to the wisdom level plus the crafter's skill level. If the test fails the character believes that the item is of fine workmanship, whether or not it is true. If the test succeeds, the character understands the true value of the item. Advanced success levels will reveal more information. The available information, listed in the same order as it would be gained, is: general value, style (as in the culture or era it was made in), techniques used, special qualities (if any), and the maker of the item. Characters cannot re-roll this test.

Weapon Smith

Wisdom

Axes, Swords, Clubs/Maces Daggers, Pole Arms, Staves/Spears, Lances, Whips

This skill can be used to repair and judge the quality of weapons.

To create a new weapon, a character must have access to a forge and all the materials necessary to create the item. The materials use to create a piece equals 1/3 the item's purchase price. The number of hours needed to create an item is equal to the damage level of the finished product (see **Arms and Armor on page 79**). The target level for the creation attempt is equal to the item's damage level plus the weapon's base size modifier. Characters can create improved versions of weapons, either by using forging techniques or rare mate-

rials, but the target level increases by two-points for each one point bonus.

Characters can make perception based weapon smith skill tests to judge the overall value and workmanship of a weapon. The skill test result is compared to the wisdom level plus the smith's skill level. If the test fails, the character believes that the item is of fine workmanship, whether or not it is true. If the test succeeds, the character understands the true value of the suit. Advanced success levels will reveal more information. The available information, listed in the same order as it would be gained, is: general value, style (as in the culture or era it was made in), techniques used, special qualities (if any), and the maker of the item. Characters cannot re-roll this test.

Trap Making

Wisdom

By Trap Type

This skill is used to manufacture any type of mechanical trap (see **Traps on page 106** for more information on traps).

Traps require materials, tools, and the time to create one. The target level to create traps is equal to the trap effect level. Making traps takes a number of hours equal to the trap's detection level. Characters who take more time to create a trap can increase the trap's detection level by one point for every hour spent, but this increases the target level to create the trap by two points for each bonus. Characters can also spend more time to increase the disarm difficulty of a trap in the same way. The cost of the materials for creating the trap is equal to five times the trap's effect level.

Characters with the disarm trap skill can get a bonus equal to half (rounded up) their trap making skill level when using the disarm trap skill.

General Skills

General Skills encompass skills that are not easily classified or are improvements on natu-

ral abilities, such as the detection skill. They fall into four basic categories: Physical, Social, Rogue, and Wilderness.

Physical Skills

Physical skills directly use the character's body and energy. These skills are a direct use of a character's attribute directly applied to a specific task.

Acrobatics

Dexterity

Jumping, Tumbling

Characters can use acrobatics to perform dramatic flips and twist or to vault over a high wall. Characters can also use acrobatics in conjunction with their dodge skill to avoid attacks.

To make an acrobatics test a character rolls their dexterity level and adds their acrobatics skill level to the result. The target number for basic maneuvers such as a diving roll is 5, but this number can increase with how technical a maneuver is. A back flip, for instance, can be as high as 10.

Characters can use this skill to vault over walls or similar objects. Characters need a pole that exceeds the height of the obstruction by two feet. To make the test the character must have sufficient running space equal to the height of the obstruction or distance to vault over. The character then makes a skill test against a target level equal to the distance in feet they wish to vault plus five. A character can use their speed level to reduce the target level but must increase the running distance by five times per level. The target level cannot be reduced to lower than 5.

This skill can also be used to reduce falling damage. Characters make the test against the amount of damage they would sustain from the fall. If the test exceeds the damage level, then the character reduces the damage that would be dealt by whatever the acrobatics test result exceeded the damage roll. For example, if the damage from falling is six, and

the character rolls an eight for their skill test then the character would only sustain four points of damage.

Climb

Strength

Scaling, Free Climbing, Direct Aid

The climbing skill can be used to climb trees, rock walls, and other surfaces.

Characters make a climb test using their strength level plus their climb skill level. A character can move 5 feet for each level of their dexterity attribute, plus five feet per success level. Failure means that the character cannot make progress. If the character rolls a one or rolls five less than the target level than the character has slipped and falls, suffering damage equal to the falling damage rule (see **page 106**). Characters secured by rope can be saved from a fall if the rope can make a resistance test and not break. Ropes supported by other characters will require the supporting character to make a strength test against a target level equal to the difference of the climbing target level minus the climb skill test result plus an additional 2 points for every fifty pounds of weight.

Target levels for climbing tests are based on the surface of the climb: the less sheer the surface, the lower the target level. Trees and rough stone walls with numerous handholds have a target level of 5. Sheer stone walls, such as a building's, would have a target level of 12.

Climbing is divided into three proficiencies. These proficiencies are most commonly used for explorers and adventurers who find themselves in mountainous terrain often. Having skill levels in a proficiency can prove life saving in different situations.

Scaling:

This skill is used when climbing vertical surfaces such as a sheer rock face. Often when mountaineering, the rock face can leave a climber inverted. In such a case, the scaling skill is also very useful.

Free Climbing:

This skill is useful for when pitons and ropes are useless or not accessible. Many mountaineers free climb merely for the challenge.

Direct Aid:

This involves the use of ropes, hooks, pitons, and other gear to climb with. Characters have a bonus to their test result equal to the equipment level of their gear. Not all gear can be utilized in all situations, thus the other skills can compensate for this.

Horsemanship

Dexterity

Riding, Driving, Trick Riding

Despite the name, this skill can encompass any general draft or riding animal that is normally used in the game world. Variations of this skill may be used for more exotic animals such as elephants, griffins, or dragons.

Characters can make a ride check against the animal's wisdom level. Characters familiar with the animal can lower the target level a number of points equal to the animal's attitude towards the character. The horse may or may not want to perform tasks that put it in harm's way, such as riding into combat, jumping over a fence, or even galloping over rough terrain. Characters can use their animal training skill to teach mounts to come when called, canter, or many other types of tricks. Animals can also be trained as mounts for war.

In general, if a character has a horsemanship skill equal to or higher than the animal's wisdom level, then the character does not need to make a skill check for normal riding. However, if the character is to engage in combat or require the animal to do a task above and beyond normal riding or travel, then the character will need to make a skill test. For example, if a horse was ridden in a hostile area, such as near a predator's lair or near a recent kill, the character may be required to use the skill to maintain control of the animal.

Detection

Perception

Secret Doors, Traps, Ambushes

This skill is used to spot or search for hidden objects and creatures.

Characters use searching to uncover hidden items by actively looking for them. To search a small room a player rolls the character's perception level and adds the skill level to the result. Searching may take several minutes to several hours depending on what the player has to go through to find what they are looking for. Game Masters can give players a general idea of how long a search will take. Specifying a location for a search will reduce the time but not the target level. The target level for a search test is determined by how cleverly the item is concealed. Game Masters determine this target level. Characters can re-search an area but the attempt takes as much time as the first.

If a character's detection level, plus their perception skill level, is equal to or exceeds a target level to detect it then the character has spotted the object. The character may not be able to distinguish what the object is, but does know that it is there. Target levels for spot checks are adjusted by range (see **Perception Range on page 25**).

Counter Skill

Characters can use stealth or hide to avoid detection or to conceal items.

Swim

Dexterity

None

The swim skill allows a character to move a number of feet in any direction within a body of water equal to their strength level times five. A Swim Skill test is made against a target level equal to the intensity of the water. For calm water, the level is five; for rough water, such as a fast moving river, the level is ten. For strong waters such as a stormy sea, the level is fifteen.

Characters can swim under water for a number of seconds equal to their Stamina value times ten. After that, the character makes a toughness test against a target level of five or falls unconscious from lack of air and drowns in the next round. Each round the character has to make a toughness test to stay conscious, the target level increases by one level.

Characters can swim with their heads above water for a number of hours equal to their stamina level. For each hour after that, the character loses a strength level. When the character's strength level reaches zero, they begin to sink. This strength loss is temporary and recovers at a rate of one point per hour of full rest.

Rogue Skills

These skills are the use of wit, agility, and luck to perform tasks that go unnoticed. These skills are often used by thieves, assassins, and treasure seekers.

Disarm Traps

Intelligence

By trap type

This skill can be used to attempt to disarm mechanical traps.

Characters must first have detected the trap and understand the nature of the trap, i.e. pit, dart, etc. The skill test is made against a target level equal to the trap's disarm level. It takes a number of initiative rounds as is equal to the trap's disarm level to disarm the trap. The time is reduced by a number of rounds as is equal to the skill test success level.

If a character fails a disarm skill test by one success level or more, then the character springs the trap. If the character is within the trap's area of effect then the character suffers the effect fully. The character gets no chance to react to a trap sprung through a failed disarm test.

Characters with the trap making skill can add one half their skill level in that skill to the test result (rounded up).

Hide

Dexterity

In Shadows, Camouflage

The hide skill can be used to hide in the shadows, conceal an item, or to camouflage something.

Characters roll their dexterity level and add their hide skill level to the result. The test result is the target level of a detection test made to discover the item or person. A character cannot move or take any action unless first making a stealth skill test, or they expose themselves immediately.

Characters hiding behind an object can add the object's size level to their hide skill test for spot detection tests only (search tests are not affected by hiding behind an object).

Counter Skill

Suspicious characters can use detection to find hidden objects and creatures.

Pick Lock

Dexterity

Combination, Tumbler Locks

This skill is used to release simple mechanical locks.

The target level of this test is equal to five plus the lock's equipment level. Failure means that the character has not picked the lock but may try again. Picking a lock takes a number of initiative rounds as is equal to five times the lock's equipment level. During this time, the character can take no action including defending himself without aborting the attempt. The time for picking the lock is reduced by one initiative round per success level.

Characters may retry failed attempts, but for each attempt, the character must take the same amount of time to pick the lock as the first. If a character fails a lock pick test by more than one success level, then the character has damaged the picks and cannot use them again. If the failure is by more than two success levels, then the character has damaged the

lock, which will not unlock for any pick or key again.

Sleight Of Hand

Dexterity

Palming, Pick Pocket

Through the use of this skill, a character can move an object from one place to another without being noticed.

When the skill test is made, compare the result to the perception level (plus detection skill level) of any potential observer. An item's size modifier is also added to the target level (if 1 or higher). If the test succeeds, then the character has been able to move the object without notice.

If the test fails, the character is unable to complete the action and the observing character makes a detection test against the character's skill level. If successful, the observer has seen and recognized the action and may take action. If failed, the observer knows that the character was attempting to do something but does not know what. Any future tests made against a suspicious character are made with a 3-bonus to the target level. Furthermore, if the character fails the test again, then the character has fully detected the action (without a detection skill test) and may take action.

Stealth

Dexterity

Urban, Wilderness

The Stealth Skill is used to move silently through the forest, stalk prey from the shadows, or silently draw a dagger.

A character can only use stealth if any observers the character is trying to elude are not aware of the character or the action about to be attempted (such as drawing a dagger). When a character needs to use stealth, the player makes a dexterity test and adds the character's stealth skill to the result. Characters can take one action, such as drawing a weapon, or attacking an opponent. Any further action requires a new stealth skill attempt. The

result is compared to any potential observer's spot detection.

If an observer spots a character using stealth, then the character is immediately suspicious and can actively search for the character. Characters can then use stealth again to move from the area undetected, hide, or reveal themselves. Stealth or hiding requires new tests, which are against the observer's search test. If the character fails then the observer sees the action, and may take action.

Counter Skill

Suspicious characters can use detection to reveal an action made using stealth.

Disguise

Charisma

Self, Other

Characters use the disguise skill to make one character look like someone else.

Characters can use the disguise skill to alter their appearance in a general way, such as to appear as a priest or a noble. The character will need to acquire the clothing and items typically worn by such a person. The character makes the disguise skill check against a target level of 5. This allows the character to appear as such a person, not act like one. Whenever interacting with another person the character may be required to make interaction tests, either using a bluff or acting skill. Players can add their character's disguise success level to interaction tests. If the character fails the test, then the observer may become suspicious of the character.

If a character wishes to appear as a specific person then the character will need to make use of a disguise kit. Such kits can dye the character's hair, make fake scars or blemishes, but cannot change the shape and face of the person dramatically enough to deceive someone who knows the real person well. For instance, a character can use a kit and fool someone who has a description of the person or has not seen this person in many years but cannot fool a person who has had recent con-

tact with the real individual. Appearing as a specific person is also more difficult. The target level for disguising a character as a specific person is 5 plus the target character's charisma level plus the target's reputation level.

Counter Skill

Suspicious characters with the disguise skill can apply their disguise skill level to their perception test due to their knowledge of techniques used.

Social Skills

Social skills use charm, wit, and guile to effect a character's disposition or to behave properly in specific societal manners.

Etiquette

Personality

Diplomatic, Court, Street

The etiquette skill represents a character's ability to behave appropriately in a specific situation. This can help a character to find favorable conditions for many role-playing situations.

To use the skill, a player generally says what a character wants to have come across in a statement. This skill test result represents the character's ability to make the same statement or action in a manner that is expected. Most of the time, the skill test is made against an observer's wisdom level.

If the skill test fails by one level or less, then the character has made a slight social misstep but has not affected the exchange noticeably. Each subsequent failure, or a failure level of more than one level, will lower an observer's attitude towards the character or group the character represents by one level.

Persuasion

Charisma

Bribery, Intimidation, Seduction, Bluff

The persuasion skill is used to manipulate a person into doing something they would not or did not intend to do.

The skill test is made against a target level equal to the target person's wisdom level plus any modifiers to interaction tests applicable. This skill can only be used when attempting to influence a character to do something that would cause little to no personal harm, physically or otherwise. If the test succeeds, then the target character's attitude improves by one level. This adjustment is temporary, however, and only lasts for a number of hours equal to the success level. Characters can continue to adjust the character's attitude by making further tests.

Failing a persuasion skill test by one level or less will not adjust the target's attitude in any way. However, subsequent failures, or a failure level greater than one, will lower the target's attitude by one level per failure level.

Trading

Personality

Fencing, Haggling

The trading skill is used to barter goods from merchants, peddlers, and salespersons.

Characters use this skill to improve the cost of an item to their favor or to resist the trading test of another character. The test is made against a target's wisdom level, plus any interaction modifiers, plus their trading skill level (if applicable). Each success Level modifies the cost of an item or service by 5% in the character's favor.

If a character fails the test by one level or less, then the character does not modify the cost and can make no further attempt to use this skill successfully unless the deal is modified further. Subsequent failures, or a failure level greater than one, will lower the target's attitude by one level per failure level.

Counter Skill:

Characters with this skill can apply their skill level to their wisdom test result to counter another character's trading skill test.

Table 2-1: Tracking

Terrain	Modifier
Soft Mud	-2
Grassy Field	3
Hard Earth	6
Rocky Terrain	10
Each Hour	+2
After Rain, Snow	+5
Creature Size:	Size level/-1

Wilderness Skills

Survival in the wild is often dependant on skilled travelers who understand how to operate in the wilderness of the world. Wilderness skills not only assist in survival, however. In the right hands, the wilderness can be a useful ally.

Navigation

Wisdom

Sea, Land

Navigation is used to plot courses through the use of maps, the stars, or even divination.

Characters make a navigation skill test against a target number equal to five plus any modifiers incurred due to weather or visibility (except in the case of night). The test is also modified by the character's knowledge of the area. Characters familiar with an area receive no modifiers. Characters that are in unfamiliar territory but have had access to maps or relevant information have a two to four-point modifier to the target level. Characters that have no knowledge of the surrounding area receive a plus five to the target level. Characters with maps receive a bonus to the skill test result equal to the equipment level. A successful navigation test will allow the character to stay on track for four hours of travel per success level.

A character that fails a navigation skill test will deviate from their course a number of

miles as equal to the difference between the skill test result and the target level. Game Masters determine in which direction the deviation occurred either randomly or by choice.

Tracking

Perception

By Creature or Terrain Type

Tracking is used to follow trails left by creatures. Trails can range from footprints to spores to disturbed foliage.

The target level for this test is largely based on the type of terrain and the creature being tracked. The target level for this skill is equal to the target creature's dexterity level plus any terrain modifiers listed in table **2-2: Tracking**. All modifiers are cumulative. Success means that the character can follow the trail for a number of miles equal to the success level.

Characters who fail a tracking test by one level or less have lost the trail. The tracker can spend a number of hours equal to the difference between the skill test result and the target level to try to find the trail, at which point the character makes a new skill test to pick up the trail again. If the initial test failed by more than one level or the character fails to pick up the trail again, then the trail is lost completely.

Counter Skill:

Characters with the tracking or stealth skill can hide their trail. When using these skills in this way, the test result becomes the target level for the opposing tracker's skill test, for better or worse.

Wilderness Survival

Wisdom

Mountain, Forest, Desert, Jungle, Plains

This skill is used to hunt, find shelter, locate fresh water, and any other needs that may be required for survival in the wild.

The target level is based on the general hospitability of the landscape and is deter-

mined by the Game Master. In general, relatively flourishing land has an average target level for a trained person (7-9), whereas a sandy desert would have a very difficult target level (13-15). Characters using this skill can provide food, water and shelter for one creature per success level. When characters are in environments with harsh conditions, the skill test can add bonuses to individual toughness resistance tests equal to the success level of the skill test result. Each use of this skill requires a number of hours equal to half the target level.

If a character fails a wilderness survival skill test then the character can retry the test but must spend the same amount of time again.

Knowledge Skills

Knowledge skills reflect areas of study or training that a character has a focused interest in. Characters learn knowledge skills typically to have a working knowledge in the area they are interested in. Many characters learn knowledge skills because they can also be a source for information that is often found to be useful in their quests. Magicians especially spell casters; find knowledge skills to be useful in the creation of spells.

History (type)

Intelligence

By era

The history skill reflects the knowledge a character has of a specific type of history dictated by its type. Knowledge of history is the knowledge of recorded past events. The knowledge is usually only accurate to a certain extent. The information is usually verifiable fact, although the information may be biased or even completely inaccurate. Very few detailed facts are easily proven, which leaves history to be more of a series of clues as to what may have happened rather than a defined road map to the truth.

A history skill must be purchased for a specific type. Types may be a specific subject

such as a racial history or an item type history. For instance, a character can be skilled in the history of weapons. Proficiencies for a history skill can be on an era or specific time period.

Using this skill requires the character to make the skill test against a target level determined by the Game Master. The target levels are adjusted by time, obscurity, and accuracy. Success levels determine how detailed the information can be.

Lore (type)

Intelligence

By subject matter

The lore skill reflects the knowledge a character has of specific types of legends or stories. While lore is not verifiable fact, the legends and stories are usually based on fact. If a person can see past the myths and legends, lore can often times be more specific and accurate than recorded history. However, it can just as often lead a person on a wild goose chase.

A lore skill must be purchased for a specific type. Types may be a specific subject such as a racial lore, or legendary items. For instance, a character can be skilled in the lore of weapons. Proficiencies are usually for a specific subject matter. For instance, a character skilled in racial lore may be proficient in lore base on that race's heroes or villains.

Using this skill requires the character to make the skill test against a target level determined by the Game Master. The target levels are adjusted by time, obscurity, and accuracy. Success levels determine how detailed the information can be.

Language (type)

Intelligence

By dialect

The language skill allows a character to communicate using the language skill the character has purchased.

To communicate in a language using this skill, a character must make a skill test at a target level of 5 (characters with a skill level

of 5 or more do not need to make this test for common phrases). This skill test reflects a common use of the language. Basically, it is the ability to make a simple point, or statement. For more involved dialogues, such as using innuendo, the target level may increase. Characters with a skill level of 10 or higher are considered fairly fluent in the skill and only rarely have to make skill tests, and then in only complicated phrases.

If a character fails at the skill test, then the listener does not understand the statement. Characters can attempt the skill test again, but the target level increases by three points, as the character does not seem to understand the language in this capacity and may be trying to make the same point in another incorrect way.

Military Tactics

Wisdom

Racial, Provincial

Military tactics is the knowledge of strategy and technique often employed by armies, bandit groups, gangs, and other group forces.

Characters make the test against the commander of the opposing force's wisdom level plus military tactics skill level. If successful, the character can add their success level to all tests made by the units under their command. Characters must have enough time to formulate a strategy (one hour per skill level used) in order to take advantage of this skill.

If a character fails this test, then the opposing side gets a bonus equal to the failure level to all tests made in the engagement.

Proficiencies are related to the type of opponent, not the character's forces.

Reading/Writing (language)

Perception

Racial, Arcane, Runes

The reading/writing skill allows a character to read written messages written in the style dictated by the type. If the message is written in a language the character does not speak or un-

derstand, then the character cannot understand the nature of the text.

To read or write a message using this skill, a character must make a skill test at a target level of 5 (characters with a skill level of 5 or more do not need to make this test for common phrases). This skill test reflects the ability to understand or communicate a simple point, or statement. For more involved writings, such as using innuendo, the target level may increase. Characters with a skill level of 10 or higher are considered fairly fluent in the alphabet and only rarely have to make skill tests, and then in only complicated phrases.

If a character fails at the skill test then the character cannot understand the meaning of the text they are reading, or cannot effectively write the message a reader of that language can understand. Characters can attempt the skill test again, but the target level increases by three points, as the character does not seem to understand the writings in this capacity and may be trying to read or write the message in another incorrect way.

Research

Wisdom

By Subject

The research skill aids in the acquisition of information through study.

Characters skilled in research have knowledge of how records and information are organized and structured and how to best make use of the resources presented to them to get the information required. Characters have to have a library or source for the information. To use the skill the character must spend a number of hours equal to target level of the skill test, minus the equipment level of the source material, if researching a specific piece of information. Characters make their success test based on the availability of the information (determined by the Game Master). If the test is successful the character has found the information sought. Success levels can reduce

the amount of time it took to find the information by one hour per level.

Characters who fail this test can abandon the attempt or continue to research by spending the same amount of time as was spent in the initial test. The target level increases by 3-points for each failure.

Characters who wish to research to increase skill levels use the rules found on **Research on page 31**.

Science

Wisdom

Astrology, Geography, Herbalism, Horticulture, Mathematics, Meteorology, Political, Social

The science skill includes various areas of study relating to the physical and social world.

Knowledge of these various fields can be used to determine the nature of a thing and in some cases affects them. The effects are somewhat limiting and are largely based on external changes. For the most part, this skill can tell how and why a thing works, helping to develop elemental, plant, animal, and weather spells, as well as to understand what may have caused a type of change.

To use this skill players make a skill test against a target level determined by the Game Master based on how complicated the desired information is. Success reveals the information sought.

Characters can use their knowledge of sciences to improve the success of research skills made in that area of study. Characters can add their success level of a relative science skill test to a research skill test. Characters can also use the science skill to assist in the creation of certain types of spells. For more information on creating spells see **Creating Spells 62**.

If a character fails their science skill test, then no bonus is granted through the use of this skill.

Magic

The skills listed below are the various magic skill types and how they differ from each other in use and concept. Magic and how it is used in the game is described in **Chapter 3: Magic**.

Song Magic

Charisma

By Aspect

Many people believe that there is a certain kind of magic in music. Practitioners of this kind of magic are sometimes called Bards, Troubadours, or Song Mages. Bard song spells are generally mind-affecting spells. These spells use emotion to change the will of listeners.

The use of music to produce magic effects is dependant on a character's ability to instill the emotion of the music. For this reason, the use of this skill depends on a character's charisma level to cast the spells. Characters can set up the magic by first appealing to the audience with the song. Characters first make a performance skill test to perform the song. While the song is being played the character can then use their bard song skill to cast the spell. In this way, a character weaves the influencing notes into the song, thus adding the magic. Characters can add their performing skill test success level to their bard song skill test result.

Although the game makes use of bard songs in the same way as spells, song magic practitioners do not recognize their music as being the same kind of magic as is used by spell casters. Instead, the magic is a way of playing, or even a song itself. Characters learn songs for this magic, which behave similarly to spells. For instance, while a spell caster has a spell called sleep, a character using song magic would have a song of sleep.

In addition to being able to add performing skill tests to song magic test results, characters can make their spell effects last for as long as they are willing to play. All song

magic spell durations are treated as sustained (see **Spell Durations on page 59**).

Divine Magic (Deity or Pantheon)

Wisdom

By Aspect

Priests, clerics, the faithful, or even the modestly pious send prayers to their gods. Prayers, when offered by the truly faithful, and when done with sincere devotion, are sometimes answered. Whether this is by force of will or by actual divine intervention is debatable. However, no one can deny that there is a kind of magic to prayer.

The prayers, and the effects of these prayers, are limited however to the concepts and ideals of the pantheon. For example, a priest who worships an evil god or devil would not be able to cast healing or protection spells.

Natural Magic

Wisdom

Animal, Plant, Elemental

Natural magic involves power over plants, animals, nature and the elements. Natural magic users, like nature, have very raw and formidable power. This power comes naturally to such a character somewhat like divine magic, but it stems from an intimate relationship with the natural world.

Rune Crafting

Intelligence

Weapon, Armor/Shield, Wards

Rune crafters use arcane symbols imprinted on objects to enchant them with magical energy.

Rune spells are combinations of symbols placed in specific patterns to generate the desired effect. Most rune caster spells are enchantments for items or wards for objects. Rune spells, if done properly, never fade and can only be dispelled or countered by powerful magic. The power of the runes is in the symbols, unlike a spell caster's enchantments, which are an infusion of magical energy.

Spell Casting

Perception

By Aspect

Spell casting is the science of using magical energy. Spell casters, often called mages (or, in the case of highly skilled ones, wizards), study the rituals, incantations, gestures, and formulas that bend reality to their will.

Psionics

Psychic characters use the power of their own minds in supernatural ways. The ability to use psychic powers is a rare gift. Players must select psychic powers during character creation. Players cannot learn to be psychic later in the game.

Psychic skills are used differently than most other skills. For more information on psychic skills see **Chapter 4: Psionics** on page 65.

Clairaudience

Perception

As Power

Characters skilled in clairaudience can powers that deal with communication with the mind, such as telepathy, as well as the power to speak to spirits.

Clairsentience

Wisdom

As Power

Characters with the clairsentience skill use their powers through direct physical contact. These powers deal with healing and the physical manipulation of objects.

Clairvoyance

Perception

As Power

Clairvoyants have the ability to see auras and prescience (or the ability to see into time). Clairvoyants have very little control over their powers and are usually haunted with vivid

dreams. These dreams are usually warnings or keys to future riddles, or visions of past events.

Telekinesis

Wisdom

As Power

Telekinetic individuals have the ability to manipulate objects through the force of their mind. They can make a candle hover in air, bend a blade in half, and so on.

Psychic Defenses

Characters can become skilled in a number of defenses that protect against the powers of psychics. These include the ability to block the mind, hide auras, and to create a barrier from psychic force.

Chapter Three:

Magic

Magic is a mysterious force that compels the imagination. There are as many various philosophies that explain magic as there have been theologies that condemn its very existence. One common aspect is that every culture in one way or another has tales and stories where magic takes center stage or is a prime ingredient to the movement of the plot. Magic is, at the very least, an element that is both wondrous and romantic, while being mysterious and frightening. While its existence is a thing of conjecture, its effect on the society and the individual's imagination is almost as tangible as a thing that science could name.

Magic Skills

There are numerous ways to apply magic in the game. The following skills reflect the different methods employed to enlist various types of magic. Some skills, such as divine magic, may not use magic at all. However, the results of the practitioner's abilities follow the same rules as spells.

Spell Casting

Spell casting is the scholarly study of magic as a discipline. These magic users can use all spell aspects and are not hindered by theological belief. Spell Casting uses the basic rules for learning and casting spells. This is the most common use of magic.

Spell casters are also unique in that they can create new spells. For more information on creating new spells see **Creating Spells on page 62**.

Learning Spell Casting Spells

Spell casters learn new spells as though they were any other knowledge skill. Spell casters need to know what spell effect they are look-

ing for just as any other research subject. Once the character has succeeded at researching the spell, the character can record their findings in their grimoire. The character then has full access to the spell and can spend experience points to become skilled in that spell.

Divine Magic

Divine Magic uses the power of faith rather than magical energy to power their spells (commonly referred to as prayers or blessings). However, practitioners of this type of magic (commonly referred to as priests, clerics, and paladins) are still limited to the same spell rules as regular spell casters. Priests can only use spells that reflect a deity's ideals.

Learning Divine Magic Prayers

Priests have no need to find and research spells as they are typically a product of divine inspiration. Priests are generally given access to prayers and rites by their church. These are usually granted to a priest who has shown devotion, piety, faith, and who has performed the duties of the priest. Some spells are only given to a priest who has earned honor or ranking. Additionally, priests may learn spells through prayer or divine inspiration. This is handled as if the character were researching the spell.

No priest can learn a prayer or spell that has a permanent effect. The powers of the divine are only granted as an aid to their agents through their prayers and requests. This power will then weaken when the focus of the priest is no longer applied.

Divine Influence

A priest's close relationship to the divine can create fear and respect from creatures such as the undead or avatars of deities of opposing ideals.

To use this ability, the character makes a charisma-based divine magic skill test against the target creature's wisdom level. Success reduces the target's wisdom by one

level, plus one level for each success level. By reducing the creature's wisdom, the priest effectively reduces the creature's will and so can be more easily persuaded or intimidated to flee or otherwise commanded.

Rune Craft

Runes are a magical language. By utilizing the correct combination of runes, a rune crafter can generate effects similar to casting spells. However, this type of magic is limited to the context in which the runes are used.

Most runes behave as enchantments. Enchantments typically improve the attributes of an item. Some runes, however, can grant elemental or other magical effects, such as imbuing a sword with the properties of elemental fire.

Runes on Weapons:

Runes placed on weapons can increase a weapon's ability to attack, parry, or damage. Weapons can also be imbued with elemental essences, granting the weapon attack and damage bonuses when using that weapon against a conflicting element, such as fire against air.

Runes on Armor:

Runes placed on armor can increase the protection level of the armor or increase the armor's damage capacity. Armor can also be imbued with an elemental essence, which grants bonuses against the same element, however, the armor is vulnerable against an opposing element.

Runes on Shields

Runes placed on shields can increase a shield's blocking level as well as increase the shield's damage capacity. Runes can also imbue a shield with an elemental essence, granting protection from the same element, while leaving it vulnerable to an opposing element.

Runes as Wards

Wards can be placed on doors, containers, books, or anything in which entry can be prohibited. These runes are barrier runes that increase target levels, such as a door's damage capacity. These runes usually require keys to open, the key sometimes being a missing rune that negates the spell. Other keys could be spoken words, songs, or a specific counter spell.

Rune Stones

Rune stones are divination tools. Each rune is carved on a separate piece of stone, bone, or wood in an elaborate ceremony, with one stone left blank. The stones are kept by the rune caster in a small pouch and are drawn forth randomly. Runes are placed in a specific pattern to discern the type of information desired. Each spell for rune stones represents the different rituals for drawing the stones. The skill test and effect test reflect the caster's ability to interpret the runes.

Imbuing an Item with Runes

Each rune spell represents the specific combination of runes and the rituals used when inscribing them on an item, such as a suit of armor or a simple wooden door. For this reason, rune spell's casting time is never reduced by skill, proficiency, or attributes levels. Imbuing items with runes requires time to etch or carve the runes. This is done in a ritual that harnesses the power within the runes. Doing this makes any rune spell imbued into an item permanent. It cannot be changed or removed unless the item is destroyed.

Imbuing items requires a skill test against a target level of 10 plus the spell level to be used in the effect. For instance, to enchant a sword with fire at level 3, the casting skill test would be against a target level of 13. This test is made after the time taken to cast the spell, during which the ritual of carving the runes is being done.

Unlike other spells, rune crafting does not require that the character complete the casting in one sitting. Characters can continue the process over time for as many days as is equal to their skill level. Once the final runes are in place, the character can complete the spell by making the casting and effect tests.

Learning Rune Spells

Rune magic is rarely, if ever, written down. Most often characters must seek out other rune crafters to be trained in new spells. Training to learn rune spells is treated as if the character were being trained to learn any other type of skill (see **Training on page 30**).

Song Magic

Some songs have a magic all their own. The power introduced by powerful performances can enchant, charm, and mystify an audience. That is not to say that all music is magical. There is an art to producing the effects of song magic that distinguish it from the common tavern singer's ballad.

Songs that produce a spell like effect use the same basic rules as those spells. However, there are exceptions to how these spells are used. Practitioners begin the song as if they were casting a spell. At the end of the casting

time, the song's effect occurs. The song's duration from that point on is subject to whether or not the song is still being performed. For as long as the performance persists, so does the effect. When the song ends, the duration of the spell then behaves normally. In this way, all song magic is initially treated as having a duration of sustained (see below).

For instance, a spell that puts a creature to sleep will keep that creature asleep for as long as the song is performed. When the song stops, the creature remains asleep for the duration of the spell as noted in the spell description.

Learning Magical Songs

Magical songs are rare and prized lore. Some of the most powerful magical songs are rare treasures or the prized secrets of other artists. Song Magicians may have some difficulty persuading a practitioner to share their lore. However, Song Magicians are known to share these secrets with those artists who really impress them.

Learning a magical song requires the magician to learn the piece as though it were a musical piece. This requires a period of research to learn the song, followed by training or autodidaction to learn the subtleties of its magical nuances.

Natural Magic

Natural magic involves power over plants, animals, nature and the elements. Natural magic users, sometimes called Druids, like nature have very raw and formidable power. This power comes naturally to a druid from an intimate relationship with the natural world.

Natural Bond

Natural magic users have a bond with the natural world that is represented by their skill level. This bond allows them to manipulate the natural environment through their will. A druid's bond with nature runs so deep that they

Value of Runic Power

Items imbued with rune spells cannot be altered without first destroying an item. For this reason, rune crafters tend to study and raise rune spell levels to higher levels before beginning the process of imbuing valuable items with runes.

Still, because of the permanent enhancement of runes even items with small runic enchantments are highly prized items.

cannot maintain their skill levels in large cities or towns or far from the reach of the natural world. If the druid cannot return to nature within a number of days equal to their wisdom level, they begin to temporarily lose all skill and spell levels connected to natural magic. Each day after their limit, the druid temporarily loses one skill level in all skill, proficiency, and spell levels related to natural magic.

This reduction is temporary so long as the druid returns to a natural environment before a skill level falls to zero. Characters regain the skill and spell levels at a rate of 1 level per day after returning to nature. If a spell or skill level falls to zero, then the character has lost the bond with nature that allowed the character to command it in that way. The character would have to relearn the skill or spell and spend the necessary experience points all over again.

Learning Nature Rituals

A druid learns spells simply by observing nature, observing their rites, and increasing their bond with the natural world. Players still record spells that a druid may know just as with any spell casting character; however, the druid character does not know any spell. They are simply willing nature to perform the effect. Natural magic users can use any spell allowed to them by the Game Master. However, to be skilled in the spell the character must learn the particular spell as though it were any other type of spell or skill. This does not mean that the character has learned a natural magic spell in the game world. It simply reflects that the druid has become more proficient at bending nature to its will in that manner.

Spell Components

All spells, whether they are the workings of nature priests, the prayers of a holy cleric, or the rituals of a sorcerer, have the same components that make up how they work. These

components are like attributes for a spells, and dictate how a spell works in the game.

Spell Level

Spell levels reflect how familiar the character is with the spell. Spell levels are like skill levels. Characters must be trained in their use, and can increase their knowledge of a spell by spending experience points just as if they were a skill.

Spell levels do not reflect how powerful a spell is, only how powerful a spell is when used by the character.

Spell Aspect

Spells are grouped into categories called aspects. A spell's aspect is based on the most dominant trait of the spell. Characters that have magic skills can have proficiency levels in any of the skills available aspects. This allows characters to more easily use magic from that aspect.

Range

A spell's range describes the distance at which point a spell effect begins to weaken. The range of a spell is usually represented by a number called the increment level, the range increment type, and the range type.

A spell's range increment is listed as a number followed by a range increment, such as feet, yards, etc. This means that for every one increment of range, the spell's effect is lowered by the increment level. For instance, a range of 1 ft would mean that the spell loses its effect by 1 point for each foot. At a target standing 5 feet away from the spell's point of origin then the spell effect would be 5 points less than the effect result.

Range Type

Spells have a variety of different range types. Some spells may cover a large area like a fog, or may propel from a caster's outstretched hand like a missile.

Effect

The spell effect describes what the spell does. Spell effect is recorded by listing the spell's target, the area of effect, and then a description of any special rules that apply to the effect. If an effect die is rolled for the spell then this description will list what that result represents.

Most spell effects are determined by rolling the casting character's wisdom level then adding the spell's level to the result. Furthermore, the effect test result can also be modified by the initial magical skill test success level.

For more information on spell effects tests, see **page 60**.

Duration

Duration describes how long a spell effect lasts until it weakens, dissipates, or if it ends at all.

If a spell effect ends, the result of that effect may be permanent. For instance, if a spell creates a flame, then the flame created initially by the spell may be subject to the spell's duration. However, if the flame were to ignite an object, such as a torch, then the resulting fire is not subject to the spell's duration. Basically, if an effect causes something else to happen, then that secondary effect is not subject to the same rules of the spell that caused that result.

There are four types of spell durations. Once duration has ended the spell effect is removed.

Fading

Fading effects deteriorate over time. The fading duration is recorded as a number followed by an increment. The increment determines the time that passes before the effect result is reduced by one level. For instance, if a spell had a fading duration of 1/round then the spell fades at a rate of one point per combat round.

Instant

An instant effect does not last beyond the round the effect was determined. Instant spells are those that only require a burst of magical energy to create the effect.

Permanent

A permanent spell effect does not dissipate on its own. The effect of the spell remains on the object it was cast upon until the object is destroyed, the object is killed, or the magic is dispelled or removed through other magical means.

Sustained

Sustained spell effects will last as long as the magician remains concentrating on the spell effect. A spell with a sustained duration is often recorded with a number followed by an increment. To sustain a spell, a character cannot take any other action, not even defense. If the action is cancelled, and the spell has a fading duration to follow, the fading duration comes into effect.

Casting Time

A spell's casting time is added to a character's action level when casting the spell.

As a character's magical skills improve, it takes less time for a character to cast a spell. Players reduce the spell's casting time by their character's magical skill level, proficiency level, and the spell's level. The result is added to the action level for casting the spell.

Using Magic

Although individual magic skills may have some variation to how they cast spells in the game, all magic shares the same basic rules.

Magic Skill Test

To cast a spell, the character uses their magic skill. Characters can be proficient in various aspects of their magical skill and can apply

their level in the proficiency to their magic skill test result when casting spells of that aspect.

The target level for a magic skill test is based largely on the target of the spell.

Touch Target Spells

A spell with a target of touch usually has an entry for the target level, such as an attribute value or level. Touch target spells require the character to physically come into contact with the object that the spell is being cast upon. This may require the character to make an unarmed attack test if the target is unwilling.

Once the target of the spell is in contact, the character casts the spell. The character must be in contact with the target during the entire casting time. The character makes a skill test against the number listed in the target description. If the spell casting test is successful, the spell's effect is determined.

Ranged Target Spells

Ranged target spells are made as though the character were performing a ranged weapon attack (see **page 118**). However, instead of making the test with the ranged weapon, the caster does so with their magic skill test.

To make a ranged magic test, the player rolls the character's perception level and applies their character's magic skill and proficiency levels to the result. The result is then compared to a standard ranged attack target level. All visibility and other ranged attack modifiers apply similarly to range magic skill tests.

Effect Tests

Once it is determined that the spell has successfully been cast on its target, the strength of the spell's effect needs to be determined. To determine a spell's base effect test result, the player rolls the character's wisdom level. Next, the player adds the character's spell level to the result.

How the effect applies is generally described in the effect entries of the spell's description. However, range types will modify the level of the effect as it reaches its target. If the spell has a range of touch or self, then the spell effect is generally not modified.

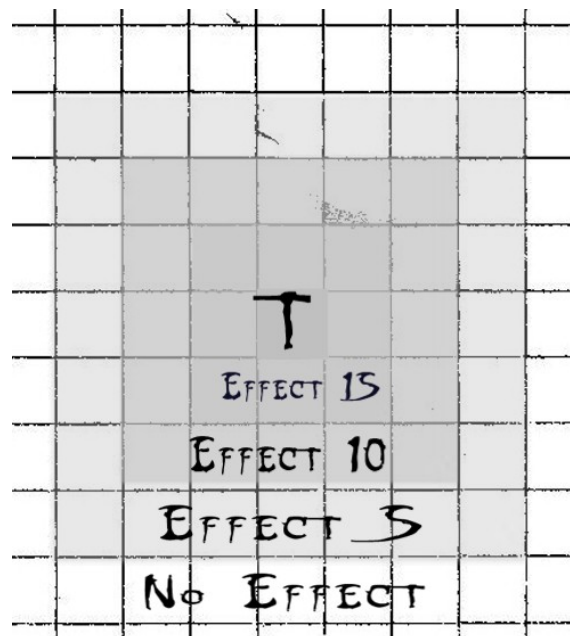
Area Effect

Area effect spells radiate outwards from where the effect is determined. Each range increment determines the rate at which the spell effect is reduced. **Figure 3-1: Area Effect** shows an example of a spell with an area effect of 1 foot and an effect test result of 20. For simplicity's sake the spell effect reduction is reflected in increments of 5 feet. At the target (T), the effect occurs in full (20) before fading.

Spread Effects

Spread effects emit from the caster. At its closest point, the spread is treated as being 1 range increment wide. At the next range increment, the effect range widens by one extra range increment. The range continues to widen until the spell effect has been reduced to zero.

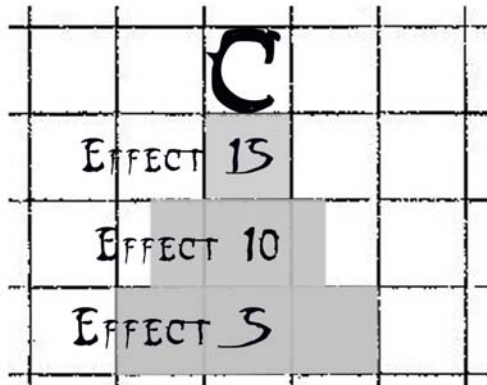
Figure 3-1: Area Effect



Any character caught in the range increment is affected by the spell effect.

Figure 3-2: Spread Effects shows an example of a spell with a 5-foot spread and a test result of 15.

Figure 3-2: Spread Effects



Managing Effect Durations

Spell effects with fading durations will degenerate at the rate listed in the spell's description. This degeneration will also apply to the outer areas of the spell effect. For instance, if the spell shown in **Figure 3-1: Area Effect** had a duration-of-fading 1/combat round, then each perimeter outlined in the diagram would lose one point of effect each round. In 5 combat rounds the outer area would disappear altogether, with the middle area (presently marked as Effect 10) would now have an effect result of 5. In 15 combat rounds, the only area still affected by the spell would be the initially struck target. In 20 rounds, even this will have vanished as well.

Spell Books and Scrolls

Spell books are used by players of all magic skill types except for natural magic users. Each magical skill user records spells in grimoires, prayer books, song books, or other archives. These may also be scrolls, tablets, or stones.

Mastering Spell Effects

The true mastery of spell casting relies on mastering control of the various effects of spells. Knowing how and where the magic will occur, and for how long, makes the difference between an effective magician who supports allies, versus the hedge mage that can be a dangerous nuisance.

Characters aren't considered to have mastered the use of a spell until the spell's casting time is zero. Until this time, the character needs to reference the spell's casting ritual. These books are usually about 50 pages. A spell takes up a number of pages equal to the spell's unmodified casting time. Therefore, a spell with a casting time of 15 uses 15 pages of a spell book.

Scrolls

Spells can be recorded on scrolls just as if they were recorded in a spell book. They require just as many pages (or the length of the scroll could come up to the length of that many

Friendly Fire

Spells do not discriminate between friend and foe. Magicians should always keep this in mind with spell effects that cover areas in which their friends, allies, or innocents may be.

Some area effect spells also have durations that allow the spell effect to linger in the area. When this is so the magician would do well to warn friends of the potential danger.

pages). Magicians usually copy scrolls they feel are important into their spell books because scrolls are more likely to be lost or stolen.

Pasting Spells from Scrolls or Books

A character does not have to have a magic skill or spell level to cast a spell, so long as they have the text to reference it. For instance, any character may take a priest's prayer book and perform a rite copied there. Because the character does not have any skill levels in the magic skill or spell, they get no bonuses to the casting and effect tests. Therefore, untrained characters are less likely to succeed, and when they do, the spell is often not very powerful.

Creating Spells

Any player can create a spell for a Game Master to approve for use in the game world. However, only characters skilled in spell casting understand the science of magic well enough to create spells within the game.

Player Created Spells

Creating a spell is a simple matter of determining the components of the spell. Each component contributes to the overall complexity of the spell and dictates the spells casting time. To create the spell, simply determine the major components of the spell and total the components' levels to get the total casting time. The components and their levels are found on the tables corresponding to their categories.

Affected Target

The effected target of the spell is that which is directly affected by the spell. This isn't necessarily the same as a target for a casting skill test. Instead, the target is that which the spell will directly attempt to alter. For instance, a character may cast a darkness spell at an area which would make the area the target of the

Table 3-1: Spell Affected Target Cost

Affected Target	
Elements	5
Inanimate Object	4
Light	3
Magical Energy	4
Creature Attribute	6
Organic plant	5
Spirit	4
Time	15
Weather	12

skill test, but it is the light that will be changed.

Effect

Effect describes the method employed by the spell to get the necessary result. Multiple effects can be combined but contribute to a more complicated spell. All effects of the spell contribute to the casting times and need to be applied.

Table 3-2: Spell Effect Cost

Effect	
Alteration	4
Manipulation	3
Mental Influence	3
Creation	7
Summoning	4
Banishing	5
Divination	5

Range

Range determines how much spell energy needs to be focused to place the spell where the caster hopes the effect to occur. If a distance is used, the increment of the distance must be determined. Next the measure of distance must be determined. The cost for the

Table 3-1: Spell Range Cost

Range	
In feet	Increment
In Yards	Increment x3
In Miles	Increment x10
Touch	0
Area Effect	+50% of total range
Spread	+25% of total range

range is determined by the increment multiplied by the measurement type,

Additionally, special range types can be applied. These further increase the range casting time.

For example, if a spell with a spread of 3 yards were created, then the cost would be 3 (increment) x 3 (measurement multiplier) = 9. The additional cost due to the spread of the effect is 2.25 (rounded up to three). The total range cost for the spell would be 12.

Duration

The duration casting time modifier reflects the strength required of the spell to retain its effect over time. The longer the time expected, the more organized the magical energy must be, thus further complicating the spell.

Permanent spells are much more difficult to produce because they must make themselves a part of the target.

It is possible for a spell to have multi-

Table 3-4: Spell Duration Cost

Duration	
Fading	
Round	Increment x 1
Minute	Increment x 3
Hour	Increment x 6
Day	Increment x 10
Instant	0
Permanent	5 x total casting time
Sustained	3

ple durations, such as with a sustained duration followed by a fading duration. In such cases, both durations must be applied.

Writing the Spell

Describing the spell in the appropriate format is needed to assure that the spell is applied properly in the game. Use the spells starting on page 151 as examples on how to write down a spell's description.

Character's Creating Spells

Only characters skilled at spell casting can create spells in the game world. For spell casters, magic is a science. Dedicated magicians seek out the answers to these mysteries and unlock the secrets to altering reality.

Characters seeking to create their own spells can do so, but need time, resources, and a dedication to success.

Labs

Magicians find the use of labs a useful tool when creating spells. Their dabbling in the arcane is usually best done when no interruptions can occur. Most importantly, a magician knows that accidents can and will happen through the experimenting process of spell crafting. This makes the use of environments such as inn rooms or the outdoors a difficult and unsafe place to practice.

Magicians can create or purchase their labs anywhere. Most magicians prefer their labs in remote places or, at the very least, places difficult to approach. Magicians are often fond of towers, dungeons, or even islands.

A place a magician does their research qualifies as a lab. However, most magicians find it useful to stock their labs with alchemy labs and libraries. Each of these should have equipment levels to reflect the needs of the magician. Furthermore, a magician must remember to keep the lab secure. All of this must be purchased individually (no one sells

ready-made labs). The expense entailed is usually quite extensive for a lab of any worth.

A lab has an equipment level equal to the average of both the library and the alchemist lab for the purposes of the spell crafting test. Both of these are required, but they do not need to belong to the magician. For instance, a magician may have a well stocked alchemist lab and use a neighbor's library to borrow written material.

Research and Study

Most material required for the creation of spells is not easy to come by. A Game Master may assume that a library has a reduced level for the purposes of magical study. This reflects that while a library that has a wealth of knowledge on history and lore, it may not have as good information on obscure magical knowledge. For this reason, mages are always on the lookout for magical tomes to increase their own library and to bring up its value.

Characters must research each component of the spell. Each component requires a research skill test before the character can continue on to the next phase of the research. Game Masters may decide that success levels in one phase of research can grant a bonus to the researching of the next component. If all components have been researched, the success level can be applied to the crafting test (see below).

Players may use knowledge skill tests to enhance their research. A target level may be lowered by the skill level if applicable.

Crafting the Spell

The next phase is to take the knowledge acquired through research and apply that to the physical creation of the spell. This takes a number of days equal to the spell size to complete. This is treated as time researching the spell in that it requires the same dedication and attention. In other words, a character cannot be interrupted during this time until the spell has been successfully created.

To finalize the spell, the player rolls an intelligence based spell casting skill test. The only proficiency allowed for this test is the spell craft proficiency. If successful, then the character has created the spell. Game Masters may decide that higher success levels can reduce the creation time of the spell as appropriate.

If the crafting test fails, the character may try to craft the spell again. None of the research goes away so long as the character immediately begins to craft the spell again. The same number of days and the skill test are treated the same.

Finished Spell

Once completed, the character inscribes the spell into his or her grimoire and from that point forward has access to the spell. The spell enters play with no levels and must be advanced just as any other spell in the game.

Chapter Four:

Psychics

Skilled psychics are very powerful characters. Their innate ability to read and manipulate minds, alter the laws of reality, and control potential and kinetic energies can rival or exceed those of the most talented of magicians. Psychics can peer into hidden secrets of the mind, opening up a person's thoughts as if they were the pages of a storybook.

It is for this reason that being a psychic is dangerous. Psychics, especially telepaths, are greatly feared in most campaign settings. The average person resents the idea that their thoughts can be read at the whim of another person. The human mind, being a very personal thing, is the one thing that a person has the luxury of considering safe. It is here that all a person's secret desires, fears, and memories are kept. It is also the solitary aspect of a person that is under their complete control. Though many things can influence a person's thinking, it is still ultimately the person who has the final say. A psychic can invade those very personal thoughts and secrets and thus take that security and control away from the person.

Due to the sometimes violent prejudices against them, most psychics keep their powers a closely guarded secret. Their powers are seldom ever shown unless absolutely necessary or when far from spying eyes.

Developing a Psychic Character

Psychic powers must be purchased during character creation as a general skill or knowledge skill. No psychic skill can be purchased after character creation.

Each of the four psychic powers has a range of proficiencies that can be learned or developed. Psychic proficiencies are handled the same as any other skill proficiency.

Psyhic Prejudice

The idea that a particular individual has the ability to manipulate and examine the very personal aspects of one's being is disturbing to some, frightening to most. In most cases, the psychic and any companions would be asked to leave a village or town. However, the range of distrust and prejudice can run so severely that the players could find themselves the target of a lynch mob. All psychics are subject to this prejudice. There is no way of knowing if this psychic who uses his powers to heal has the abilities of a telepath or telekinetic.

Finding Teachers

Finding a teacher is difficult due to common prejudices against psychics. This has caused most to keep themselves and their powers secret. Psychics are naturally wary of anyone openly searching for them, and characters should remember that openly searching for a psychic will elicit suspicion from both psychic and non-psychic people alike.

Psychic Powers

Each of the four psychic skills makes use of a certain attribute or range of attributes. Each power also has a list of proficiencies that reflect various ways a power is used. Characters can use a power in any way described by proficiencies listed with that power. The proficiency lists the attributes associated with it. Players and Game Masters can use these as guidelines for creating additional powers and proficiencies.

Telekinetic

Telekinesis involves the physical manipulation of matter with the mind. A telekinetic has the ability to affect space and matter. Powerful practitioners of telekinesis can also change the form of space and matter to a certain degree.

Mind Over Matter

Wisdom

This power is the ability to temporarily manipulate non-organic matter. The telekinetic can change the shape of an object, but not the object's weight and mass. The target level for this test is the object's damage capacity.

Telekinetic Push

Wisdom

This power uses force of mind to propel matter. When used against inanimate matter the test result must exceed 1/5 the object's weight in pounds. When used against a living creature or person that creature or person can roll strength to resist. In both cases, if a test is successful the object flies a number of feet equal to the amount in which the test result exceeded the target number. In the case of a creature, the target is knocked down.

The telekinetic may also wish to use telekinetic push to launch an object at a person in an effort to cause damage. In such a case, the telekinetic must make a perception-based ranged attack, adding their power level to the result, to hit the target (this is in addition to the initial telekinetic push test). The target may dodge or block this attack. Damage by the object is determined by dividing the object's weight by 5. The result is the damage level of the object.

Levitate

Wisdom

The telekinetic can raise matter in a vertical direction. The target level for this test is 1/5 the object's weight. It can be raised a number

elekinetic Characters

These characters are often considered to be the physical psychics. These psychics can, and often do, employ their power in combat.

They rely on the ignorance of most people to assume they are simply magicians, or tricksters, a misconception they are often eager to employ. Some even go so far as to dress in a magician's robes and to carry tomes that resemble spell books.

It does occur that some psychics do not realize they are psychics at all. They may even believe that their powers are due to an intimate bond with magic. While the manipulation of magic may be attributed to psychic energy, psychics do not require the arcane rituals and symbols to use their powers. This is what sets them apart from magicians.

of yards by which the test exceeds the target level. The telekinetic can move the object horizontally at 50% of the same result.

Reduce Inertia

Wisdom

The telekinetic can erect a shell of mental energy that effectively pushes outward. This outward push reduces the kinetic energy of an object that comes into contact with it. This ability must be maintained or the effect is instantaneous (usually occurring too quickly to provide any benefit). In effect, it could not be erected as if lifting a shield to block an attack unless the telekinetic were actively sustaining the shell.

The skill test result determines the range and strength of the shell. However, the

total effect result must be divided between the two. Each level of the result can represent five feet by which the shell radiates from the psychic or a one point level for the intensity of the shell.

The shells intensity reduces all the speed and damage effects of all attacks passing through the shell. If a creature or other object wishes to push through they must do so by making a strength test against the shell's intensity. If the strength test succeeds then the creature can pass through. Pushing through a shell has an action level of 4.

Clairvoyance

This power involves second sight and the ability to see into time. Clairvoyants get vague and often cryptic images of what they sense. Many of these images are metaphorical or symbolic rather than actual definable interpretations. This means that a character may have an impression of an oncoming conflict or war, but the image or sensation would be similar to seeing a sea of blood cover the land.

Recognition

Perception

This grants the clairvoyant the ability to predict immediate threats. A clairvoyant gets a bonus to detection skill tests to determine surprise equal to the clairvoyant's skill and proficiency level.

Perceive the Future

Perception

This power allows limited sight into future events. Use of this power is usually random and unpredictable. The Game Master can use visions of the future in any number of ways, such as providing clues to upcoming events and so on. These visions occur randomly (at the Game Master's discretion) and may do so at the most inopportune times (during combat can be especially dangerous).

Usually these visions are triggered by some sort of catalyst. These can be during delusional periods from a toxin or spell or while unconscious. Sometimes the visions can occur during sleep as a vivid dream. However the visions manifest, they should never be ignored.

Alternately, clairvoyant characters can meditate to intentionally gain such insight; however, these visions are usually less informative than those naturally occurring. Used in this way a character meditates for a number of hours equal to the level of the power he wishes to use. For example, meditating for one hour allows the character to use the power at level one. Meditating longer than the character's clairvoyance skill level grants no additional

The Psychic Senses

Three of the psychic skills, clairaudience, clairsentience, and clairvoyance, relate to one of three of the five basic senses (taste and smell are directly related to touch). These senses relate specifically to a part of the psychic's mind that the character has a stronger relationship with. Many people believe that people relate to a particular sense more so than others. Some might be more sensually stimulated by touches, sound, or visualizations. This is reflected in the three of the basic psychic skills.

All three however are directly tied to perception in some form. The type of power that a character has more intimate knowledge of may be saying something about the character itself. Perhaps clairvoyants are more moved by a beautiful painting rather than a sound or clairsentient more inclined to textures, tastes, or smells.

bonuses. This period of meditation cannot be interrupted or the effect is lost. At the end of the meditation, the character makes a skill test. The higher the test result, the more vivid the vision is. The exact effects are determined by the Game Master.

Perceive the Past

Perception

Unlike its alternative, see the past is at the full control of the player character. To use the power, the clairvoyant meditates for a number of uninterrupted hours equal to the level at which he chooses to use the power to a maximum of the clairvoyant's see the past level. The clairvoyant must perform the meditation in the general area in which the event took place. At the end of this period, the clairvoyant makes a perception test, adding the skill and proficiency level to the result. The target number for the test is dependent upon how far into the past the clairvoyant wishes to see. The base target level for this test is 5. For each year in the past that the event occurred, add one point to the target level.

If successful, the clairvoyant sees the event take place around him, as if he were there. Although still in a meditative state, he behaves as if in a trance or sleepwalking. He can interact with the scene as if he were there but cannot influence any event. All the character's senses function as if he were living the vision. If he is struck by a sword blow, he feels the pain but takes no damage.

The vision lasts for one hour plus one hour for each success level.

See Aura

Perception

This allows the clairvoyant to see the physical aura of living, magical, and psychic energies. Each of these energies has a distinct appearance. Physical auras appear as a sort of halo surrounding the entity. Healthy areas of the aura appear brighter while diseased auras may

Bad Dreams

Clairvoyants are more inclined to disturbing and vivid dreams. They tend to be more somber than other people simply because the future rarely tends to show itself if it has anything good to say.

While some may feel that all people have some degree of prescience, the level by which clairvoyants experience this phenomenon is extreme enough at some points to be debilitating. It is not unheard of for clairvoyance to go mad from their visions.

contain inky blotches. These correspond directly with the health and fitness of the perceived life form. Strong and healthy individuals will have bright, radiant auras with little blemishes while someone dying of a terminal disease would appear almost completely dark and faded.

Magical energies give off auras even if the spell effect cannot be seen. These appear as swirls of loose energy vaguely shaped in a manner resembling a coinciding spell or wisps of smoke. The aura of magicians and magical items show swirling masses of energy that weave in and out of the person or object. In both cases, the stronger the magical presence the more intense these energies appear and behave.

Psychic energies radiate outward in waves that give natural auras a sort of shimmer. The stronger the energy is, the more intense the shimmer.

The target for perceiving an aura is the target character's wisdom level plus the highest magic or psychic skill level of the target. When on an inanimate object, the target number is 4 plus the level of magical or psychic energy present, if any. Non-organic objects

without enchantments do not give off auras, though they may have some residual energy surrounding them from a psychic or magical event that took place nearby.

Clairsentience

These powers typically are related to touch and physical impressions. Clairsentients have powers that can aid in healing as well as some limited clairvoyance through touch.

Heal Self

Wisdom

Clairsentients can use this power to treat their active wounds and to prevent further damage. This power is similar to the medicine skill (on page 42). Using this power is usually more easily done than typical medical treatments however. To use this power, the player rolls the clairsentient's skill level against the total active wounds the character has. If successful the character can treat an active wound, plus one additional active wound per success level until the character has no more active wounds. The action level for this test is equal to the total active wounds on the character plus 2.

Characters can also use this power to assist a natural healing test. To do so, the player makes the skill test against the total amount of damage the character has sustained to their life point total. If successful, the character can add a one-point bonus plus one point per success level to the character's natural healing test.

Heal Other

Wisdom

Clairsentients can use this power to treat active wounds and to prevent further damage to another. This power is similar to the medicine skill (on page 42). Using this power is slightly more difficult than heal self because the clairsentient does not have the same bond with another target's body as they do with their own.

To use this power, the player rolls the clairsentient's skill level against the total active wounds the target has plus 5. If successful, the character can treat an active wound plus one additional active wound per success level until the target has no more active wounds. The action level for this test is equal to the total active wounds on the target plus 2.

Characters can also use this power to assist a natural healing test. To do so, the player makes the skill test against the total amount of damage the character has sustained to their life point total plus five. If successful, the target can add a one-point bonus, plus one point per success level, to their natural healing test.

Object Read

Perception

Using this power the clairsentient can read the surface impressions of inanimate objects. This gives the psychic the sense of experiencing the past of the object. To use the power, the clairsentient must hold the object in his hands. His skin must be touching the object for full effect (gloves tend to absorb the psychic energies). The result of the test determines the information gathered. A low test result may result in only vague sensations while a high result will may cause a vision similar to the clairsentient's power *See The Past*.

Palm Other

Perception

This power is used to help calm the effects of rage, fear, certain insanities, and other things that may cause agitation. To use this power, the clairsentient must place his hands in a soothing manner on the afflicted person. The player makes a skill test against the level of the agitator (be it a spell, insanity, etc.). If the test is successful, the recipient gains a bonus to his wisdom equal to the clairsentient's power level when resisting the negative effect.

Clairaudience

Clairaudience is a power dealing with the sense of hearing. These powers allow characters to listen to and speak into a person's mind, as well as speak with ghosts and spirits.

Telepathy

Perception

This power allows the clairaudient to speak his thoughts into another person's mind. A clairaudient can use the skill by making a skill test against a target level equal to the target's wisdom level. The target level is also increased by the range increment by which the target falls into. For instance, if a telepath with a perception range increment of 40 feet wished to transmit a thought to a target 75 feet away the target level would be increased by 1. Success allows the clairaudient to transmit a phrase with a number of words equal to the clairaudient's intelligence level plus one word for each success level.

Hear Thoughts

Perception

This power allows a clairaudient to hear the surface thoughts of a target. A clairaudient can use the skill by making a skill test against a target level equal to the target's wisdom level. The target level is also increased by the range increment by which the target falls into. For instance, if a clairaudient with a perception range increment of 40 feet wished to hear the thoughts of a target 75 feet away the target level would be increased by 1. Success allows the clairaudient to hear the target's surface thoughts. Increased success levels allow the character to read deeper into the target's mind.

Empathic Bond

Perception

When a psychic forms an empathic bond with another character, he gains certain advantages. First of all, he can sense the general direction

in which the character is no matter what the distance. This does not give exact locations but simply a sort of inner compass when trying to find the character. Second, the telepath can sense the basic emotional mood of the character when the character is in the presence of the psychic. A psychic can bond with a number of characters equal to his level in this power. These bonds last until either the telepath or the bonded character have died.

Spirit Talk

Perception

This ability allows the clairaudient to communicate with sentient spirits, poltergeists, and ghosts. This power cannot be used to communicate with elemental spirits. To use this power, the clairaudient makes a skill test against the spirit's wisdom level to call out to any spirits in his area through telepathy and voice. If any spirits are in the area they may decide to communicate with the clairaudient or not, either way the clairaudient knows if they are there.

Spirits can be very useful when a friendly one is found. They may give clues into the past or in some cases predict the future (although this is seldom and often left up to interpretation). However, unfriendly spirits and poltergeist can be mischievous and downright malicious. They may pose as friendly only to lure the clairaudient into some gruesome fate. Also, poltergeists tend to be bound to their habitat by some traumatic experience. These emotions can sometimes overwhelm the clairaudient, in some cases causing insanity or suicide. If the clairaudient can resist these impulses and free the trapped spirit (usually by fulfilling some act left unfinished or righting a past wrong), the spirit will undoubtedly be thankful and would do all in his power to help the clairaudient before the spirit leaves this plane.

Discovering the exact nature of a poltergeist's binding circumstance poses another problem. Poltergeists are usually busy reliving

a pivotal moment in their past-life over and over again or are too malevolent to care. In either case, remaining in communication with the spirit is not the best strategy. Each round that a clairaudient remains in contact with such an entity, the bond becomes stronger, making it more likely the psychic will succumb to the insanity.

In essence, although coming into direct mental contact with spirits can potentially be very rewarding, the risk is very great. Clairaudients should only use this power sparingly and only when absolutely necessary.

Psychic defenses

In most cases, unwanted psychic probes and influences can be resisted through wisdom. Doing so, however, requires the individuals to first recognize that they have become the target of these powers. Whenever a psychic is using powers against a potentially unwilling subject, the subject can make a wisdom test against the psychic's skill level. If successful, the subject is aware that something has entered his mind. In most cases, however, people would not recognize that a psychic power is being used on them. This is due to the limited experience most people have had with psychics. Other psychics and those few familiar with such powers can roll perception to detect the nature of the intrusion and who is responsible. Even without this knowledge, however, anyone who recognizes there is an attack can resist it. To resist a psychic power, the target makes a wisdom test against the psychic's test result.

Many psychics have learned that this is seldom enough when dealing with more powerful psychics and have developed mental shields and defenses. A psychic of any aspect can learn these defenses. The most common of these are listed below.

Psychic defenses are considered defense actions (on page 113).

Mind Wipe

Wisdom

This defensive measure effectively defends against telepathy. The defender simply clears the mind, making it appear void of any useful information. Psychics trying to probe the defender's mind may roll their power again, adding the new result to the old one, and likewise the defender may roll another defense test adding this result to the previous. If the attacking psychic's total exceeds the new defense roll, then the psychic has succeeded in the attempt. If the test fails, the telepath may continue the probe again as many times as desired, adding each new result to the previous attempts. The defender may defend each attack, adding the result to the previous attempts until either the defender surrenders, the psychic ceases his attack, or the attacker is successful.

Psychic Shield

Wisdom

This defense ability effectively reduces damage taken from physical psychic attacks, such as telekinesis. The defender makes this test against the damage total of the attack, reducing the damage by a number of points equal to the result.

Hide Aura

Wisdom

This ability effectively camouflages the appearance of a person's aura to resemble that of a mundane individual. The defender makes the test against the perceiver's effect result. The higher the defenders die roll the less information the perceiver can see (i.e., powerful psychics/mages may seem at only half power). Success hides all psychic and magical auras surrounding the individual.

Chapter Five: *Equipment and Services*

Characters require equipment and services to survive in any world. Warriors need blacksmiths to mend their weapons, magicians need libraries for their research, and thieves need a fence to sell of their ill-gotten gains. The culture of your game world thrives on the trade of goods and service. This chapter deals with the many types of products a character may look for and how they are used.

Finances

Characters earn and spend money regularly. While earning money may not be a priority for your character, you will still need to earn some just to survive. Knowing a bit about how it works in your game world, and how it is spent, is a necessary part of the game.

Currency

Coin is often the standard currency of most game worlds, though these coins often vary between cultures. Each entry in this book has a numerical representation of its worth. While each world may use a different unit of measure, Sagas, by default, treats each unit as being worth one silver piece (SP). If an item has a cost entry of 10, then it cost 10 silver pieces.

Using silver as a base allows for greater ease of use with monetary denominations. As a standard, players can assume that 10 silver pieces is equal to a single gold piece (GP), while 1 silver piece is equal to 10 copper pieces (CP). Game worlds may break up denominations and currency in different ways and by giving coins separate names. One region's gold coin might be only worth 8 silver pieces in another region. This is usually determined by the overall weight of the coin. A poor country may use a small gold coin and thus the coin is worth less.

Starting Money

As noted in **Chapter One: Character Creation**, your character begins the game with a number of silver coins (or whatever the prevailing currency of the game is) equal to ten times the character's charisma value.

This money represents the acquired wealth of the character up to this point in the character's life. This wealth is measured in equipment as well as coin, which is why you buy your equipment with it. Your character, from a story point of view, may begin the game with his father's sword, but you still have to purchase this sword at character creation with the starting funds available.

You can purchase any item the Game Master allows from within this chapter. Additionally, your Game Master may have a list of custom equipment you can purchase that is specifically developed for the campaign or adventure. Lastly, if your Game Master approves, you may be able to purchase items you would like to create and use in the campaign.

Cost of Living

Characters need more than just equipment to survive. They need things like food, shelter, medicines, repair and replacement of equipment, etc. Tracking these expenses consistently is a chore and an unnecessary one. The handling of simple care and expenses that characters incur on a normal basis is done through a system called **Cost of Living (CoL)**.

Cost of Living covers all the normal needs of your character, like the inn that a character stays in, the replacement of straps and buckles on backpacks, the sharpening of weapons, the food packed for a trip, etc. CoL does not cover the replacement of weapons or armor directly damaged in combat or gear lost by theft. It is basically the needs for survival.

Cost of living is divided into two different parts: civilization and wilderness. This reflects the different costs and needs of the different environments. Additionally, CoL is di-

vided into levels that reflect the quality of the lifestyle the character wants to maintain.

Characters support only one character for a cost of living level. This level represents the needs met under normal or average environments. Harsher environments require cost at a level higher than normal depending on the severity of the conditions. For instance, the normal cost of living for an average level of comfort in a typical forest would only give a character a poor level in a desert. Additionally, characters that are supporting animals or servants will have to raise the cost by one level to maintain the level they wish. So a character with a horse that wishes to support a middle lifestyle in a city would have to pay for a merchant lifestyle because of the extra lifestyle expense. If a character were to support another character (like a comrade rather than a hireling), then they would have to pay for an additional lifestyle for that character (instead of raising one level the character would have to pay for the same level twice).

Table 5-1: Cost of Living lists the lifestyle and cost for that lifestyle. The benefits and hindrances of the various lifestyles are described below.

Table 5-1: Cost of Living

Lifestyle	Weekly Cost
Wilderness	
Forager	0
Poor	10
Average	20
Good	35
Superior	55
Civilized	
Street	10
Poor	15
Middle	25
Merchant	40
Noble	80
Royal	200

*U*sing Cost of Living

A traveler, his page, and the mule used to haul their equipment are preparing for an expedition across a mountain range that will take three weeks.

Traveling in the mountains is a harsher climate than normal so the traveler must pay 35 SP per week to have a normal lifestyle. However, because he has a page and a mule the cost goes up two more levels to a superior lifestyle. The total cost per week then is 55 SP. The trip will cost him 165 SP. This will cover the food and water for all the travelers, as well as firewood, and other supplies.

Wilderness

Cost of living for the wilderness is the cost of basic expenses for travel in the wild open places. This represents the food and water taken as well as basic maintenance and upkeep of tools and clothing.

Forager

The forager lives off the land. They get food and water by finding it. Mostly they live off of fruits, nuts, berries, roots, and what passing streams and watering holes they come across.

Because food is hard to come by the character will suffer a 2-point penalty to all toughness tests during their travels. A wilderness survival test may help to offset this penalty for a day.

Poor

The poor traveler usually lives mostly off of trail rations and some spars traveling food they

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take with them. Often they have to supplement with foraged food as well.

Because the quality of the food and rations is only meant for basic sustenance the character will suffer a 1-point modifier to any toughness tests during their journey. A wilderness survival test may help to offset this penalty for a day.

Average

The average traveler brings along rations and food that keeps well for travel. They rarely have to sustain themselves from foraging and only supplement a meal or two with rations.

The average traveler is fairly well prepared. They suffer no modifiers to toughness tests in normal conditions. Wilderness survival tests can be made to help supplement nourishment and can provide bonuses to toughness tests for a day during travels.

Good

Traveling good means plenty of food and other nourishment for comfortable travel. The traveler never needs to forage except under extreme circumstances.

Because the character is eating well with plenty of water and even juices, and other drinks the character is healthy and strong throughout traveling. The character can resist most hazards to their toughness with a 1-point bonus. Wilderness survival skill tests can even assist this by providing even more nourishment.

Superior

Superior preparations means the character is basically traveling in comfort. All the needs are met and some excesses for comfort are prepared for. Good food, good water and other drinks, and well prepared stock of supplemental materials help the character endure most conditions.

Because the character is so well prepared most disease, sickness, and other haz-

ards pose only a minor concern. Any character traveling with superior cost of living receives a 2-point bonus to toughness that reflects the general preparedness of the character. Wilderness survival tests can help increase this number by providing even more supplies and food than already acquired.

Civilized

Cost of living in civilized areas reflects the general comfort and class status of the character. Characters living well are often looked at as being well off and are generally better respected by higher classes. Additionally, living at a higher cost generally also means living in greater safety and security. Characters are less likely to be robbed or attacked while living and operating in areas of greater wealth because those areas are generally better equipped with guards and other security personnel.

Street

Living in the street means just that. A character living on the street gets leftovers thrown out in the gutter to eat. They are also often the victims of murder, muggings, and other crimes. Characters are often ignored and not altogether taken seriously.

Because street life is hard, dirty, and generally not respected dealings with people living in better conditions will be more difficult. Characters suffer a 2-point penalty to dealing with most people. Furthermore, the character may suffer modifiers equal to the difference between classes defined generally by cost of living. For instance, a character can suffer an additional 3-point penalty when dealing with the merchant class.

Poor

Living in poor conditions means living without. You often don't get a bath, most of your clothing and belongings are unkempt. You have limited shelter often shared with a number of strangers. Security means often dealing

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for yourself, including your own brand of justice. Your food is barely sustaining.

Characters living poor often look poor. They have a hardened look to them, as they endure many hardships. Their hands are rough, and their eyes are hard. Because they are generally giving an appearance of limited means they are treated with limited concern. The poor suffer a 1-point penalty to interaction tests with all people. Furthermore, the character may suffer modifiers equal to the difference between classes defined generally by cost of living.

Middle

The middle class is those that have enough to get by but little more. They generally have decent shelter and may have some security or protection in their neighborhoods. Their cloths are often cared for and they eat fair food (though not always the best).

Middle cost of living is the general lifestyle of those who have daily jobs, including guards, farmers, and common laborers. People understand them and they have the means to move through the world, although not always comfortably. Characters often do not suffer penalties when dealing with most people. However, the character may suffer modifiers equal to the difference between classes defined generally by cost of living.

Merchant

The merchant class is the lower tier of the upper crust of society. They are business owners, service providers, and generally generate an income for themselves through their services. As such they are usually in better direct control of their status. They live better, with more direct means. Their cloths and items are well cared for, they have means to better shelter that is often well protected in well guarded neighborhoods, and usually eat better food and occasionally fine food.

The merchant class drives most of society. They have dealings with most class lev-

els directly and are generally respected because people know that not only do they have some money, but they are willing to spend it. Characters living this way can usually expect easier dealings. Most interaction tests will enjoy 1-point bonuses though class distinctions may incur other bonuses or penalties depending on the situation.

Noble

Living like a noble means living in comfort. Most needs are met. Shelter is abundant, spacious, and secure. Clothing is well cared for and servants are easy to come by for most menial tasks such as sending messages and carrying items.

The noble is usually respected for their ability to drop coin if for nothing else. The noble is often treated well at face. Characters living this way can enjoy a 2-point bonus due to their ability to spend well and often.

Royal

Living like royalty means that no need goes unmet. The character not only enjoys fine food, clothing, and shelter, they can also be supported by general servants and transportation within the surrounding area.

Usually the character can expect better treatment and for others to want to please him or her. Interactions tests are granted a 3-point bonus for those living in royalty.

Equipment Levels

Most items, goods, and services have an equipment level that reflects the quality of the item. All default equipment in this chapter has a base equipment level of zero. This reflects basic quality.

In many cases, equipment level may add bonuses to an item's attribute or a player's skill or attribute test. In these cases, the equipment level is the same as the bonus value. In the case of an item with an increased

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attribute, the sum of bonuses to these attributes reflects the total equipment level.

A higher equipment level can reflect any number of reasons why an item has been improved. This can be as simple as quality craftsmanship or as complex as exotic materials or magic.

Advanced Techniques

Craftsmen may incorporate various advanced or experimental techniques to increase the value or performance of a piece of equipment.

Advanced techniques can be used to increase performance by modifying an item's attribute. The cost for the increase is determined by finding the wisdom level of the craftsmen, plus the craftsmen's skill level, multiplied by the craftsmen's reputation level. This is the percentage of the item's base cost that is used to determine the increased value.

Items crafted with advanced techniques cannot have a single attribute higher than level 3. Additionally, the total of all attribute bonuses for an item cannot exceed 5 levels.

Special Materials

Crafters may use rare, exotic, or special materials to increase particular attributes or values in items. Silk ropes, for example, are lighter than normal rope and perform just as well.

Each modifier to a value will increase the cost of the item. This is often equal to the percentage reduction or increase of the value. For instance, if an item becomes 75% lighter, then the value of the item is at least 75% greater. Game Masters may adjust the cost of these items depending on the rarity of the materials use.

Magical Items

Magicians and rune masters often enchant items to perform a specific function. Priests often bless items used by their champions to assist in holy quests. These types of enchantments are rarely ever bought. The cost and en-

ergy used to create these items is usually only spent by practitioners as a favor or in return for some deed or other. However, it is possible to sometimes purchase these items, and Game Masters may wish to make magical items available at shops in the game world. There are three types of magical enhancements.

Blessed Items

Some churches or priests may offer blessings for a price. A blessing usually costs about 10 times the blessing's level, plus the wisdom level of the priest giving the blessings. Blessings are often the cheapest form of enchantment because it is temporary.

Blessed items, due to their temporary nature, are not required to be attuned (see below).

Enchanted Items

Enchanted items are items with increased values or unique powers granted through spells. Enchantments are permanent as long as the magic is not directly removed either by dispelling or specific counter spells designed to disrupt the item.

Having an item enchanted usually costs 10 times the spell's base size, plus the caster's skill, proficiency, and intelligence attribute level.

Some enchantments may require specific components to make the magic work. These items are usually paid for separately.

Runic Items

Rune Masters carve runes into items to enchant them with magic. Runes are permanent and cannot be dispelled or counter-spelled. The only way to disturb a rune enchantment is to remake the rune, which requires the character to damage the item which is often more difficult than with normal weapons. Additionally, gaining the item from its owner is its own challenge.

Rune Masters often charge 10 times the spell's size, their skill and proficiency level, and their wisdom attribute level combined.

Identifying Magical Items

Acquiring a magical item does not automatically grant the wielder the knowledge of what the item does. In order to attune an item for use the character has to know what enchantments are on the item.

If an item were created for or by the character, the character should know what the enchantments are and at what level. However, many times a character acquires items without knowledge of what they can do. Most enchanted items have something that identifies it as a unique item. Rune items are pretty obvious in that the power of the enchantment comes directly from the inscribed runes. Items without any obvious indicator will have to be researched.

Lore skills are often the base measure for discovering the identity of an item. Furthermore, a character could research the item at a library or consult a sage or other lore master. Most often the information won't be direct information. The information gathered usually hints at the item's ability rather than giving the character a statistic on it. For instance, the history of a particular sword may be that its wielders were protected by the sword. This would translate as a bonus to the weapon's parry level.

A character can only attune an item's magical bonus if they are aware of the enchantment. Character's have to find information on each enchantment before that enchantment can be attuned. Each enchantment has to be researched separately.

Attuning Magical Items

Using magical items requires the character to become familiar with the magic that powers the item. This is done by attuning to the item. To attune a magical item a player must spend

experience points on the item. Each level of attunement with the item cost a number of experience points equal to 10 times the new level. These levels are much like skill levels. First the character must know what kind of enchantment the item has. Then the character must spend 10 experience points to attune the item at level one. This allows the character to use the enchantment at level one. As the character uses the item successfully the character can increase the level at which it is attuned to the item. A character can attune the item up to the maximum level of the enchantment.

Attuning Multiple Enchantments

Items with multiple types of attunement require the character to attune to each item separately. However, the character uses the total attuned level as the base for the cost. For instance, if a character's item is attuned with 2 point attack enchantment, and a 1 point elemental enchantment, the total attuned level is 3. Raising the elemental enchantment from 1 to 2 would cost 40 experience points.

Enchantments must be attuned in a specific order. The lowest enchantment must be purchased first, followed by the next. Spell enchantments are always the last to be purchased.

Using Magical Items

If a character has attuned a magical item the character receives bonuses equal to the attuned level. This does not grant a character with a skill to use the weapon, just a familiarity with the magic in the item. For instance, attuning a bow with an enchantment does not grant the character knowledge of the bow, just knowledge of how the magic in the bow works.

Arms and Armor

This section describes the various weapons and armor typically used in a fantasy setting. These items are based on those used in a Western European styled campaign setting. However, these items are easily adaptable to any type of setting.

Table 5-2: Strength Modified

Modifier	Strength Attribute Value/Modifier					
	1-3	4-6	7-9	10-12	13-15	16-18
1	7-5	5-3	3-1	1-0	0	0
2	8-6	6-4	4-2	2-0	0	0
3	9-7	7-5	5-3	3-1	1-0	0
4	10-8	8-6	6-4	4-2	2-0	0
5	11-9	9-7	7-5	5-3	3-1	1-0
6	12-10	10-8	8-6	6-4	4-2	2-0
7	13-11	11-9	9-7	7-5	5-3	3-1
8	14-12	12-10	10-8	8-6	6-4	4-2

Melee Weapons

Melee weapons are any object held in the hand and is used to strike a target to cause damage.

Melee weapons have a set of attributes that determine the modifiers they apply to a character's attributes and skill test results.

Attack

This attribute is applied to a character's attack test result. This reflects the weapon's reach, size, and maneuverability.

Defense

This attribute is applied to a character's parry skill test modifier. This reflects the reach and maneuverability of a weapon.

Damage

This attribute is added to the strength test result when determining damage following a successful attack with the weapon. This modifier is based on the type of striking implement, the surface of the striking surface, and the weight of the weapon.

Action Level Modifier

This attribute is added to the action level of an attack test (typically 3). This modifier is adjusted by a character's strength attribute as determined in **Table 3-2: Strength Modified**.

Weight

Weight is based on the amount and type of materials used. Weight can often affect the damage modifier of a weapon.

Cost

This is how much the item costs in the base currency of the game world. Base cost is determined by the overall value of the weapon and the cost of materials to create it. Game Masters may adjust costs on weapons bought and sold in regions, availability of resources, and demand.

Melee Weapon Types

Melee weapons are grouped into types that reflect the base skill used to utilize the weapon.

For more information see **Melee Weapon Skills on page 36**.

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Table 5-3: Melee Weapons

Item	Attack	Damage	Defense	ALM	Weight	Cost
Axes						
Hand Axe	2	4	2	2	4	12
Battle Axe	3	7	2	4	5	35
Pole Axe*	4	9	3	6	10	125
Clubs/Maces						
Clubs	2	2	2	1	4	12
Hammer	0	5	0	2	4	60
War Hammer	1	8	2	4	7	125
Mace	1	4	2	2	5	20
Spiked Mace	1	5	2	2	7	40
Flail	3	2	1	2	6	35
Daggers						
Dagger	0	1	-2	-1	1	5
Stiletto	0	1	0	0	1	8
Great Swords						
Bastard Sword (2-handed)	2	4(6)	2	3(2)	7	32
Great Sword	3	7	3	0	10	50
Two-Handed Sword	2	6	0	2	9	32
Large Swords						
Broadsword	1	4	2	1	3	25
Long Sword	2	5	1	2	4	32
Scimitar	2	4	1	1	4	30
Light Swords						
Rapier	2	2	0	0	3	25
Saber	2	3	2	1	3	40
Short Sword	1	2	2	0	3	25
Pole Arms						
Halberd*	4	9	3	4	12	130
Lance*	3	8	N/A	5	12	110
Pike*	4	7	0	3	8	120
Staves and Spears						
Quarter Staff	1	2	2	0	2	10
Half-Staff	2	2	3	1	3	25
Full Staff*	3	2	3	1	5	30
Spear	2	3	2	1	3	30
Whips						
Whip*	-1	1	0	0	5	10

*Reach weapons. See page 114 for more details on weapons and reach.



Selecting the Right Weapon

Weapons are characters in themselves. They have attributes that allow them to perform better or worse in the right situation. Players should always consider their character's attributes and style when selecting a weapon to use. A large and strong bruiser can be effective with a dagger or short sword, but can really excel with heavier weapons like a battle axe or war hammer. Similarly a lighter character can make great use of light weapons where skill and speed can lead to deadly results.

sile, to either be thrown by hand, or launched from a device such as a crossbow or sling

Attack

Some ranged weapons are better suited for attacks than others. For instance, a crossbow has greater accuracy than a bow. This attribute modifies the skill test result for attacking with the weapon.

Damage

The damage attribute for projectile weapons represents the level used for the damage test. Unlike melee or thrown weapons, projectile weapons make no use of a character's strength to determine the level of damage inflicted. If a weapon's attribute is 3, then a character rolls a level 3 dice roll (D8) to determine damage, rather than a strength test.

Projectile Weapons

Ranged weapons include any weapon that is used to propel an object from a distance in an effort to strike a target. These include both projectile weapons and throwing weapons. Ranged weapons use an object, called a mis-

Ready Weapon Modifier

Projectile weapons must be reloaded, or readied, before each attack. Readyng a projectile weapon takes longer than readyng any other type of weapon. The more complex the weapon, the longer it takes. This attribute is

Table 5-4: Projectile Weapons

Name	Attack	Damage	RWM	Max Range	Ammo	Weight	Cost
Bows							
Short	0	2	1	360 ft	Arrows	2	25
Long	0	3	1	660 ft	Arrows	3	50
Composite	0	5	1	900 ft	Arrows	5	130
Crossbows							
Light	1	3	1	600 ft	Bolts	5	35
Medium	1	4	2	825 ft	Bolts	10	75
Heavy	1	5(+2)	4	1050 ft	Bolts	20	150
Slings							
Sling	0	1	2	900 ft	Bullets	0.5	5
Staff Sling	0	2	2	900 ft	Bullets	1	10

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added to the action level to ready the weapon (base action level to ready a weapon is 2).

Maximum Range

There is a limit to the distance a weapon can fire a missile effectively. This attribute reflects the maximum effective range of a weapon.

Weight

This attribute represents the weight of the item without any ammunition loaded.

Cost

This is how much the item costs in the base currency of the game world. Base cost is determined by the overall value of the weapon and the cost of materials to create it. Game Masters may adjust costs on weapons bought and sold in regions, availability of resources, and demand.

Ammunition

Ammo varies from weapon to weapon. Standard ammunition (listed in **table 5-6: Ammunition**) does not modify the attributes of a projectile weapon.

Advanced ammo can be purchased. Ammo can be modified to travel further (increasing the maximum range of a weapon), have increased damage, or increased accuracy. Increasing the equipment level of ammunition is treated the same as any other weapon. Furthermore, ammo can be enchanted, such as having an arrow enchanted to burst into flames.

Table 5-6: Ammunition

Ammunition	Weight	Cost
Quarrels/Arrows (Quiver 20)	1	5
Bullets (Bag 20)	1	2

Table 5-7: Throwing Weapons

Name	Attack	Damage	Max Range	Weight	Cost
Dagger	1	1	30	0.5	10
Axe	-1	4	40	3	24
Javelin	0	3	100	2	20
Bola	-1	2	35	3	30

Throwing Weapons

Throwing weapons include any weapon that is propelled towards a target by the muscular force of the character.

Attack

Some throwing weapons are better suited for attacks than others. For instance, a dagger has a better accuracy than an axe. This attribute modifies the skill test result for attacking with the weapon.

Damage

Throwing weapons on depend on the strength of the attacker to cause damage. Throwing weapons apply their damage attribute level to the result of the attacker's strength test to determine the damage inflicted.

Maximum Range

There is a limit to the distance a weapon can fire a missile effectively. This attribute reflects the maximum effective range of a weapon. Maximum range is adjusted by the character's strength attribute. To find the weapon's total maximum range multiply the weapon's maximum range attribute by the character's strength level.

Weight

This attribute represents the weight of the item.

Cost

This is how much the item cost in the base currency of the game world. Base cost is determined by the overall value of the weapon and the cost of materials to create it. Game Masters may adjust costs on weapons bought and sold in regions, availability of resources, and demand.

Armor

Armors are protective coverings worn outside of a character's regular clothing. Armor is typically worn only during combat situations. People rarely wear armor for long periods of time. Even the lightest armor is weighty and cumbersome. For this reason, armor can be worn comfortably for about a number of hours equal to a character's stamina level, before becoming uncomfortable, (i.e. armor begins to chafe). Furthermore, a suit's modified initiative modifier will reduce this time by one hour per initiative modifier point.

Armors have a range of statistics described below:

Armor Class (AC)

A suit's armor class represents the amount by which a fitted suit covers a wearer and protects them from harm.

If an attacker successfully strikes an opponent with an attack roll higher than the defense roll but less than the defender's result plus the worn armor's AC, then the attack will strike the armor, and the damage will be reduced by the armor's **Protection Rating** (see below).

Protection Rating (PR)

This is the protection that armor gives to actual damage taken. Armor does not negate damage; rather, it reduces the damage to the wearer. If an attack strikes a character's armor, then the armor's protection rating is subtracted from the damage result. Any points left over damage a character normally.

Damage Capacity (DC)

Armor can only last for so long. Eventually the damage the armor takes will loosen the joints, tear the seams, and degrade the materials. Strenuous abuse can further degenerate armor quickly. Each time, armor takes damage compare the damage total to the armor's damage capacity. If the damage total meets or exceeds this amount, the armor loses a point of armor class for each success level. Once the armor's AC has been reduced to zero, the armor is destroyed and can no longer be repaired (see Repairing Armor and Shields below).

Table 5-8: Armor

Armor	AC	PR	DC	Hin.	Stealth	Cost	Weight
Banded	9	9	6	6	8	200	35
Brigandine	7	8	5	4	4	120	30
Chain mail	6	8	5	5	6	90	40
Full plate	15	15	8	8	10	2000	55
Hide	8	6	10	1	2	15	25
Leather	5	5	10	-	1	10	13
Padded cloth	4	3	2	-	-	5	8
Plate mail	10	12	7	8	6	600	50
Ring mail	6	7	4	6	4	100	30
Scale mail	6	8	5	5	4	120	35
Splint	8	9	6	8	5	80	50
Studded leather	5	6	4	2	1	25	15

Hindrance

Each suit of armor modifies movement and speed to varying degrees. To reflect this, each suit has a modifier that is applied to a character's reaction value to determine initiative. However, stronger characters can wear heavier armors more effectively. To determine the final modifier, compare the character's strength attribute value to the armor's initiative value on **Table 5-2: Strength Modified**. The final modifier is subtracted from the character's initiative value when wearing that suit of armor.

It is possible that a Game Master may determine that an attempted task or skill test may be inhibited by armor. If the Game Master determines this then the hindrance modifier is subtracted from the final test result to determine success.

Stealth Modifier

Various armors also make noise, such as chains or buckles rattling, the creaking of leather bindings, and so on. Therefore, each suit of armor has a stealth modifier. Whenever a character makes a stealth test, subtract the stealth modifier from the test result.

Shields

Shields are often made of metal and/or wood. Shields come in various sizes and shapes. The most common of these can be divided into four categories. The variations of different shields typically allow for them to fall into one of these categories with any difference being nominal. One notable exception is shields made entirely, or primarily, out of metal.

Table 5-9: Shields

Shield Type	Block	Hind.	DC	Weight	Cost
Buckler (small)	3	-	10	5	10
Medium	5	1	20	10	30
Large	6	2	30	15	50
Rider/Body	8	1(5)*	35	25	80

*Modifier in parenthesis denotes use when not mounted.

These shields have fifty percent more Damage Capacity and generally cost around twice as much.

Block

This is the modifier added to a defense test result when using the shield. The blocking modifier is based entirely on the surface area of the shield's blocking face.

Hindrance

Shields can be inhibiting. The larger the shield, the more difficult it is to use a weapon with a shield or to use a skill requiring the use of the arms of the character (such as swimming). A shield's hindrance modifier is subtracted from attack test made with the wielder's weapon, and from skill tests requiring the characters arms to move freely.

Damage Capacity

This is the amount of damage a shield can sustain in a single attack. If a character successfully blocks an attack, the attacker still makes a damage roll. If the result meets or exceeds the shield's damage capacity, the shield is damaged and its blocking modifier is reduced by one for each success level. When the shield's blocking level has been reduced to zero, the shield has been destroyed and can no longer be repaired.

Clothing

Clothing can play an important role in how a character is perceived in the game world, as well as how protected a character is in extreme environments. Choosing the right set of clothes can really help in various circumstances, including reducing target levels for various social and survival skill tests. Players can customize their attire by purchasing clothing from the itemized lists or by

choosing from the pre-selected package sets.

Each clothing package can be purchased with a higher equipment level. Depending on the type of clothing purchased, there may be reductions to skill tests made while wearing such clothes in certain circumstances.

Clergy

These are the simple garments of a priest of any mythos. Most good theologies expect a certain degree of humility to be displayed by their priests in an effort to release one from worldly possessions that can detract from the priest's faith. Furthermore, the simple garments of priests help to present a more accessible relationship to the general populace, which is commonly of humble means themselves. Church leaders however tend to dress flamboyantly despite this, as if their closer relationship to the gods should be reflective in their wardrobe.

This package includes a simple wool robe, sandals, and hat.

Cold Weather/Mountain

This package is ideal for extreme cold or mountain conditions. Characters without the benefit of these items will have to make cumulative wilderness tests based on the severity of the conditions (see **Terrain and Conditions on page 102**).

This package includes heavy boots, leather breeches, fur-lined cloak, and a wool shirt.

Desert

This clothing package is ideal for surviving the often desperate heat of the desert. Characters not wearing similar garb must make a wilderness survival test or toughness test (as applicable) when in such a harsh environment (see **Terrain and Conditions on page 102**).

This package includes breeches and tunic, or robe, sandals, hat, and a cloak. All of these are lightweight and light colored.

Entertainer

These are the rather flamboyant clothes of a typical entertainer. Although they are rather too entertaining for common wear, most people upon seeing such a character will expect a show. Characters with performing skills get a one-point bonus to entertain while wearing these clothes.

This package includes: boots, breeches, embroidered cloak, hat, patterned shirt, and a patterned/silk vest.

Explorer

This is the common garb of the explorer. This package separates the worn out traveler from the aspiring adventurer. Suitable for most conditions, except the most extreme this pack can be easily upgraded to cold/mountain or harsher environment packages by just paying the difference.

This package includes: boots, breeches, tunic, wool cloak, and a leather jacket.

Merchant

This package is typically worn by the merchant class of society. These clothes, although slightly portentous, will command some bit of respect higher than common clothing packages. People with this package have money, and money talks. When wearing this package, NPC reactions will have a 1 point modifier/level to base attitude modifier in the character's favor when dealing with merchants, traders, and government officials.

Table 5-10: Clothing Packages

Clothing Packages	Cost
Clergy	2.4
Cold Weather/Mountain	43
Desert	6
Entertainer	74
Explorer	28
Merchant	75
Scholar	55.2
Travelers Garb	7

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This package includes: leather boots, leather breeches, silk shirt, silk vest, and an embroidered cape.

Scholar

These are the garments worn by those of exceptional education. These clothes are often worn by magicians and teachers of the sciences and the arts to display their exceptional education and status. Characters not wearing these clothes will typically be looked down upon by those who do, (unless the clothing is a merchant package or of value more than this). When wearing this package, NPC's of education will take the character more seriously (an intellectual equal after all), and their base attitude modifier is adjusted by one point/level of this package in the PC's favor.

This package includes: Embroidered robe, embroidered cape, sandals, and a hat.

Table 5-11: Clothing

Clothing	Cost
Boots	2
Boots (Heavy/Cold)	15
Boots (Leather)	5
Breeches (Leather)	5
Breeches (Wool)	2
Cloak/Cape (Embroidered)	35
Cloak/Cape (Fur Lined)	20
Cloak/Cape (Wool)	2
Dress/Gown (Plain)	1
Dress/Gown (Silk/Embroidered)	30
Hat/Cap	0.5
Jacket (Leather)	20
Jacket (Silk/Patterned)	75
Robe (Embroidered)	20
Robe (Plain)	2
Sandals	0.2
Shirt (Light)	1
Shirt (Silk/Patterned)	20
Shirt (Wool)	3
Tunic	1
Vest (Leather)	2
Vest (Silk/Patterned)	15

Equipment Levels

Equipments levels can enhance gear, clothing, and kits in varying ways. The equipment levels generally increase the function of the item, but may also include the aesthetics. Some items, such as clothing, may serve the dual purpose of being aesthetically pleasing as well as utilitarian.

Equipment levels will serve as granting bonuses pertaining to the relative nature of the enhancement. If an item were encrusted with gem stones, such a scabbard, then it will make a swordsman look more successful at his craft. This can be reflected in interaction tests whenever the swordsman wants to impress his skill upon a potential benefactor.

Additionally, an equipment level can be more utilitarian. A set of lock picks with an equipment level of 3 would grant a 3 point bonus to lock picking skill tests.

Despite that utilitarian levels, such as a lock pick's equipment level, may look more important to skill tests at first; players shouldn't disregard the aesthetic equipment levels. These can be far more impressive to NPC's in interaction tests. It could mean the difference between being taken seriously or not, and just impressing someone without actually having to perform in the relative skill.

Travelers Garb

This is the basic package for the traveling peasant. This is the base necessity. When up-

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grading to a better package (to explorer, cold/mountain) subtract this cost from the total.

This package includes: boots, breeches, tunic and a cloak.

Field Equipment

Although characters can purchase any readily available item in the game world, we only have enough space to list the things a PC is likely to ask for. They will always find something they want that is not on the list. Use this list as a guide for creating prices for items not shown. Also please note that prices are partially created with an eye to how readily available or rare an item may be in a typical fantasy game world.

Animal Traps

These traps are useful for catching wild game. Small traps are good for catching rabbits and similar animals, medium are used to catch deer, and large can be used to catch bears and similar larger beast. The general use of game traps can help by adding bonuses to wilderness survival tests equal to the trap's equipment level. However, a catch with a small trap will only feed 1-2 people, while a medium trap can feed 2-5. A large trap can feed up to ten; however, this type of trap is used on bears and other such beast which are more useful for their hides than as food. When used to hunt, a character makes a wilderness survival test against the animal's wisdom or perception level (whichever is higher) plus the creature's detection skill. Remember that trapping an animal does not mean the animal is killed. These traps clamp onto an animal's leg causing damage to that limb according to the trap used. Small traps inflict Level 1 damage, medium Level 3, and large Level 5.

Backpack

Backpacks are useful for carrying equipment during travel. A standard backpack can carry up to 50 pounds worth of gear. Due to the nature of a backpack, the weight is more evenly divided and so the total weight in the pack is reduced by 10% for determining encumbrance.

Bedroll

Bedrolls are padded blankets that are tied together to provide covering, warmth, and reduce the discomfort of sleeping on raw earth.

Blanket

This is a standard wool blanket 3 ft x 4 ft square. Blankets help to keep warm or for constructing make shift lean-tos.

Chain (5 ft)

This is a standard steel chain. These chains have a toughness of level 20 (3d20). This is rolled whenever a chain takes strain from excess weight or force. The target level is equal to the weight divided by five, or the strength or damage result of the force exhibited on it. For example, a character chained to a wall rolls a strength test to break free. He rolls a 10. The Game Master rolls 3d20 (for the chain to resist). He rolls a 32. The character was not strong enough to break the chain.

Fishing net (10 sq ft)

This is a ten-foot by ten-foot square net used for fishing. When using fishing nets, characters making wilderness survival test get a one-point bonus per equipment level. This bonus does not stack with the bonus granted from using animal traps (you can either hunt or you can fish). Nets can also be used to entangle. To use a net in this way, a character makes a ranged attack to throw the net (maximum range is strength times 6 feet). If a character is caught in the net, they must make a dexterity or strength test against a target level equal to five plus the success level of the throw to es-

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cape or suffer a 3 point encumbrance penalty to all test and their movement is reduced to half. Freeing yourself from a net is a complex action.

Flint and Steel

Flint and steel are used to light fires. This takes about five minutes with no strong wind. This time is extended by five minutes per level of the weather's severity. Characters can reduce this time by making a wilderness survival test against a difficulty of ten. Each success level reduces the time spent by one minute.

Grappling Hook

Grappling hooks are attached to ropes so that they can be thrown and attached to a surface. Grappling hooks can be attached to ropes or chains and thrown at an opponent with a ranged attack (the range is equal to 10 ft. times the character's strength level). If successful, the attacker can try to entangle or knock down the defender. Entangling a character happens automatically if successfully thrown and the defender suffers a 3-point encumbrance penalty until removed. Removing one is done simply by declaring the intention to do so and is a standard action. To knock down a character, the attacker makes a strength test with a 2-point bonus against the defender's strength level. The defender can try to resist this but must declare this before the attacker's test is made. To resist, the defender rolls a strength test against the attacker's result.

Hiking Pack

Hiking packs are similar to backpacks but are more suitable for longer travel and harsher conditions. A hiking pack can hold up to 75 pounds of gear and reduces the load by 20% when determining encumbrance.

Lamp Oil (qt)

This is fuel for a standard oil lantern. This flask can be lit and thrown as a grenade like

weapon with an effect level of three (see **grenade like weapons** in **chapter 5: Combat**). One quart of oil will burn for four hours, plus one hour per equipment level.

Lantern (Bulls eye)

This is a lantern covered on three quarters with the exposed area lighting a cone equal to five feet per each five feet by which the light radiates outward for a total of 50 feet.

Lantern (Hooded)

A hooded lantern is a lamp with a covering to protect it from wind and elements. The light illuminates a 40 feet area.

Mirror (Small)

Mirrors are used for peering around corners and for signaling. There must be some light for a mirror to be used.

Rations (week)

These are standard trail rations. They will sustain a man; however, it is not the healthiest of existences. Each day that a character has to live off of trail rations the character will suffer a 1-point penalty to all toughness tests until they find more sustaining food. Each equipment level adds a day before this penalty is applied.

Rope (Camp) 25 ft

This is a standard rope. It can be tied to a grappling hook and aid in climbing, granting a character a one-point bonus to climbing tests. Ropes can also be used to tie up and bind characters. Ropes have a toughness value of 10 per equipment level

Rope (Silk) 25 ft

Silk rope is lighter than common rope but has the same toughness and bonuses.

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Sack

A sack can carry 30 pounds of loot. These are commonly used for carrying treasure and goods aside from the character's standard gear (which is more commonly kept in a backpack). Sacks are closed with a drawstring by which they can be carried or hung. Sacks do not reduce encumbrance.

Soap

A one-pound bar of soap is commonly used hygienically; however, wet soap can cause an area or thing to become slick, and can cause characters to lose their grips on rope and other items as well as to make a floor slippery.

Spyglass

Spyglasses let a character see things from far off. Objects can be viewed from a mile away per equipment level and the distance appears to be only half when viewed through the spyglass.

Tent

Tents provide a lightweight, portable shelter that easily fits two characters. Characters with tents get a two-point bonus to wilderness survival tests to reduce the effects of the elements in harsh conditions.

Tinderbox

A tinderbox is used to carry the materials for building and lighting small fires. A tinderbox reduces the time a character needs to start a fire when used with flint and steel as if the flint and steel were one level higher.

Torch

A torch lights a thirty-foot area and burns for an hour per equipment level. Torches can also be used as a melee weapon (use statistics for club) and if lit can cause an additional level one damage on a successful attack.

Table 5-12: Field Equipment

Item Name	Cost	Weight
Animal trap (Large)	90	15
Animal trap (Medium)	40	8
Animal Trap (Small)	20	3
Backpack	3	2
Bedroll	2	4
Blanket	1	3
Chain (5 ft)	10	5
Fishing net (10 sq ft)	5	5
Flint and Steel	2	1
Grappling Hook	10	5
Hiking Pack	15	5
Lamp Oil (qt)	1	0.5
Lantern (Bulls eye)	15	4
Lantern (Hooded)	10	5
Mirror (Small)	7	-
Rations (week)	5	2
Rope (Hemp) 25 ft	5	10
Rope (silk) 25 ft	10	5
Sack	2	1
Soap	0.5	1
Spyglass	1200	1
Tent	20	15
Tinderbox	5	-
Torch	1.5	1
Water skin	1	2
Wax	1	-
Whetstone	0.5	1
Whistle	3	-

Water skin

A water skin holds half a gallon of water per equipment level. Water skins can carry any liquid as well as water.

Wax

Wax can be used for sealing documents. Certain waxes are also helpful in the upkeep of weapons and armor.

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Whetstone

Whetstones are used to sharpen blades. Characters without a whetstone will lose a damage level once a month to all blades due to the dulling of blades.

Whistle

This is a small metal or wooden whistle for signaling.

Tools and Accessories

These are the items that characters find useful in addition to their standard gear. These items can be improved by increasing their equipment level. Each increase in equipment level increases the cost of the item by 10% per equipment level.

Tool Kits

The kits below are a comprehensive package of tools and gear that are put together for ad-

Table 5-13: Tools and Accessories

Item Name	Cost	Weight
Bait and Tackle	5	5
Barrel	5	30
Basket	1	.5
Belt	0.5	
Belt Pouch	1	-
Bucket	1	2
Candle	0.1	-
Chalk	0.5	-
Chest (Large)	20	30
Chest (Small)	10	15
Glass Bottle	3	-
Knife/Dagger Sheath	0.2	-
Lock	10/lev	1
Lock Picks	40	1
Magnifying Glass	75	-
Merchant's Scale	10	2
Pot	7	4
Signet Ring	20	-
Weapon Scabbard	3	

Table 5-14: Tool Kits

Kit Name	Cost	Weight
Adventuring Kit	10	13
Artisan's kit	40	5
Climber's Kit	55	30
Disguise kit	45	6
Entertainer's Kit	40	5-10
First Aid kit	60	5
Traveling Alchemist Lab	350	40

venturers to purchase quickly. Many tool kits have equipment levels, although some kits, such as the traveling alchemist's lab, are required for using a certain skill and so the prices below reflect a base-starting package, (as if the package were at level zero).

Adventuring Kit

This is the standard gear an adventurer needs to survive in the wild. Characters without adventuring gear make wilderness survival tests with a 2-point penalty. Each level of this kit after the first grants a character a one-point bonus to wilderness survival tests.

This kit includes: A bedroll, blanket, backpack, sack, two torches, flint and steel, water skin, a whetstone, and a week's worth of rations.

Artisan kit

These are the standard supplies for an artist of a particular craft. Characters don't purchase an "artisan's kit" so much as they are purchasing a sculptor's kit, painter's kit, embroidery kit, etc. The skill test cannot be made without the basic supplies from this kit. If a character tries to use this skill with makeshift supplies, they do so with a 3-point penalty. For each equipment level beyond level one, characters receive a one-point bonus to the relevant artisan skill test result. For instance, a painter using a level 3 painter's kit receives a 2-point bonus to a painting skill test.

Entertainers Kit

This kit includes all the necessary supplies for a performer, musician, gleeman, juggler, etc. This does not include outfits or costumes, but can include an instrument and supplies to maintain it, or stage make-up, juggler's balls, pins, rods, etc. Each kit is customized for a particular form of entertainment.

Climber's Kit

This kit contains the equipment a character would find useful for climbing. This includes a harness, grappling hook, fifty feet of rope, pitons, a hammer, and spikes for boots. Characters using this kit are granted a one-point bonus to skill tests per equipment level. Only one climber's kit can be used by one character at a time.

Disguise kit

This kit contains the necessary materials for creating a disguise. Characters trying to disguise themselves without the use of this kit suffer a three-point penalty when trying to impersonate a particular individual (see **Disguise Skill**).

First Aid kit

This kit contains the necessary materials to clean and bandage wounds as well as materials to create light splints. There are chemicals to relieve pain and to sterilize wounds to prevent infection. Characters using a first aid kit are granted a one-point bonus to medicine skill test to treat wounds.

Traveling Alchemist Lab

This lab contains many ingredients and chemicals, as well as beakers, jars, and vials, for making and identifying minor chemicals and potions. Each level of equipment value lowers the modifier for using an alchemist's skill in the field or away from a standard lab.

Writing Equipment

Writing and printing in a fantasy world is reflective of that in the medieval age. Paper and tools for writing were rare and expensive. Because of this, typically only public records, treaties, or other important documents were ever printed. Most often, these were copied into scrolls, which were sealed with wax and kept in leather case, often stopped with wax. Adventurers often use writing to keep journals (which can be sold to libraries and bards for quite a decent price), make maps, or, in the case of spell casters, to record spells. Many times, adventurers are those students of science that seek out creatures and cultures to study and record for various libraries. In general, whenever knowledge is sought for in danger, libraries and scholars will pay adventurers to do the dirty work. However, they usually require the information to be recorded.

Spell books are none other than large leather bound books with a locking hasp. The books are of exceptional quality and are resistant to the wear and tear of the environment. Magicians find these books useful as they can be locked. It wouldn't do to have a thief looking through the spell book and accidentally read aloud a spell that unleashes a torrent of rain that lasts weeks and causes flooding.

Most of these items are only found for sale in large cities that boast libraries, or an occasional leaf of parchment or book found on a trader's wagon.

Table 5-15: Writing Equipment

Item Name	Cost	Weight
Book	30	2
Ink	9	-
Map/Scroll Case	2	0.5
Paper (12 sheets)	10	-
Parchment (12 sheets)	15	-
Spell book (Blank)	60	5

Animals and Related Gear

Animals are the main modes of transportation across land in a fantasy setting. Animals are used for riding, towing, hauling and for various other labors typical of farming and milling. The equipment lists below are for standard breeds and equipment.

Animals can be purchased at higher equipment levels. For each level of equipment after level one, a player can add 2 skill points to any of the creature's natural skills (for instance, a hunting dog at equipment level 2 can have a 2 point bonus to its tracking skill.)

Table 5-16: Animals

Item Name	Cost
Barding	Type x 2
Bit and Bridle	2
Dog (Hunting)	25
Dog (War)	45
Feed	0.5/Day
Horse (Draft/War)	250
Horse (Light)	70
Horse (Medium)	150
Mule	20
Pony	50
Saddle (Pack)	10
Saddle (Riding)	15
Saddlebags	5

Services

In addition to skills, abilities, and equipment, a character will find they need the services commonly provided in the game world. These individuals cater to a variety of people within a game world where adventurers are a small minority. It would be unlikely to find a blacksmith lining his walls with swords and shields, as the blacksmith more often than not is creating tools, nails, horse shoes and such.

Table 5-17: Services

Services	Cost
Blacksmith	10/ Skill Level
Herald/Messenger	5-20/ Day
Inn (Average)	2
Inn (Good)	5
Inn (Poor)	0.5
Library Use	15/ Day
Medical Aid	2/ Skill Level
Porter	0.5/ day
Scribe	5/ Skill Level
Stabling	1

Blacksmith

Blacksmiths are the tool builders of a town. They can be commissioned to build armor and weapons; however, they cannot improve them beyond normal. In larger cities and the homes and castles of lords, a character may find an armorer or sword smith to build or improve a weapon; however, they usually cost 50% more than usual to make improvements and commissions can cost up to twice as much. The main advantage to seeking these masters out is the ability to have a custom weapon.

Herald/Messenger

Often a character may need to send messages to NPC allies and friends to request aid or information. Messengers and heralds are easily recruited from the lower class of society; however, for those important messages, it is best to hire a professional.

Inns

When staying in towns or cities for long periods of time, a character's stay at an inn is figured into the cost of living for the character. However, there are times when a party is simply passing through for a night or two. When in these circumstances, it is necessary to know the prices for staying at inns of varying quality. The quality of an inn reflects the room

sizes, amenities, food, etc. An inn's quality also reflects the type of clientele found there. Poor inns are typically frequented by rogues, scoundrels, woodsmen, sailors etc. Average inns are typically frequented by traveling merchants, guildsmen, entertainers, etc., and good inns are used by people of wealth and influence or their employees who are on important business in their service. Usually, aggression and thievery are more common an occurrence at inns of lower quality.

Library Use

Libraries are uncommon except in the larger cities and capitals of a fantasy world. Historically, most libraries were run by the churches and monasteries of the predominate faith. Some cultures boast universities and colleges that have libraries, and also there are the private libraries of the nobility. Most libraries charge a fee for use of their facilities or access is prohibited except by members of the appropriate group. Libraries aid in research, and a library is only as useful as its collection. The larger the library, the higher the equipment level, and the more information the library has at its disposal. Characters researching at a library get a bonus to their research skill test equal to the equipment level of the library.

Medical Aid

There are various methods by which characters can receive medical aid. These range from holistic apothecaries, to students of medicine, to the clergy. Characters can find healing times reduced while receiving aid from people trained in medicine, however there is usually a price. If a character receives such aid, the Game Master rolls a skill test for the doctor (or priest, shaman, etc.).

Porter

Porters are the human equivalent to a pack mule. Although porters tend to be unable to carry as heavy a load as an animal, a porter

can be paid to go wherever a character will (whereas pack animals tend to shy away from dark caves, boats and rivers, steep mountain passes, etc.). Porters are not expected to fight and probably won't. They will flee from danger they feel overwhelming, although they may stick it out until there is no hope if they are well paid. The more a character spends on a porter (level) the more likely a porter will go where expected, stay loyal, and not flee. Game Masters make a wisdom test for the porter in circumstances where a porter's loyalty may come into conflict with a situation, adding the level paid for to the result.

Scribe

Scribes are paid to record or translate documents. The scribe's level represents the scribe's language level and writing skill level. Scribes generally do not travel although they may be convinced to for a price (cost as if one level higher).

Stabling

Stabling is a service offered at many average to good quality inns. The cost is per mount and includes feed, shelter, and light grooming during the character's stay at the inn.

Transportation

Sometimes an adventurer finds that walking overland is not possible or is too dangerous to reach a certain location. PC's may tire of being confronted by bandits on the open road and seek the protection of traveling caravans. They may need to reach a city more easily or, in some cases, only accessible by boat. Travel by river and sea lessens the chance of attack by

Table 5-18: Transportation Cost

Transportation	Cost
Boat (River)	3/ Day
Caravan	2/ Day
Ferry	0.5/ Crossing
Ship (Sea)	5/ Day

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bandits and monsters. For all these reasons and more do people pay for transportation. The cost for transportation is per character per day (or crossing). Characters with mounts, porters, and other servants pay the cost as if they were another party member. Servants expect their cost to be paid by the character that hired them.

Vehicles

PC's may wish at times to purchase vehicles such as ships and wagons for their own use. Maintaining such vehicles raises the cost of living for a character by one level per vehicle. For some vehicles, such as ships, a crew may need to be hired and if the character doesn't have a skill to pilot a craft, then the character will have to hire someone with an appropriate skill to do so. Descriptions of some possible vehicles appear below.

Vehicles transport both people and equipment. The information below describes a vehicle as transporting both people and goods.

Long ship

This is the typical craft used by Viking raiders. The boat is exceptionally sea worthy, suitable for river travel, and driven by sail and oar. Depending on the size of the ship it requires a crew of 40-80 men or more.

Canoe

A canoe seats between 1-4 man-sized characters. Canoes are small craft used for traveling

on rivers and lakes.

Galley

A galley is a large ship commonly used for trading and war. Galleys are sail and oar driven, and travel on the sea. Galleys require a crew of 120 oarsman to operate, and can carry 40-50 soldiers and passengers.

Cog

The cog is a heavy transport ship often used in trading. The ship is propelled by a single mast and requires a nominal crew. It can carry up to 150 tons of cargo.

Cart

This is a standard two-wheeled cart suitable for transporting goods and people. A cart reduces a load by 50% when determining encumbrance for the mount towing it.

Wagon

This is a standard four-wheeled wagon used to transport goods and people. A wagon reduces a load by 50% when determining encumbrance for the animal towing it. Wagons can seat up to 6 people. A covered wagon cost 10% more and helps to hide the people or goods being transported. It can also be used as a shelter when needed.

Sled

A sled is like a cart with rudders for traveling across snow and ice. Small, one-man sleds are usually towed by a team of 4-6 dogs. Large sleds (2-4 people) are typically driven by large pack or draft horses.

Table 5-19: Vehicles

Item Name	Cost
Long ship	500
Canoe	75
Cog	1000
Galley	3000
Cart	20
Wagon	45
Sled	30

Chapter Six:

Adventuring

Adventuring is at the heart of fantasy role-playing games. Adventures test the mettle of a character. They provide the challenges, obstacles, and rewards. An adventure may be a trek across a harsh wilderness, infiltrating a secret cult that operates in the shadows of a large city, or participating in the intrigue of a noble court. Wherever the plot takes the characters and whatever obstacles they face to their success, there will be adventure.

This chapter deals largely with the rules on how a character interacts with the game world in a wide range of aspects, from character interaction, exploring dangerous dungeons, surviving the harsh conditions of unforgiving landscapes, and the advancement of the characters as they gain experience through their exploits.

Character Growth

Throughout their adventures, characters face trials and obstacles that test their ability, skill, and judgment. As they progress, they learn to grow, becoming stronger and better at what they do. To reflect this growth in ability, characters are awarded experience points. Players record two types of experience: experience points and reputation points.

Experience

Players are awarded experience for reaching their goals, how well the player represents the character, and the decisions made through role-playing. These points are used directly to improve a character's attributes and skill levels.

To increase abilities, players deduct the necessary points from the character's current experience point total. Players can spend points until these points reach zero. Players

cannot spend points the character hasn't already earned.

Raising Attribute Values

Players raise attribute levels to increase a character's natural ability. Raising an attribute value will increase all values and levels dependent on the attribute. For instance, if a player raised a character's strength value, the lifting and carrying load of the character would adjust to represent the new score.

Raising an attribute value costs experience points equal to 5 times the new attribute value. For instance, if a player wants to raise a character's perception level from 15 to 16, the player would spend 80 experience points.

Raising Skill Levels

Players raise skill levels to increase a character's aptitude in a particular skill or proficiency. Raising a skill level will increase all bonuses that the skill grants to skill tests made with that skill. For instance, if a character has a bow skill at level 4 they get a 4-point modifier to their attack test. If the score were raised to 5, the character would now have a 5-point modifier to their attack test with a bow.

To raise a skill level, a character must first have used the skill successfully a number of times equal to the new level. Alternatively a character can find training to increase a skill (see **Training on page 30**). Raising a skill level costs experience points equal to 10 times the new skill level. For instance, if a player raises a skill from level 2 to level 3 the player would spend 30 experience points.

Reputation

Whenever a character earns experience, the player keeps a second record of all experience earned. This total can never be spent on raising skills or attributes. Instead, this total records the experience as the character's reputation.

Characters can earn both positive and negative reputation (this can be recorded sepa-

rately). Characters who earn their experience by doing good or positive deeds will earn a reputation as being a hero. Alternatively, a character who earns experience by doing evil or harmful deeds will earn experience as a villain. However, reputation is not dependent on the motives of the player but on how the actions of the character are seen through the eyes of a game world. For instance, if a character did battle with a villain that the rest of the game world thought was a hero, then the actions of the character would be perceived as being evil.

Table 6-1: Reputation shows the range of a character's reputation and level for that range. Reputation levels are the modifiers that reputation may apply to interaction or other skill tests with NPC's that have heard of the character. Reputation levels are cumulative. If a character has a negative reputation level of 1 and a positive reputation of 3 the character has an overall positive reputation level of 2.

Social Interaction

Game worlds are diverse places, filled with both helpful characters as well as characters that wish to do harm. This section deals with interaction with NPC's through social skills and tests. Although a player's use of role-playing greatly effects what happens through interaction, there are variables and modifiers to the difficulty of interaction. Basically, interaction deals with characters trying to effect a behavior in order to make favorable conditions

in which the characters can achieve their goals, be it to bribe a guard, lower the price of a suit of armor, or seducing a bar maid.

NPC Attitudes

Dealing with NPCs is greatly dependent on the NPC's attitude toward the character. Some NPCs are friendly and helpful, while others may be surly and difficult, and still others may just want to take advantage of others or do them harm. There are many factors that control the variable conditions of NPC attitude. To help characters succeed at interaction, there are various skills and modifiers they can apply if they do so with a little applied strategy.

Effects of Reputation

A character's reputation could effect an interaction. First, the NPC must have heard of the character and believes that the character is indeed that same person. If the character's reputation is one that appeals to the NPC, the character's reputation level is subtracted from the target levels for the interaction tests. If the character's reputation does not appeal to the NPC, the reputation level can be added to the interaction test target levels. Players should take care when dealing with their own reputations and apply the reputation in situations that would be favorable to them.

Role-Playing Interaction

A player can role-play a situation to be more favorable. This can help to lower target levels or even eliminate interaction tests. The key to successfully role-playing an interaction tests is to find an angle where you can appeal to the NPC. This can be done through light conversation to appear friendly or helpful to appealing to the greed of an NPC. Care should be taken, as NPC's will react to different attempts in various ways. It would not be a great idea to attempt to bribe an honest magistrate; rather, a character could show that what they need from the magis-

Table 6-1: Reputation

Reputation	Positive	Negative	Level
0-300	Unknown	Unknown	0
300-500	Liked	Disliked	1
501-700	Known	Wanted	2
701-1000	Hero	Hunted	3
1001-1500	Champion	Rogue	4
1501-2000	Legend	Villain	5

trate would help promote lawfulness and peace in his region.

All NPC's have a starting attitude. The type of attitude is applied to the NPC's wisdom level to determine an interaction tests target level. Through role-playing, Game Masters may determine that an NPC's attitude toward the character changes, and thereby adjusting the difficulty of the target level.

Social Skills

Social Skills greatly assist in interaction tests. It can be almost impossible to affect a conversation with an uncooperative NPC. Social skills tend to put the odds more in a character's favor when role-playing doesn't seem to help. In a game situation, it is easily assumable that a character may notice things that players do not. After all, all a player has to go on is how well a Game Master is representing a situation and how the player interprets this. Picture the information as second hand while the character is receiving it first hand.

Role-playing can assist in interaction tests, but the test results indicate how well the character pulls off the interaction. If a character in a group is the one expected to get the best deals on equipment, a trading skill may be good to have, while another character in the group may have skills in court etiquette and diplomacy and can handle those situations for the group. In general, a character with good social skills becomes the spokesperson for the group, and having a good spokesperson can be a valuable asset to any adventuring party.

The Game World

The game world presents challenges of its own that must be overcome by the characters.

Object Size

Objects all have a size in the game. An object's size reflects how easy it is to detect, attack from a distance, what type of cover it can

grant, and what type of cover the object affords.

Objects in a game world have a size equal to the length of their longest side exposed to the character in feet. This means that if an object with a side 5 ft long is viewed by a character, its size level is 5. If a character were looking at an object whose visible area is only 3 feet long but a side not visible is 8 feet, the character still treats the object as having a size level of 3.

This is important because of the way a character may view the object. An object's size plays an important role in the character's ability to detect it and interact with it on many levels. If a character were attempting to fire an arrow at an animal that is 4 feet long but only 2 feet wide, then the character is most likely to hit it on its longest side.

Detecting Objects

Objects in the game world are detectable automatically by comparing the character's perception level to a target level of 10 minus the object's size. This reflects an object that is not obscured by other objects in the game world and is within the character's lowest perception range (see **Perception Range on page 25**). If an object is completely covered or obscured, then a character cannot detect the object by spotting it (see **Detection Skill on page 45**).

Detection Modifiers

Objects are not always lying out in the open. Lighting, obstructions, distance, and other factors can make detecting objects more difficult.

Range and Object Size

Typically, an object has a detection level equal to a target level of 10 minus the object's size level. However, the greater the distance from the character, the more difficult it will be for a character to notice the object. Determine the range increment that the object's distance falls

into for the perceiving character. Next, add the range increment level to the target level for detecting the object.

For example, an object with a size level of 8 at a distance of 150 feet would have a detection level of 5 for a character with a perception level of 4. The base target level of 10 is reduced by the object's size level of 8 for a base detection level of 2. The character with a perception level of 4 has a perception range increment of 50 feet. The object at 150 feet away falls within 3 range increments of the character. The range increment of 3 is added to the base detection level for a total of 5. If the character has a detection skill level of at least 1, then the character would have spotted the object. If not, the character may have seen the object but not have really noticed it.

Visibility Modifiers

Visibility modifiers can be applied to any detection tests because they have an impact on the ability of a character to perceive a target.

Visibility modifiers are usually applied based on the severity of the circumstance. For instance, an evening light may affect visibility by applying a 3-point modifier to the target level and a night sky may apply a 6-point modifier. Game Masters ultimately decide the extent of the visibility modifiers that are applied. **Table 6-2: Visibility Modifiers** lists examples of visibility modifiers.

Table 6-2: Visibility Modifiers

Situation	Modifier
Clear Sky	0
Darkness	6
Fog*	3+
Night	6
Rain/Snow*	3+
Cave (no light)	12
Cave (torch light)	6

*modifier increases based on severity. Initial modifier is for light severity.

Survival and Death

Survival in the game world often times may come down to how well the character can deal with physical stress. This is reflected in the character's toughness value, life points, and critical threshold. This section deals with how damage affects a character.

Life Points

Life points reflect how much physical stress a character can take until they fall unconscious and/or die. A character's life point total is equal to the character's current toughness value. If the character's toughness value is increased or decrease for any reason then the character's life points will do the same.

However, life points are independent of a character's toughness value. If a character suffers a reduction to their life point total, this does not reduce the character's toughness value.

Critical Threshold

A character's critical threshold is equal to half their current life point total + 1 (round up). If a character's life point total is reduced by damage, the current critical threshold is also reduced.

Damage

When a character is damaged physically, either by a weapon attack, falling, spell effect, etc. the characters life point total is reduced by the damage level. When a character's damage level is reduced to zero or lower the character is unconscious.

Wounds

If a character takes damage equal to or exceeding the character's critical threshold, then that character has taken a wound. Once the character has taken a wound, the character now has a wound level. All tests made by a character are

reduced by the character's current wound level.

It is possible for a character to suffer a wound that increases the character's wound level by more than one point. When the character takes damage that causes a wound the Game Master compares the damage level to the character's critical threshold on the success level table (see **The Game Master Lodestar**). The success level of the wound is added to the initial wound level. For instance, if a character suffered a wound with a success level of 2, then the player adds 3 points to the character's current wound level.

Active Wounds

Active wounds are wounds that have a success level of 1 or higher. These wounds cause damage every three combat rounds equal to the success level of the wound until treated with first aid (see **Medicine on page 42**).

Unconsciousness and Death

When a character's life point total is reduced to zero or lower, the character has fallen unconscious. Unconscious characters can not act. They remain unconscious until another character can revive them with first-aid or when the character's life points are healed to 1 point or higher. If a character has active wounds, the character continues to apply the wound damage until the wounds are treated or the character dies.

When a character's life point total is reduced a number of points below zero equal to their life point total, the character dies. Dead characters can no longer be healed naturally.

Attribute Damage

It is possible through spells, poisons, or other attacks to have damage applied directly to an attribute value or level.

When this happens, all statistics based on that attribute are lowered as well. Simi-

larly, die levels for skill and attribute tests are also lowered.

Attribute damage is recovered as though it were a wound. Furthermore, the level of damage to the attribute is applied to the character's current wound level.

If damage to an attribute ever reduces the attribute's value or level to zero or lower, the character suffers the effects shown in **Table 6-3: Attribute Damage**.

Stun Damage

Stun Damage is damage dealt directly to a character's toughness value. Stun damage is temporary damage that recovers at a rate of one-point per hour.

Characters can still receive wounds from stun damage attacks. These wounds are treated as normal wounds and require the same treatment. The only difference is that a character cannot receive active wounds from stun damage.

Specific Damage

On top of damage levels and critical thresholds, characters may suffer from specific types of injuries. A great fall may cause a broken leg; a thug bends a character's arm too far in the wrong direction, etc. These are rare occur-

Table 6-3: Attribute Damage

Attribute	Effect
Speed	Cannot walk.
Dexterity	Paralyzed
Reaction	Cannot Take an action
Strength	Cannot move or lift objects
Stamina	Cannot take action
Toughness	Unconscious
Perception	Blind, deaf, or both
Intelligence	Cannot think.
Wisdom	Insane
Beauty	Horribly Scarred
Personality	Cannot act socially
Charisma	Cannot interact

rences and are handled differently based on each situation.

Characters can receive a specific injury when attacked if their opponent targets a specific part of the body (as in a called shot). This only takes effect with melee weapons; however, missile and throwing weapons targeted at a specific body point can cause wounds that effect only the use of that body part (i.e., a wounded sword arm would give penalties to attack, parry, and damage tests).

If an attack targeted at a particular part of the body connects, the attacker rolls a damage test as normal. If the body part is not protected by armor, then the victim suffers full damage. This damage is not subtracted from the character's life point total. If the damage exceeds the victim's critical threshold, then the player rolls the character's toughness level against the damage received by the attack. If the toughness test result exceeds the damage result, then the victim suffers the wound but otherwise is okay. If the toughness test result is lower than the damage test result, determine the difference between the results and refer-

ence the result on **Table 6-4: Specific Damage**. Find the part of the victim's body that received the attack and the type of damage that occurred to determine the type of injury.

Healing

When a character is damaged or wounded the character needs to recover through healing. Healing is treated differently depending on if the character is trying to heal damage to their life point total or recovering from wounds.

Healing Normal Damage

Characters have a number of natural healing tests available to them in a day equal to their toughness level. Characters can make a natural healing test so long as they spend at least one-hour or more resting. The player rolls the character's toughness level and adds the result to the character's current life point total. The natural healing test result can be modified by spells and wounds.

Healing Wound Levels

Table 6-4: Specific Damage

Difference	Edged Damage Effect	Bludgeoning Damage Effect
1-3	Active Wound: add 1 point to damage level/ 3 rounds.	Bruising: -1 to all tests for remainder of day.
4-6	Severe bleeding: 2 Active wounds that damage every 2 rounds.	Sprained: -1 to all test requiring use of the limb.
7-9	Weapon has cut to the bone: will suffer 1D6 damage from severe bleeding until tended. Wound must receive proper medical attention within a few hours during which time the character suffers 1d4 points of damage every 10 minutes.	Bone fractured: using limb inflicts severe pain. Victim suffers 1D6 stun damage each time it is used. A fractured limb should stay inactive for at least 10 weeks. Within 5 weeks limb is usable but all test requiring the use of injured limb suffer a 2-point penalty.
10+	Limb has been severed off: character suffers 1D8 points of damage per round from severe blood loss. Character can stop bleeding by cauterizing the wound. Only powerful magic can reattach a severed limb.	Compound fracture: character's limb is useless for 8 minus the characters toughness level in weeks. Thereafter the limb is treated as a fracture however the limb will always suffers the 2 point penalty to all test.

Characters can heal one wound level after a number of days as is equal to their current wound level. During this time, the character cannot perform any physical exertion such as combat, running, swimming, climbing, etc. To heal a wound level, the character sacrifices one of their natural healing tests. Once one wound level is removed, the character cannot heal another wound without resting again.

When a wound is healed, all negative effects from the wound heal with it. The penalty to all tests that was incurred from the wound level is reduced by 1 point for each wound healed.

Travel

The life of an adventurer often times is a life of wandering and exploration. This section deals with the different ways characters can travel overland and by sea, the hazards they may find, and the rules for dealing with such variables as weather and terrain.

Modes of Travel

Characters can employ various means of common travel to get from one location to another.

Walking

Characters can travel overland by walking a number of miles per hour as is equal to their speed level. When traveling in groups, however, it is often assumed that the group can only travel at the same rate as the slowest character.

Characters can travel a number of hours per day as is equal to twice their stamina level. This doesn't include stops for resting. Characters can push themselves by continuing longer, but each hour they continue traveling reduces the character's toughness value by 1-point.

Riding

Characters can travel with mounts (such as horses). Mounts usually have a higher speed movement rate than characters do. The most significant bonus to using mounts is that they typically can sustain travel for longer periods of time. This includes periodically walking the horse, and stops for rest, food, hunting and foraging, etc.

An animal can travel a number of hours per day as is equal to twice its stamina level. This doesn't include stops for resting. Characters can push the animals by continuing longer but each hour they continue traveling reduces the animal's toughness value by 1-point.

Ship Travel

Travel over water is another viable mode of transportation. Large vessels are run by crews, and adventurers can either join the crew or pay to travel. Many times, merchant ships hire characters with combat and magic skills to help protect cargo and the ship from pirate attacks. The cost for travel is usually 5-10 points of local currency per character and an additional 5-10 per animal. Voyages that take longer than a few days may cost more or the rates themselves may be for daily travel. Typically, a character can reduce the fee by 10% if they agree to work for the ship. This requires an interaction test with the captain and usually some knowledge of sailing.

Ship's speed may be determined by its method of propulsion. Sailing ship speed is determined by wind direction, while pole or oar driven craft are affected by current.

Table 6-5: Ships

Ship	Propulsion	Max Speed
Canoe	Rowed	1* mph
Sailboat	Sail	2 mph
Galley	Both	4 mph / ½* mph
Long ship	Both	3 mph / 2*mph

*Multiply by the average of crew strength levels.

The best benefit from travel in ships is that large ships travel for most of the day and sometimes at night if conditions are favorable. There is less of a chance of wild animal attacks or banditry along waterways as well. Most often, however, characters will travel by water out of necessity, so finding the right craft and crew is an important factor. Most often with ship travel, you get what you pay for.

Table 6-5: Ships shows varying historical ship types, methods of propulsion, and their traveling speed. Traveling speed is also modified by favorable winds and/or water currents. If the vessel is moving with the current of the water, the ships speed increases by 1/3. Likewise, travel against the current imposes a 1/3 penalty against a vessel. These numbers are abstract in that current speeds are variable and could increase or decrease the travel rate slightly more or less. Trade winds also impose the same penalty and bonuses; however these bonuses do not stack.

Terrain and Conditions

Terrain and conditions affect travel time in various ways. The rules above assume travel in the open, along a trade road, in good weather. This is most often not the case.

Terrain

Terrain effects travel in various ways. Roadways and paths help in that they eliminate the hindrances of trackless land, such as foliage, unevenness, or obstructions. All of these conditions make finding safe pathways difficult and slow travelers down. **Table 6-6: Terrain Modifiers**, lists the various types of terrain, how they affect overland travel rates. Each level represents a 1 point reduction to the character's speed level when determining the distance a character can travel per hour. Paths and game trails can reduce this level by one and trade roads and highways can reduce the level by two.

Table 6-6: Terrain Travel Modifiers

Terrain	Example	Level
Flatland	Plains	0
Woodlands	Forest, Jungle	1-2
Wetlands	Swamp	2
Sandy Desert	Desert	3
Rocky	Mountain	2-3
Elevated	Hills	2

Weather

Weather can further affect travel conditions. Most types of weather conditions are preferably avoided, and characters should seek shelter during the duration. Weather conditions may not just slow down travelers but can also make navigation difficult and also present health risks. **Table 6-7: Weather Travel** shows the modifiers to a character's speed level when determining the rate of travel a character can maintain during these conditions.

Table 6-7: Weather Travel

Condition	Modifier
Rain	1-2
Storm	2-4
Snow	2-4
Hail	3
Fog	1

Hazards of Adventuring

There are numerous dangers in a game world. Not only must characters contend with other NPCs and creatures that could wish them harm, the very environment can be a deadly adversary. This section details the various concerns any adventurer may face.

Disease and Illness

Diseases pose a dangerous problem for adventurers. Certain precautions can be taken to limit the chance of becoming exposed but this

usually means eliminating the potential of infection from its source. For instance, diseases transferred through mosquito bites can be protected by eating garlic, as garlic is a repellent to certain types of these insects. Most commonly, injuries that become infected can be potential catalysts to disease. Keeping various herbs and a first aid kit to keep wounds dressed and cleaned can help prevent infection. Below is a list of various diseases that can be used as is or as guidelines for other types of diseases.

Most illnesses are less dangerous forms of disease. Usually, these are not life threatening but do incur various penalties to attribute values. These are usually only temporary and have target levels between 5-10 and only last from a day to a week or so.

Dehydration

This occurs due to lack of water. Dehydration first leaves a victim feeling thirsty. Then the dehydrated victim starts losing water in the blood stream and then finally in their cells. People die from dehydration in a matter of days. When a character is suffering from dehydration, their strength and toughness value is reduced by one point per failed test. The target level for this test is 5 plus 1 for each additional test. These tests are made every four hours. When a character's strength attribute reaches zero, they are no longer able to move. When the character's toughness level reaches zero, they die.

Frostbite

This is the effect of extreme cold on the tissues, which may damage skin, blood and nerves. The numbing effect of cold can most often leave a victim unaware that this is happening. As frostbite sets, the skin of the effected area becomes hard, numb, and yellowish-white. There are two types of frostbite. Superficial frostbite leaves redness and blisters after thawing. Deep frostbite persists for a day or two in which edema appears beneath the

skin, after which the area becomes gangrenous. To heal frostbite requires thawing of the effected area. This is done with warm water. As it heals, the effected skin develops a black crust that later peels off. Characters suffering from frostbite incur a 2-point penalty to their dexterity tests and lose a level of speed each day of infection. If the effected area becomes gangrenous, characters suffer the effects as described below.

Gangrene

Gangrene is the destruction of tissue due to obstruction of blood. This obstruction can be caused by bacteria, exposure, and disease. Adventurers most often suffer gangrene from frostbite or injuries such as wounds or broken bones in which bacteria can infect the injury. To resist gangrene requires a toughness test against a target level of 8 plus one for each day of exposure until the wound is cleaned and treated or until the frostbitten area has been thawed. Characters who fail the test are infected. The only way to treat gangrene is to remove the effected tissue (medicine test 15) or amputation of the effected limb (medicine test 12). If this is not done, it spreads, and the effected area loses a point of dexterity and toughness until they have reached zero points at which the limb is unusable and the disease begins to spread to adjacent parts of the body.

Malaria

Malaria is a disease transmitted through mosquitoes. The disease produces fever and chills that occur at intervals of 24 to 72 hours, as well as headaches and weakness. Every three hours of inaction, a character makes a toughness test against a target level of 8. Failure reduces the character's toughness value by a number of points equal to the failure of the test. Characters suffering from the disease reduce their strength, speed, and dexterity by 2 points after each failed toughness test. If any of these levels are reduced to zero, then the character can no longer move and must remain

bed ridden. If the character's toughness level reaches zero the character dies.

The bark of a specific cinchona tree (South American, Indonesia) can aid in the resistance of the disease, granting a two-point bonus to the toughness test.

Exposure

The environment is often the most dangerous adversary to a party traveling in the open. Exposure to the elements can be as dangerous as any creature or villain. However, it is most often assumed that adventurers take most necessary precautions to protect themselves. Many times, Game Masters may want characters to provide themselves with the clothing and equipment they will need to protect themselves from harsher climates.

Characters can suffer from exposure in extreme conditions such as snow, desert and swamp environments. Characters that do not take the foresight to protect them must make a toughness test or be subject to the effects common to the environment. Various types of equipment can give bonuses to such tests and even negate them in many circumstances. **Table 6-8: Climate Conditions** shows the target level for toughness tests to resist the effects of varying types of climates and the effects of exposure from failed tests.

Characters make these tests every four hours of exposure. If a character fails this test, they suffer the effects as noted in the section on illness and disease. Characters with proper clothing, tents, water, and food can receive bonuses equal to the equipment level. The equipment chapter lists various packages of equipment and clothing for various environments.

Table 6-8: Climate Conditions

Climate	Target	Effect
Snow	5-10	Frostbite
Swamp	3-7	Disease
Desert	4-8	Dehydration

Poisons, Venom, and Toxins

Poisons are those substances that can induce very particular and undesirable effects. Various poisons exist and limitless poisons exist in a fantasy setting. In the game rules, venom, toxins, and drugs are treated as poisons, using the same rules and formulas. This is not to say that they are all equal, only that the differences can be accounted for using the same rule mechanics.

Resisting Poisons

Characters make a toughness test against poison. Failure means the character takes the full effect of the poison, including any damage to attributes.

Curing Poison

Poisons can most often be cured by spell, potion, or antidote. Many poisons cannot be cured at all (or at least no known cure exists) or have very specific cures. There are very few potions that can actually cure more than one or two different poisons or poison effects. Most potions or cures that can be limited to an effect range such as a cure for debilitating potion. Spells can cure poisons but suffer the similar limitations that potions and natural cures do. Antidotes are cures specifically created to halt or even reverse the effects of a specific poison.

Types of Poisons and Toxins

There are a variety of poisons that have various effects. The most common are paralysis, debilitation, and death. Different poisons also can be administered in different ways. The most common are ingestion (most commonly are orally and through breathing in harmful vapors), contact (through exposed skin), or injection (directly into the blood stream). A poison description should include all possible means of exposure.

Poison Hemlock (poison level 8)

This plant when brewed must be ingested and can cause death. This was believed to be the method used by Athenians to assassinate Socrates.

Cyanide (poison level 5)

Cyanide can be ingested, inhaled, or absorbed. Cyanide prevents cells from using oxygen and can kill a character in minutes of exposure. Specific antidotes can prevent death but must be administered quickly.

Arsenic (poison level 3)

Arsenic is a metallic compound that must be ingested. The initial symptoms of the poison are diarrhea and cramps with prolonged poisoning resulting in anemia and paralysis. Prolonged contact with the skin produces malignant tumors on the skin. Arsenic can accumulate on the hair and nails of a victim even after death. This poison was often given in small doses by assassins in the food of victims so that the victim would appear to die of illness rather than poisoning.

Ether (poison level 4)

Used in modern times as an anesthetic, ether causes unconsciousness and immunity to pain when inhaled.

Opium (poison level 6)

Opium is abstracted from the immature fruit of the Chinese Poppy. Opium could be ingested or smoked and caused a euphoric state. Addiction was quite common and immunity development required a higher volume of the poison to generate the effect. Withdrawal can be quite unpleasant as the addict is both emotionally and physically dependent on the drug. Prolonged use can cause breathing problems and heart disease.

Natural Hazards

Natural hazards are those things that occur in nature that can harm or kill adventurers. These can also be manipulated by characters and NPCs. For instance, a character could employ a torch as a weapon (treated as a club) with a bonus of 1d4 fire damage to the attack.

Fire

Fire is a dangerous and random element that operates much like an area effect spell (see **Area Effect on page 60**). Fire does damage equal to the fire's size (treat as being an object). The damage level of the fire radiates outward from the source. For each 5-foot increment, the effect of the fire is reduced by one level.

Torches are small enough not to radiate damage. However, direct contact with the flame will cause level 1 damage directly to the contacting object.

Suffocation

This involves both drowning and asphyxiation. Characters can hold their breath for a number of seconds equal to their stamina value times ten. After this point, a character must make a toughness test at a target level of 5 plus one for every ten seconds they have to hold their breath. If the character fails this test, the character loses a toughness level. If a character's toughness level falls to zero the character blacks out. The character begins to lose life points at a rate of one point per combat round until the character dies.

Characters suffocate from drowning, strangulation, bad air, etc. They must be moved to a breathable environment at which time they recover their toughness level at a rate of one point per hour. Life points can only be recovered through natural healing tests.

Falling

Characters that fail a climbing test or fall from a height suffer falling damage. Armor and shields do not protect from this damage in any way, and only a skilled acrobatic can minimize damage.

For every ten feet a character falls, the character suffers that level of damage. For instance, a character falling from thirty feet suffers level 3 (1d8) points of damage. This distance is rounded up, so that a character falling from nine feet suffers level 1 damage. Characters falling from five feet or less are assumed to take no damage or stun damage.

Traps

Traps can be both natural and man-made. Natural traps are occurrences in nature such as cave-ins, landslides, and quick sand. Man-made traps are traps that were created to keep out intruders or to protect something. Both types of traps have similar statistics. Trap statistics include the detection, attack, effect, and disarm level. The trap description tells how the trap operates and to what degree it takes effect.

Table 6-9: Trap Mechanics show the modifiers used when creating a trap.

Table 6-9: Trap Mechanics

Effect Type	Detection	Attack	Effect
Pit	3-6	8	Falling
Dart	2-4	8	Damage (1-3)
Collapse	1-3	10	Damage (4-7)
Spikes	1-3	8	Damage (2-4)
Trigger	Detection	Disarm	
Trip wire	2-3	1-3	
Pressure Plate	3-5	2-6	
False Door	2-4	-	

Example Traps

The following are two examples of traps.

Dart (Man-Made)

Detection: 5

Attack: 8

Effect: 3 + Poison

Disarm: 6, pressure plate

Description: This trap fires a poison tipped dart at the area where the target has just triggered the pressure release.

Quicksand (Natural Pit)

Detection 8 (false door, falling)

Attack 8

Effect 4/ suffocation

Disarm: False Door

Description: If a character steps on this trap they sink at a rate determined by the Game Master (usually 1 ft. per round if the character is inactive) until they are submerged. After that they are suffocated.

Detection

This is the target level for detection skill tests to detect traps. This is modified by the trigger mechanism, trap type, and, in the case of man-made traps, the craft skill test to create the trap.

Attack

The attack level is used whenever a trap is triggered. The trigger of the trap, or the trap's nature, may deter-

mine if the attack is a melee attack, ranged attack, or spell attack.

Effect

This is the level used to make an attack and damage tests to determine if a character is affected by the trap. If these two numbers are different this is written as two numbers, the first being the attack test and the second as the damage test.

Disarm

This is the target level for any disarm trap skill or applicable knowledge skill tests to make a trap inoperable or to bypass the trap safely. This is modified by the trigger and, in the case of man-made traps, the craft skill test result to create the trap.

Creating Traps

When creating traps, the first step is to determine the trap's trigger and effect. These attributes determine the other attributes of the trap. Find the value in the detection level column for both the trigger and the effect and add them together to determine the trap's final detection level. The trigger mechanism can determine the trap's base disarm level. The trap's effect determines the base attack level.

Chapter Seven

Combat

Combat occurs when two opposing forces come together in conflict. This chapter explains the various forms of combat and how to resolve them.

Combat Cycle

When combat is initiated the game enters into an encounter phase. Each moment in an encounter phase is measured in a combat round. Combat rounds are a way to determine the order in which actions occur and how long it takes them to occur. Every two rounds of combat equal about 1 second of game time. Therefore, a 10 round encounter phase equals about five seconds.

Combat occurs in the first round (Combat Round 1) and will move to the next round when all of the events of the round have occurred (see below). If there are no events in that round then the combat encounter moves to the next round. This continues until combat has ended.

Combat Round Events

There are three main events to a combat round. When all three events have occurred the combat round advances to the next round where the process starts again.

Cancellation Event

Each round begins by allowing characters currently performing an action to cancel their actions.

Resolution Event

Next, characters who can resolve an action in this round may do so.

Declaration Event

Finally, any character who is not involved in an action or resolving an action may declare a new action.

Determining Initiative

Initiative determines the starting order in combat when a character can declare their first action. The higher the character's initiative level the sooner they can declare. To determine a character's initiative, compare all acting characters' initiative levels. The highest level acts on round one of the combat encounter.

To determine when the next character acts in the combat encounter determine which character has the next highest initiative. That character acts next, however the character acts in a number of rounds higher than the difference between the two initiative levels. For instance, Character A has an initiative level of 6, and Character B has an initiative level of 2. Character A acts on round 1, while character B acts on round 5 (because the difference between the initiative levels of A and B is 4). That means that there are 4 action rounds between the declarations of actions between the characters.

Alternate Initiative

An alternate form of determining initiative is to actually roll the initiative just as any attribute test. The highest roll goes first.

Each successive round is determined in the standard way.

This variation opens up the opportunity for more randomness to combat.

Declaring Actions

When a character's turn comes up in an initiative round, the player can then declare the action of the character. This begins the character's action. The player adds the action level of the declared action to the character's initiative round. That is the round when the declared action is completed. For instance, if a character takes an action on round 1 and chooses an action with an action level of 3, then the character completes the action on round 4.

Action Phase

The time from when a character declares an action until the action is resolved is called the **action phase**. During this phase, the character is performing the action. The character can cease the action and abandon the task by simply declaring their intention. The action is cancelled and no result is determined. At this point the character can declare a new action. Characters cannot continue a cancelled action; however, they can begin the action again.

Resolving Actions

When a character performs an action, the action is completed on the **resolution round**. The success of most actions is determined in this round. If the task requires a skill test, then the character can compare the skill test to the target level and determine the effect of the result.

Some tasks may benefit from a success in that the success level of a task will allow a character to accomplish an action sooner. In this case, the skill test result can be determined in the round following an action declaration; however, the result still has not occurred and so can still be interrupted. Only in the resolution round can the result of a test be applied, no matter when the test was made.

Table 7-1: Action Levels

Action	Level
Attack (Basic Unarmed)	3
Attack (With Weapon)	3 + Weapon AL Modifier
Cast a Spell	3+ Spell AL
Defend	0
Discard an Item	1
Movement (Action)	2
Movement (Full)	3
Ready an Item	2
Simple Statement	0
Use a Psychic Power	3
Use a Skill	Per Skill

If any variables change that could modify the skill test result or the target level of a pre-determined test, then they are applied in the actual resolution round.

If a poor skill test is made following the declaration round, the Game Master may allow the character to cancel the action in the next combat round. This reflects the chance that a character may not be happy with their performance in an action and so abandons the attempt to try again.

Delaying

Delaying allows a character to take no action until later in the encounter phase.

If a character wishes to delay declaration of an action, the player simply declares that the character is doing so. At each new combat round, the player has the chance to declare an action for the character or opt to delay another round.

Characters can delay a specific action, such as delaying to attack a target until they have moved out of cover. However, a player can only delay the start of an action, not the resolution. For instance, a character can declare a new action on round 3 but decides not to. A character cannot declare an action and then decide during an action phase to delay the

resolution. The character must cancel the action and begin again in the next declaration.

Distracted

If a character takes damage but does not suffer a wound, then the character is distracted. Distracted characters do not lose any progress; however, they do lose one round of action (the round in which they were attacked). Furthermore, the time needed to complete the action is extended by a number of rounds equal to the damage taken.

For instance, if a character were performing an action that took 4 rounds but was attacked and suffered 2 points of damage, then that action will now take 6 rounds to complete.

Double Actions

A Game Master may declare that a character can perform two actions simultaneously, such as moving and attacking. This is called a double action. A character performing a double action uses the highest action level of the two actions, plus one extra action level, to determine when the action is complete. Furthermore, if either action requires a skill test, both tests will receive a 3-point penalty to reflect the added difficulty of doing two things at once.

Interruption

If one character attacks a character engaged in an action, the victim has two choices: abandon the action to defend or continue the action.

If a character chooses to abandon the action, then the action is cancelled and performing the action must start over again. However, when the character cancels an action, he/she is now free to defend or to declare a new action.

If a character continues to perform the action, then the character is open to the attack and cannot defend. If the character suffers a wound, then that character's action is interrupted. In most cases, this is treated as though

the action were cancelled. A GM may decide that certain actions may resume after the attack.

Ready Action

A player can declare that an action is a readied action. For instance, if a character sees an opponent coming towards them, then the character may ready an attack for when that opponent reaches the character. A player can do so, so long as the action they ready will not resolve any sooner than the action level. For instance, if a character wanted to ready an attack with an action level of four the attack could not happen any sooner than four rounds from the declaration. The character can resolve the action in any round after, but not sooner.

If a ready action is resolved in the same round as an opponent's action, then the character who readied the action performs the action first, regardless of their initiative level.

Movement

Characters move about combat in one of two ways: action movement and full movement.

Why not ready an action?

A ready action can be dangerous if not used properly. For instance while readying an attack against a charging opponent it will allow the character to strike first. However, if the character does not cause a wound or kill the opponent then the opponent who would strike in that same round will finish their attack in the next round. If the character does no damage (attack glances off the target's armor) then the player will not be able to defend, leaving themselves open to attack themselves.

Action Movement

This allows a character to move in a single direction and still perform an action if using the double action maneuver.

Full Movement

A full action allows a character to move quickly across a field, but the character cannot perform any other action. Basically, a full action is like a flat run. The character moves without performing any other action in an effort to cover a greater distance more quickly.

Attacking and Damage

This section details the general rules for all types of attacking and damage.

Declaring an Attack

A player declares an attack in the declaration phase of a combat round in which they are not involved in an action (except for defending). In order to declare an attack, the character must already have readied a weapon (if a weapon is to be used).

Resolving an Attack

Characters resolve attacks in the resolution phase of a combat round. To resolve an attack, the player rolls the character's dexterity attribute dice. The player can add the character's skill and proficiency levels if applicable to the weapon. Finally the character adds the weapon's attack level (if applicable). The final result is considered the **attack test result**. Game Masters may add situational modifiers to this result if necessary.

The attack test is then compared to a

target level determined by the type of attack (see below). If the attack test result is higher than the target level, then the attack is successful.

Defeating Armor

If the target is wearing armor, then there is a chance the attack can penetrate the armor or strike where the armor leaves the target exposed. This is called an **armor defeating attack**. To determine if the attack has defeated a target's armor, compare the attack test result and the target level required to succeed in the attack. If the attack skill test exceeded the defense test result by a number of points equal to the target's armor class (see **Armor on page 83**), then the attack is armor defeating. Armor defeating attacks do not have the damage test result lowered by the target's armor protection level. Therefore, if a character performs an armor defeating attack against an opponent, then the opponent takes full damage from the attack.

Determining Damage

If an attack is successful, then the player needs to determine how much damage the attack made. To determine damage, the player rolls a damage test based on the type of attack being used (see below).

The success of an attack may also increase the damage an attack does. To determine if an attack does extra damage the GM compares the attack test result to the defense test result of the target on Table GM-1: Success Level. The success level of the attack can be added to the damage level of the attack. In other words, the better a character attacks, the

Attack Test Result

The basic formula for determining an attack test result is:

$$\text{Dexterity Die Roll} + \text{Skill Level} + \text{Proficiency Level} + \text{Weapon Modifier} = \text{Attack Test Result}$$

more damaging the attack does.

Melee/Throwing Weapon Damage

Melee combat weapon damage is determined by rolling the character's strength attribute. Next, add the weapon damage modifier (if applicable) to the result.

Projectile Weapon Damage

Projectile weapon damage is determined by rolling die for the weapon's damage level. Some range or weapons may modify the final damage result.

Defense

There are three different ways to defend against an attack. Defending has no action level. This means that if a character is not engaged in an action, then the character can defend freely. Characters are free to choose the defense type best suited to the attack being made against them at the time of attack. For instance, a character can choose to block a melee attack then immediately choose to dodge a spell. Some defense types are best suited for particular attacks.

Defense Strategies

Defending is a free action. This means you can defend in the same round you declare a new action. Keep this in mind when planning your combat strategies. If an opponent resolves an attack they will have to wait until the next round to declare an action (such as a follow up attack). This gives you one extra round in your action phase. If your attack action level is 3 (after modifiers) then you will always strike first.

Defense Action

A player not engaged in an action can defend freely. If a character is engaged in an action, the character will have to cancel the action first. A character can defend in the same round that an action is cancelled.

Block

Blocking is the use of an object (such as a shield) to impede an attack. Blocking is a useful tactic that can stop most melee and spell attacks. Furthermore, holding a blocking object can make it more difficult to be struck by ranged attacks.

Blocking, however, does have its drawbacks. Holding a shield or similar object can make it more difficult to attack. While holding a shield the character's attack skill test is modified by the shield's attack test modifier. However, the versatility of a shield to block an attack typically offsets this minor hindrance.

To block an attack the player rolls the character's reaction level. The player adds the character's blocking skill level and the defense modifier of the object to the skill test. If the blocking skill test result exceeds the attack test result then the character has blocked the attack.

A character must have readied a blocking item prior to being able to block.

Dodge

Characters dodge attacks by avoiding them entirely. Characters jump back, duck, weave, any kind of movement that prevents an attack from connecting. All types of attacks can be dodged.

To dodge an attack, the player rolls the character's reaction level. The player then adds the character's dodge skill level to the result. If the dodge skill test result is higher than the attacker's skill test result, then the character has successfully dodged the attack.

Characters can choose to use the acrobatics skill to dodge an attack and move at the

same time. Doing this, however, requires the character to make a double action (see **Double Actions on page 111**). Characters using acrobatics in this way can add their acrobatics skill level to their dodge skill test result.

Parry

Characters can use weapons or some similar object to deflect an attack. Parrying is a useful defense against melee attacks but is very difficult to use against ranged attacks. Parrying is almost useless against spells.

To parry an attack, the player rolls the character's reaction level. The player adds the character's parry skill level and the defense modifier of the object the character is parrying with to the skill test. If the parrying skill test result exceeds the attack test result then the character has blocked the attack.

Characters can choose to parry or deflect ranged attacks, but doing so is extremely difficult. To parry a projectile the character treats the defense as making a called shot (see below). If the test is successful then the object was deflected. If it fails then the character is struck by the object no matter if the attack test would have succeeded normally or not.

A character must have already readied an item before it can be used to parry.

Advanced Tactics

Characters can take advantage of specialized actions, situation modifiers, and other methods to affect combat encounters to give them an advantage. This section outlines many elements and tools used by players to help them utilize the best strategy and tactics in a situation.

Called Shot

A called shot allows a character to directly attack a smaller and more distinct area. Typically, this area is either a more vital area or less protected one. Called shots can also be used to directly attack an opponent's weapon to disarm them or damage shields or armor.

Called shots increase the difficulty of the attack in relation to the size of the area. For instance, if attacking a character has a target level of 10, then targeting the head of the character will be more difficult. Attacking a part of the head, such as an eye, would further increase the difficulty. Think of each element of a called shot as being part of a greater element. Each element of a called shot increases a target level by 3. **Table 7-2: Called Shots** shows examples targets and the increase to a target level for an attack.

Called shot modifiers apply the same to both melee, ranged, and spell attacks.

Table 7-2: Called Shots

Target	Increase
Body	0
Appendage (arm, leg, etc.)	3
Hand/Foot	6
Weapon	3
Shield	3
Eyes	6
Specific Eye	9

Surprise

Surprise occurs when one or more combatants do not initially detect the other. Surprise is an effective means of gaining an edge in any combat situation as it allows for characters to perform actions prior to a combat phase. There are two methods of surprise: ambush and sneak attacks.

Alternate Called Shots

Determining damage from called shots is usually done with the specific damage option found on page 97. However, a simpler mechanic may be to apply extra damage based on the level of the called shot.

As an alternative to specific damage, an optional rule is to apply extra damage equal to 1-point to each 3-point modifier of the called shot on a successful attack resolution. For instance, if a character successfully targeted a creature's eye the alternate rule would apply an extra 6 points to the damage test, rather than referring to the damage specific option.

Your Game Master determines which option to use, why, and when.

Ambush

If a character has ambushed or otherwise managed to engage in a combat phase without the target being aware of the impending attack, then the character is allowed to declare and perform a single action. When the action is resolved, the surprised characters have a chance to detect the action. If the character has become exposed (either through an attack, charge, spell effect, etc.), the targets can then declare their own actions and combat occurs normally. If the ambusher has remained hidden (using stealth to sneak up behind a victim), then a new surprise round begins.

In essence, an ambush allows all the ambushing characters to take action on round one of a combat cycle. The victims, however, cannot declare an action until all of the surpris-

ing character's actions have been resolved or are detected.

Sneak Attack

A sneak attack allows a character to attack a target without the target being able to defend. If a character can approach a target or otherwise put itself in a position to attack without detection, then the character is able to perform a sneak attack.

A sneak attack cannot be defended against because the victim is not aware of the attack. However, the attacker must make an attack test. The attack test is made against a target level equal to the victim's reaction level, but it is always a successful attack unless the attacker rolls a 1. The target level is used to determine if the attacker is granted any bonuses to damage (see above). If a melee attack test result exceeds the victim's armor class, then the victim takes full damage (ranged attacks perform normally when determining armor defeating hits).

Whether or not the attack succeeds, the victim becomes aware of the attack and can take action normally following the sneak attack.

Situational Modifiers

Combat is ever-changing. During encounters attackers and defenders vie for the most optimal situation. Gaining higher ground, flanking to a blind side, or using surprise and ambush are all effective elements used by combatants to acquire advantages for themselves or apply disadvantages to their opponents.

This section gives rules for handling various methods of combat and situational elements that players can use to give them an edge in encounters.

Table 7-3: Situation Modifiers

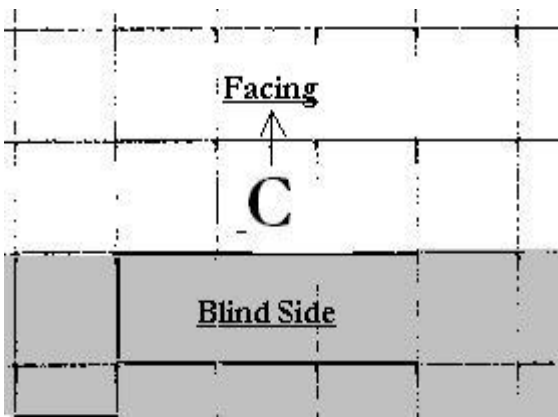
Situation	Modifier
Blinded	-4 to all actions
Harried	-1/each attacker to defense
Higher ground	+3 to attack
Hindered	-1 + (see below)
Prone	-3 to attack, and defense
Blind Sided	-3 to defense

Blind Side

A character can only be completely aware of a situation that they are facing. Situations occurring behind or outside of a character's facing direction are considered blind side. Most characters have a blind side equal to one-third of their immediate surrounding area (as shown in **Figure 7-1: Blind Side**). Characters cannot directly take action in their blind side. Most importantly, a character's blind side is more difficult to defend against.

Characters that are being attacked on their blind side have a 3-point penalty to defense. Furthermore, a character has the same penalty to detection tests to their blind side as well. For instance, a rogue is sneaking up to a character from behind. The detection skill test will suffer the 3-point blind side penalty.

Figure 7-1: Blind Side



Carried

A character can only safely defend against one attacker at a time. A character that is under attack by more than one attacker is considered to be harried. Harried characters suffer a penalty to defend equal to each extra attacker. For instance, if a character were under attack by four bandits, then that character suffers a 3-point penalty to all defenses.

Higher Ground

Higher ground affords a better perspective and footing for attack over a character on lower ground. A character on higher ground receives a 3-point bonus to attack if on higher ground.

Hindrances

There are numerous types of hindrances that can be applied to a character in combat. Hindrances are those situational effects that cause a character to perform more poorly in any given situation. **Table 7-4: Hindrances** list several examples of hindrances and suggested target levels.

Table 7-4: Hindrances

Hindrances	Modifier
Waist deep in water	-4
Difficult terrain	-2
Heavy Foliage	-3
Excessive Weight	-1/5 lbs
Entangled	-3

Visibility Modifiers

Visibility modifiers can be applied to any attack tests primarily because of the effect they have on the ability for an attacker to address a target.

Visibility modifiers are usually applied based on the severity of the circumstance. For instance, an evening light may affect aim by applying a 3-point modifier to the target level

and a night sky may apply a 6-point modifier. Game Masters ultimately decide the extent of the visibility modifiers that are applied. **Table 6-2: Visibility Modifiers on page 98** list examples of visibility modifiers.

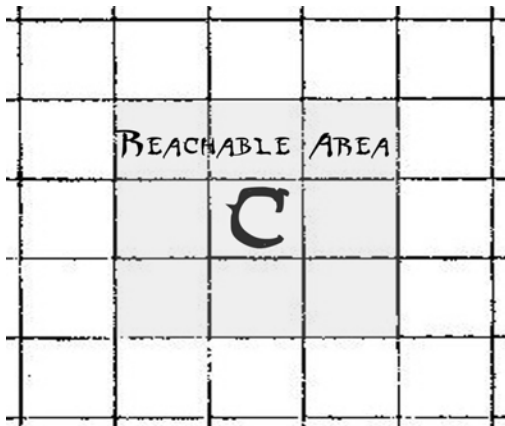
Melee Combat

Melee combat involves hand-to-hand combat. The same rules apply whether a character is using a sword, bare hands, or a chair leg.

Occupied Area and Reach

A character can only make an attack in an area within their reach. Normally, a character occupies a five foot area and reaches an area from the edge of this area another five feet (see **Figure 7-2 Occupied Area**). If an object is not within the character's reach at the time an attack is resolved then the character will miss the attack.

Figure 7-2: Occupied Area



Reach Weapons

A character can attack any object within their reach. Some weapons, such as whips and pole arms extend the reach of a character can attack targets within two five foot squares.

Unarmed Combat Attacks

Characters that fight with their bare hands or

feet use unarmed attacks. Unarmed attacks initially do subdue or stun damage.

Unarmed combat can be a simple and basic attack that is handled with a basic skill test result and damage test. Characters can be trained to have proficiency in various attacks. These attacks can be a framework for a particular martial art or fighting style.

Unarmed attacks have some of the same basic statistics as melee weapons (see **Melee Weapons on page 79**). The difference with unarmed attacks is that all the bonuses and penalties when added together should always equal zero.

Table 7-5: Unarmed Attacks lists some examples of unarmed attacks that characters can be proficient in. The number in each column is either added or subtracted from the test result corresponding to it. For instance, a jab will modify a characters damage test by applying a 1-point penalty and lowers the action level of the attack by one point. In the case of this attack the character throws a lighter punch but does so quickly.

Creating Unarmed Attacks

Players can create or adjust unarmed attacks, and can even create whole martial styles with an arsenal of attacks that can be learned and applied.

To create or adjust an unarmed attack, just keep in mind that all bonuses must total zero if added together. A negative number in either the attack and damage attribute is subtracted. However, modifiers in the AL column should be treated as being the reverse. For example a +2 AL modifier is actually a 2-point penalty because it means the character will act later not earlier.

Charging

Characters can move and attack in a charge which can grant greater damage; however, the attack is less controlled. Charging attacks are usually best performed with reach weapons but can be performed with any melee weapon an

attacker chooses, including unarmed attacks.

To perform a charge, a character moves to within attack distance of the character and performs an attack with 3-point penalty. If the attack succeeds, the damage is increased by one point for every five feet of the charge up to a maximum of the character's full movement rate.

Setting Against a Charge

A character targeted by a charge can set against the charge so long as the character is not engaged in an action and their weapon has the same or longer reach than the attacker. Setting against a charge is a defensive attack. This means that while the character is defending, they actually roll an attack test against the charging character's attack test.

If the defender's attack test result exceeds the charging character's attack test, then the defender has set against the charge. The defender can then roll damage as though it were a normal attack. The damage test is increased by a number of points equal to the damage bonus the charging character would have received.

Knockdown Attacks

A character can make a called shot to knock a character prone. This type of attack does no real damage.

To perform a knockdown attack, the attacker suffers a 3-point penalty to attack. If successful the character rolls damage as normal, however the damage is not applied to the target's life points. Instead the defender rolls a strength test against the result. If the attacker succeeds, then the target has been knocked prone.

Ranged Combat

Ranged combat involves attacks made over a distance. Ranged attack tests are made against a base target level of 20 minus the target's size

Table 7-5: Unarmed Attacks

Technique	Attack	Damage	ALM
Jab	0	-1	-1
Power Punch	-1	+2	+1
Hook	-1	+1	0
Uppercut	-1	+2	+1
Snap Kick	+1	-1	0
Strong Kick	-1	+3	+2
Normal Kick	-1	+1	0
Head Butt *	-2	+2	0
Grapple	-2	0	+2
Power Kick	-2	+4	+2
Jump Kick	-2	+5	+3
Jump Snap Kick	-1	+2	+1
Body Throw*	-2	+2	+2
Leg Sweep*	-1	1	0
Elbow	-1	+2	+1

*Must be used during grapple

level (see **Object Size on page 97**). This target level is modified visibility, distance, as well as various ranged attack modifiers.

Projectile Weapons

Projectile weapons are those weapons which use a device to propel an object (missile) at a target in an effort to do damage. Bows, crossbows, and slings are types of projectile weapons.

Projectile weapons are treated slightly different than other weapons as they must be readied after each time they are fired. Furthermore, some weapons, such as crossbows, require a higher action level to ready. See **Projectile Weapons on page 81** for details.

Throwing Weapons

Throwing weapons require the physical strength of the thrower to propel an object (missile) at a target. Any object could be used as a throwing weapon. However, any object not designed to be a throwing weapon will apply a penalty to the thrower's attack test equal

to 3 times the equipment size level of the object.

Throwing weapons work differently than most ranged weapons. A throwing weapon bases the damage of the weapon on the attacker's strength. To determine damage dealt by a throwing weapon, roll the strength attribute of the character and add the damage modifier of the weapon being thrown to the result.

For more information on throwing weapons see **page 82**.

Ranged Attack Modifiers

Ranged attacks are seldom made against the base target level. Most often there are other factors that modify a ranged attack. The initial primary modifiers are the object's size and distance.

Perception Range Modifiers

The base target level for attacking an object with a ranged attack reflects an object at close range. A character's perception range increment (on page 25) reflects at what distance and what rate an object becomes more difficult to target. To determine how difficult an object is to attack at various ranges, the player needs to determine the range level of the target. This can be done by dividing the distance of the object in feet by the character's range increment (round the result up). This number is added to the target level to attack the object with a ranged attack test.

For instance, a character with a perception level of 4 has a range increment of 50 feet. An object with a size level of 3 that is 90 feet away has a target level of 19 to attack. The base target level of 20 minus the object's size level of 3 is 17. The distance of 90 feet is divided by the character's range increment for a total of 1.8, rounded up to 2. 17 + 2 equals 19.

Simple Ranged Attack

Ranged attacks do not need to be recalculated for each specific character. The average human sized character is roughly between 5-6 feet. Therefore you can safely assume that most humans roughly have a target level to hit them with a ranged attack of 14 (20-6) at the closest range increment.

You can apply the same concept to creatures twice as high, half as high, etc.

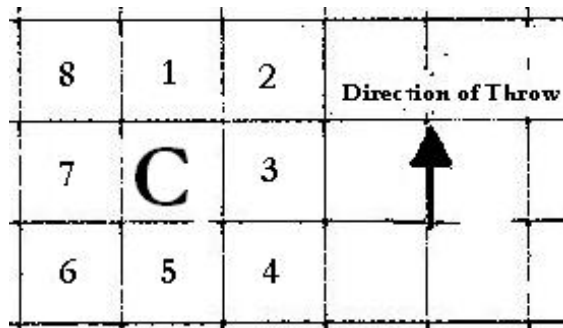
Determining Scatter

If an attack misses its target, it may be useful to determine where the missile lands.

To determine the distance, an object lands from the intended target find the difference between the target level and the attack test result. The result equals the distance from the intended target in feet.

To determine where a missile may land in relation to a target roll a d8. Using **Diagram 7-3: Scatter**, compare the result with the direction of the location, and apply the distance as determined above. The result is where the object may have landed.

Figure 7-3: Scatter



Unintended Target

If a line were drawn from the attacker to where the missile were to land, you may find that an object lay along that line and may have been struck. To determine if an unintended target may have been struck, determine the target level for attacking that target as though it were the original target. If the attack test meets or exceeds this target level, then the attack hits the unintended target instead.

Using Cover

Objects and terrain can afford cover to a character by reducing the size of attackable area. All kinds of objects, walls, and corners can be used to make a character harder to hit.

To determine the modifier to the target level, the Game Master needs to assign a cover modifier to an object. This is usually based on the object's size level or by how many feet of the target is covered by the object.

An easy way to determine the cover modifier of an object is to assume that the only visible area of the target is the target's size. For instance, if a creature with a size level of 6 stands behind an object that covered half of the creature, then the creature could be considered

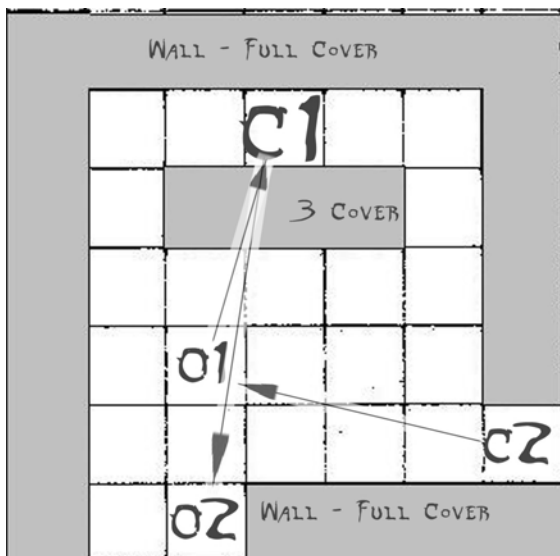
Ranged Combat Defense

Most ranged attacks are made against target levels that are fixed when all modifiers are applied. Defense skill tests are always random, with the potential of rolling a 1 for a failure. Whenever a player rolls against a ranged attack test it is very likely that the character will instead be defending into the attack and exposes them to the attack unnecessarily.

Instead, when defending against ranged attacks, try to increase the target level the attacker must meet to strike your character. Movement, using cover, duck and run, and other techniques more often prove to be more effective than a defense skill test.

to have a size level of 3. Since the new size would mean that the target level is 3-points higher, then it can be assumed that the object affords 3 points of cover.

Figure 7-4: Using Cover



Attacking Behind Cover

A character cannot make an attack when using cover that is equal in size to itself or larger. For instance, a medium sized creature could only use cover that gives a 6-point modifier to the target level and still be able to attack. A character can voluntarily reduce the amount of cover most objects afford so that they can attack. Game Masters may determine that an object's cover modifier cannot be reduced to make an attack.

Characters can also increase the amount of cover an object grants but in doing so cannot attack. Game Masters may decide that an object can only grant a certain maxi-

imum amount of bonus cover when used in this way. Game Masters may decide that an object cannot grant more cover.

Some objects can grant total cover. If an object has total cover, it cannot be targeted for attack. Total cover is afforded when the size of the cover exceeds the object using the cover. For instance, if a medium sized creature hides behind a large sized object, then the object affords full coverage.

Duck and Run

A character who is running between cover may duck, weave, and otherwise make themselves more difficult to be targeted by a ranged attack by using duck and run techniques.

To use this technique, the player determines the distance between the target location the character is traveling to and the starting point of travel. Find the difference between the distance and the character's movement rate. For every five feet by which the traveling distance is less than the character's movement level, the attacker applies a 1-point modifier to any ranged attack test made against the character.

Using this technique adds 2 points to the action level of the movement being taken.

Magical Combat

Magical combat involves the use of spells during a combat encounter. All spells have an action level just as any other skill. When using a spell in combat, a player declares that their character is choosing to cast a spell. If the spell has a target, the target must be selected at this time. Targets cannot be changed during the action phase.

The character begins the casting of a spell in the next round. The action level of the spell determines how many rounds it takes to cast the spell. When the spell reaches the resolution round, the character has completed the spell and may now roll the effect of the spell.

Ranged Combat Example

The diagram displays an example of how cover and placement modify attack tests.

C1 Attacks O2. The base target level is 10, but O1 is in the way so adds a 3-point modifier to the target level. If C1's attack test result is higher than 13 then C1 strikes O2.

However, if the attack is less than 13 but higher than 10 then the attack would have struck O1. If the attack test result is less than 10 then the attack misses completely and scatter is determined at the target (O2).

O1 can attack C1 but C1 is behind an object with a cover modifier of 3. The target level to attack C1 is 13. However, the target level for C1 to attack O1 is only 10. The cover is not high enough to inhibit C1's attack.

C2 Can Attack O1 with no modifiers for cover. Likewise, O1 can attack C2 with no cover modifiers.

C2 cannot attack O2 because there is a wall between the two. For the same reason O2 cannot attack C2. If C2 wanted to attack O2 he would have to move to the adjacent top left square but would have no cover from O2. If O2 decided to peek from behind the corner he could attack and still have a 6-point cover modifier.

For more information on magic and how it works, see **Chapter 3: Magic**.

Ranged Attack Spells

Spells with range increments are treated as ranged attacks when determining the target level for casting the spell. For more information on resolving ranged attacks, see **page 118**.

Touch Attack Spells

Any spell with a range of touch requires that the caster be within range of the target to be touched (adjacent). If the target is an enemy or is otherwise not willing to be touched by the caster, the caster must then roll an unarmed attack test to physically touch the target. Unless noted in the spell's description a character cannot touch through an object, such as a staff. For instance, a character could not use a sword as the touching item in an attempt to cast a touch range spell.

Maintaining Spells

Maintaining spells require that a character concentrate and take no other action to maintain the spell's effect. Characters maintaining a spell effect are treated as being in an action phase. If this is interrupted or cancelled the effect is resolved per the spell description (usually fading).

Spell Record Sheet

Player Name:		Character Name:	
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Name:		Name:	
Level:	Duration:	Level:	Duration:
Casting Time:	Target:	Casting Time:	Target:
Aspect:	Range:	Aspect:	Range:
Effect:		Effect:	

Name:		Name:	
Level:	Duration:	Level:	Duration:
Casting Time:	Target:	Casting Time:	Target:
Aspect:	Range:	Aspect:	Range:
Effect:		Effect:	

Name:		Name:	
Level:	Duration:	Level:	Duration:
Casting Time:	Target:	Casting Time:	Target:
Aspect:	Range:	Aspect:	Range:
Effect:		Effect:	

Name:		Name:	
Level:	Duration:	Level:	Duration:
Casting Time:	Target:	Casting Time:	Target:
Aspect:	Range:	Aspect:	Range:
Effect:		Effect:	

Name:		Name:	
Level:	Duration:	Level:	Duration:
Casting Time:	Target:	Casting Time:	Target:
Aspect:	Range:	Aspect:	Range:
Effect:		Effect:	

Name:		Name:	
Level:	Duration:	Level:	Duration:
Casting Time:	Target:	Casting Time:	Target:
Aspect:	Range:	Aspect:	Range:
Effect:		Effect:	

Appendix B

Character Archetypes

Character archetypes are pre-generated characters that fill specific conventional roles in a fantasy game setting. These characters were created using the purchase attribute system (on page 23).

All character archetypes are built as beginning characters. They are intended for play as starting characters, or as a foundation that is easily expanded on by spending experience points to augment the skills and abilities just as with any character that grows in the game world through regular play.

Using Archetypes

Character archetypes can be used by players as their own characters. Players who want to jump into the game, or want to learn the rules with a simple, and easily defined character can choose an archetype. Additionally, archetypes can serve as an example of how specific character roles can be developed. These characters can serve as guidelines for creating custom characters similar to the archetypes, but representing the player's own take on how that character can be developed.

Archetypes can also be used by Game Masters as simple and easily implemented NPC's.

Modifying Archetypes

Modifying archetypes is done to customize the character to the player's needs. For instance, perhaps the player would prefer that their starting character begin the game skilled with an axe rather than a sword.

In most cases, the swapping of skills is easily done. Replacing general or knowledge skills simply requires adjusting the attribute die level and the skill name. Some skills, such as combat skills, will affect other statistic. For

instance, many weapons have variable attack, damage, and parry modifiers which will change the dynamic of the character's combat statistics.

Whenever an archetype is modified the player should always consider the relevant statistics that may change. If a character changes a weapon skill, then the character will need to change the weapon. Players will have to reverse engineer the character to a small degree. This is done by subtracting the skill modifiers based on items or skill bonuses. In the case of weapons, the player would have to change the weapon modifiers to their base, usually by subtracting the modifier of the weapon. The player would then have to 'sell' back any equipment that would change as well. This equipment is sold back at full price. The player then purchases the new equipment with any available funds.

Whenever a character is modified it has to be done according to the character generation rules. This system allows characters with some familiarity to still create their own characters, while using the archetypes as a framework.

If a player wants to adjust an archetype's attributes it is better that the character is created from scratch. The player can use the archetype as a guide for the skills and equipment purchased, but must keep the new attributes into consideration. For instance, if the intelligence attribute of the character is different than the archetype, the character will have a different amount of skill points with which to purchase their skills.

Archetypes List

Fighter- A weapon based combatant

Mage - A spell caster

Priest - A divine magic user

Psychic - A mind mystic

Rogue - A thief or adventurer

Archetype Descriptions

Each of the five archetypical characters found in this section represent a basic character concept. These characters fall into a specific, but often necessary role. Many characters developed through character generation may fall into a similar role, though they are often more unique in their design.

While these characters may be called simple in their conception that does not mean that they are simple characters. These characters are a listed package of skills, equipment, and abilities. However, it is the player who defines who that character is. The statistics are developed to provide a tested and true methodology to a character concept. They are capable characters statistically. As characters they do not exist. You as a player still need to define where that character came from, why they do what they do, who they are, and who they want to be. In this way, even if two players begin the game with the exact same character archetype, you will find that the character can develop into something unique and different than the other player.

Below are the descriptions for the 5 character archetypes. Following those descriptions are character record sheets created for each of the five characters that are ready to use by a player. Simply give your character a name and fill out the physical description and you are ready to play.

- Character Archetypes -

Fighter

The fighter is an accomplished combatant. The fighter serves several roles and is a dominant fixture in any culture as a protector, champion, and even villain.

Character Past

Fighters at some point in their lives choose to follow or focus themselves in martial combat. They may gain training from joining armies, or bandit brigades. They may also study under a tutor. A rare few are able to teach themselves to become accomplished fighters through sheer necessity.

Role of a Fighter

Fighters hire themselves out as mercenaries, guards, or join armies as soldiers for a cause they believe in. They may be village or tribal champions and warriors or the protector of religious priests or nobles. However a fighter chooses to employ their skills, they usually do so in an effort to improve their skill and to earn a decent living.

Dark Fighters

There is a dark side of the fighter archetype. Many fighters are brigands, thugs, and bullies. These fighters choose to use their skill as a means to overpower and exploit the weak. These fighters tend to believe only in their own strength of arms, and respect only power and skill.

Party Role

Whichever path the fighter chooses, combat is bound to be found on the road. In this the fighter is unequalled. Fighters aren't simply skilled with their weapons, but are also skilled on turning the battle to their favor. A true fighter knows the importance of good battle strategy before a battle takes place. The cunning fighter will often win out over skill.

However, a true fighter also knows that even the greatest strategy never goes as planned, and often skill is required to win the day.

Character Notes

Fighters are strong characters on and off the field. They serve a particular role in any group as defender, champion, and strategist. They know the ways of the enemy, the strength of an opponent's sword, the kinks in a foe's armor. It is the fighter who stands sword in hand, to take combat to the foe. It is the fighter who stands against death in support of the cause they have allied or sold themselves to. In worlds of banditry, tyrants, rogues, and villains, other characters are forced to differ to the unique skills of the fighter. They stand because a fighter somewhere once stood for them.

- Character Archetypes -

Mage

The mage is a spell casting magician. Mages are a broad group of spell casters often ranging from combat battle mages, to the more scholarly focused wizards. The mage character archetype presented here is a balance between the two. The mage finds the pursuit of magical knowledge a study of magic for practical application, rather than simply to focus on martial or scholarly discipline. Their intelligence and wisdom give them a strength in these arts where their physical stature or hardiness would be more of a liability in a harsh world. A magician might not be able to use strength or guile to overcome a situation. Instead, their knowledge of mystic arts allows them to bend a situation to their will.

Character Quest

Most mages came from apprenticeship to other magicians. Their philosophy on magic isn't complicated. It is a study of cause and effect. Magic allows them to accomplish their tasks. They may have been part of a formal guild, college, or cabal. More often than not a mage is often the student of a single mage. Regardless of the teacher, the lessons are often steeped in study, research, and experimentation.

Role of the Mage

Mages often pursue their studies at some point by breaking off from formal study. This is often to gain a more hands-on or "real world" experience. For a mage, true study is a lifelong ambition, and learning knew ways to manipulate magic is a lifelong goal. Every step, action, and course has the same driving influence: to acquire more knowledge. This may be to become more powerful, or to become more learned

Dark Mages

The dark mages are power hungry. They see magic as a tool and can wield it as an oppressive weapon. Magic can be easily used to selfishly subjugate or manipulate. These mages are often commonly calling other worldly beings, such as spirits or demons, to make bargains for more power. The cost of this power is often the innocent, or the weak. To the dark mage, there is no price too large to pay. Human sacrifice, torture, war, slavery, and deceit are often a means to the end of gaining more magical power.

Party Role

As a comrade, the mage is a great supporter. Their ability to manipulate the natural fabric of the world is a great asset to any group of travelers. However, the mage also needs a protector, as casting spells takes time. Mages often take part in combat before, after, or from aside, where they are rarely exposed to direct physical harm. Mages aren't known for running into battles with magical fire blazing. Instead, it is more common for a mage to set the stage for combat to a group's advantage, provide distractions for escape, or overcoming harsh foreign elements. For a group of allies, a mage is a walking combat modifier.

Character Notes

The mage takes direct benefit from traveling in groups. A young mage has difficulty standing up to direct confrontation, yet their pursuit of knowledge often leads to travel in harsh and dangerous lands.

Frost Shard	
Level: 1	Duration: Instant
Casting Time: 0	Target: Ranged Attack
Aspect: Elemental	Range: 1/1 Foot Spread
Effect: Creates ice daggers to damage foes. (Pg.155)	

Name: Circle of Protection	
Level:1	Duration: Sustained
Casting Time: 5	Target: Area Width
Aspect: Energy	Range: 1/1 ft area
Effect:Creates a barrier. Effect determines strength test to defeat. (pg. 159)	

Name:Dispel Magic	
Level: 1	Duration: Instant
Casting Time: 2	Target: Effect Level
Aspect: Energy	Range: 1/1 ft Area
Effect: Reduces magical energy in area (pg 159).	

Name: Befuddle	
Level: 1	Duration: Fading 1/1 rnd
Casting Time: 0	Target: Ranged Attack Test
Aspect: Influence	Range: Target
Effect: Confuses target (pg. 161)	

Name: Sedate Group	
Level: 1	Duration: 1/1 rnd
Casting Time: 6	Target: Ranged Attack
Aspect: Influence	Range: 1/1 ft area
Effect: Makes a group of creatures tired (pg. 161)	

Name: Fog	
Level: 1	Duration: Fading 1/1 Min.
Casting Time: 11	Target: Area of fog
Aspect: Manipulation	Range: 1/1 yard
Effect: Creates a fog that reduces ability to detect (pg 165)	

Name: Detect Magical Energy	
Level: 1	Duration: Instant
Casting Time: 1	Target: Touch
Aspect: Divination	Range: 1/1 ft
Effect: Reveals the amount of energy on an object (pg 153)	

Name: Circle of Binding	
Level: 1	Duration: Sustained
Casting Time: 5	Target: Width of area
Aspect: Energy	Range: 1/1 ft
Effect: Creates a magical cage (pg 158).	

Name: Summon Wind Elemental	
Level: 1	Duration: Instant
Casting Time: 0	Target: Creature Wis Value
Aspect: Elemental	Range: 1/1 ft.
Effect: Summons an air elemental which can use air spells and travel over long distances quickly (pg 157).	

Name: Summon Spirit	
Level: 1	Duration: Sustained
Casting Time:	Target: Ranged Attack Test
Aspect: Spirit	Range: 1/1 ft
Effect: Allows the caster to call a spirit (pg 169).	

Name:	
Level:	Duration:
Casting Time:	Target:
Aspect:	Range:
Effect:	

Name:	
Level:	Duration:
Casting Time:	Target:
Aspect:	Range:
Effect:	

- Character Archetypes -

Priest

A priest is a devout worshipper of a deity. Through their prayers they are granted blessings and powers akin to magic. The priest lives in accordance with a deity's ideals and spreads the message and cause of the deity to others.

Character Past

The priest hears a calling at some point in their life to become a follower of a particular deity. This is often due to some life altering event, or a deep affection or empathy for the deity's ideals. Characters who hear this calling usually find their way to a monastery, church, or other institution dedicated to the priest's ideals.

To become a priest usually requires some study in the teachings of the churches dedicated to the deity. Study of written or oral histories and dogma, usually written by other priests, or occasionally prophets of the deity, require becoming fluent in the ways of the church and the priesthood devoted to the deity. After the priest has come to a certain point in study the church bestows a rank of achievement. This rank often requires certain duties. Almost all priests share a specific duty to carry their teachings through the world.

It is at this point that the priest goes out into the world to do their work, whatever that may be.

Role of the Priest

Priests are often religious leaders of communities. They are often the closest link to divine influence of a deity. Locals call upon the priest to perform blessings, give advice, confess sins, or pass judgments. Quite often a priest is called to serve as healer as well.

The priest's prayers call favors from their deity to the priests. These may take the form of spells in the game rules, but are often considered blessings, curses, or boons granted by the deity. The more powerful prayers can

even perform what some may perceive as miracles.

Dark Priests

Worshippers of dark gods and darker ideology employ power and fear to gain more power and fear. Followers of dark gods were once people who probably lived good or average lives. Tired of being victims of circumstance, they turn to the promised power of dark pantheons in an effort to gain control over their own lives and the lives of others. The irony of this corruption is that it usually means this power is gained through being subject to someone more powerful.

At the heart of the dark pantheons is a lust for power. However this lust was born it usually comes at the expense of those the dark priest can overcome easily and efficiently. This selfishness is often an easy path to walk, with great rewards.

Party Role

Priests require the need of champions, guardians, and others to protect them in their journey. Priests, in return give aid through their connection to the divine. Priests are often supporters to others. They maintain this support while spreading their ideals. However, a priest is unlikely to compromise their beliefs for anyone and will not continue to travel with others who perform actions that conflict with the priest's ideology.

Character Notes

The priest is a character that fills an important role, though it is a supportive one. The priest is rarely the hero of a battle. They rarely solve the great mystery, or are intricate part of the great climax. Instead, the priest is a behind the scenes character. They are the glue that holds a group together. For that reason, they are the reason for the great successes, even if no one really knows it but the priest.

Prayer Record Sheet

Player Name:		Character Name:	
Bless Group		Bless Item	
Level: 1	Duration: 1/1 rnd fading	Level: 1	Duration: 1/1 rnd fading
Casting Time: 1	Target: Wisdom Value	Casting Time: 0	Target: DC or Damage Level
Aspect: Spirit	Range: 1/1 area	Aspect: Spirit	Range: Touch
Effect: grants boost to spiritual energy of a group (pg 168).		Effect: Grants energy to item (pg 168)	
Bless Person		Remove Spirit	
Level: 1	Duration: 1/1 rnd fading	Level: 1	Duration: Instant
Casting Time: 0	Target: Wisdom Value	Casting Time: 0	Target: Ranged Attack
Aspect: Spirit	Range: touch	Aspect: Spirit	Range: 1/1 ft
Effect: Grants a positive boost to targets spirit (pg 168)		Effect: Banish an unwanted spirit (pg 169)	
Charm		Circle of Protection	
Level: 1	Duration: 1/1 hr	Level: 1	Duration: Sustained
Casting Time: 5	Target: Ranged Attack	Casting Time: 4	Target: Width of area
Aspect: Influence	Range: 1/1 ft	Aspect: Energy	Range: 1/1 ft
Effect: Increase the disposition of a target (pg 161)		Effect: Creates a barrier of divine energy (159).	
Diagnose		Reveal Falshood	
Level: 1	Duration: Instant	Level: 0	Duration: Instant
Casting Time: 0	Target: Toughness Value	Casting Time:	Target: Effect Level
Aspect: Divination	Range: Touch	Aspect: Divination	Range: 1/1 ft
Effect: Reveal ailment (pg 153)		Effect: Used to see through illusions (pg 154)	
Name:		Name:	
Level:	Duration:	Level:	Duration:
Casting Time:	Target:	Casting Time:	Target:
Aspect:	Range:	Aspect:	Range:
Effect:		Effect:	
Name:		Name:	
Level:	Duration:	Level:	Duration:
Casting Time:	Target:	Casting Time:	Target:
Aspect:	Range:	Aspect:	Range:
Effect:		Effect:	

- Character Archetypes -

Psychic

Often hunted for their unique gifts, psychics are the secret character. Few, if any, know their true nature. Some may find them uniquely insightful while others may attribute their powers to magic. In any case the psychic can call upon great powers, though they must do so with discretion, and consequence.

Character Quest

Psychics can be anyone, anywhere. Unlike mages or priests, psychics do not gain their powers through study. They are blessed, or cursed, with their powers at birth. Few, if any college or formal training exists for a psychic. Most often, a psychic makes their way through life living a seemingly normal lifestyle. The truth of their gifts, if they are even known to the psychic, is almost always a closely guarded secret.

Psychics learn early on in life that most people fear what they do not understand. When a character begins to read the minds of people, speak to long dead spirits, or move objects without touching them, the normal populous fears the worst. Some are accused of witchcraft. Others may be accused of possession or other evil circumstances. When people fear the worst, they often do the worst.

Many psychics become runaways. Those who are able to keep their identity a secret have trouble fitting in, and eventually move on to become drifters.

Role of the Psychic

Because of the fear often associated with psychics they rarely fill a fundamental role in society using their gifts. Instead, they resort to common trades, becoming artisans, or travelers. Any professional psychic usually employ their clairvoyant powers as side-show entertainment. Others may be secret spies or informers to nobles or even kings.

Dark Psychic

Some psychics do not respond positively to the mistrust of society in regards to their power. Like many character types with strange powers, they employ their abilities in sinister ways.

These characters will often use knowledge gleaned from reading minds or incite spirits. They may spread distrust and fear. Most often their powers are used to give them a leg up on other dealings. In this capacity a psychic can often employ blackmail, intimidation, or extortion.

Party Role

Even when traveling with a group of friends the secret powers of the psychic are rarely known. Instead, a psychic may play it off as being a magician or as having a magical item. A psychic may reveal its true nature in extreme circumstances, but this is rare due to the constant fear and reproach the character has been succumbed to throughout life.

Character Notes

Playing a psychic gives characters a chance to play a character with exotic powers. However, the use of these powers has many consequences. It can lead to some interesting encounters and stories, but care must ultimately be taken.

Psychics also have a unique burden in that the character should also find a group of other skills to become proficient at. Even having a single weapon skill, or some moderate magical skill, can give the character a role to fill when using the powers of the psychic is too dangerous.

Psychics are a role-players character. Their unusual roles and difficulties are attractive to players who want a new challenge in role-playing.

- Character Archetypes -

Rogue

The rogue relies on stealth, guile, skill, and luck. The rogue is often seen as a dashing character, a treasure hunter, or a rebel. Rogues employ an array of skills that often get them into trouble, but also help them to overcome it.

Character List

Rogues may have come from poor means, or wealth. Wherever they come from, they learned their skills in order to circumvent the rules and authority. They tend to operate outside of convention, which often puts them at odds with establishments.

Role of the Rogue

The rogues greatest arsenal is skill. These skills allow the rogue to operate unknowingly. This is common in the use of stealth, but also manifests in the way rogues interact with other characters. Rogues are known for having a silver tongue. If the rogue needs something that can't be taken the rogue can often persuade someone to give them what they need.

Rogues will often employ these skills to acquire wealth. Many will also take up a cause and use their skills to help people. This is often the case in lands where tyrants or corruption are common. Rogues can use their skills to expose such people or to sabotage their operations. Because they are so difficult to find, they can often operate much more effectively than any overt or forceful attack.

A rogue's keen perception can also help them to see dangers that others would never notice. Traps, ambushes, or other trickery are hard to get past a skilled rogue.

Dark Rogues

Dark rogues use their skills for purely selfish gain. They are often thieves and assassins. They care little for the world around them and

see it simply as a menu of things they can take. A dark rogue would feel little difference from stealing food from a starving family or stealing it from a wealthy noble. Nothing really matters to the dark rogue except themselves. Friends, allies, or organizations are simply. Everyone is exploitable, and expendable.

Party Role

Rogues serve in groups well due to their wide range of skills. A rogue can get into places others might not. A rogue's stealth skill also allows them to scout effectively, help set up ambushes, or to help a party to completely circumvent dangerous encounters.

Rogues are also often great speakers for a group. Their charm can help them negotiate a group out of trouble, or to acquire things at little or no costs.

Character Notes

Rogues rely on a wide range of skills and so it can be difficult to become a master of them all. Rogues will often focus their abilities on particular skills they find more useful. For instance, although the rogue statistics presented here do not show a large focus on weapon skills, a rogue could develop to becoming a great ranged attacker, or assassin. Additionally, many other skills might be slow to develop; however, these are often skills that most other characters are lacking. So while some skills may seem pretty low initially, it does mean that the rogue at least has some mastery of it.

Rogues are not skilled fighters typically. As such they usually strike from unknown, or positions that are difficult to reach. In this way, rogues often support fighters or more martially skilled characters. This allows other characters to concern themselves with immediate threats, knowing that somewhere their rogue friend will be there to protect them from any surprises.

Appendix C

Spells

The true arsenal for characters with a magical skill is their spells. Spells allow magicians to change the fabric of the world and manipulate it to their desires. Spells also serve as some of the primary components to the enchanted and magical equipment characters may discover along their journeys.

The following lists a wide range of spells. Players can choose from these spells, or they can be used as examples for creating new spells. These spells can also be modified using the spell creation rules (on page 62).

Overall these spells serve as an example of what magicians are capable of. Spells are like recipes. They are the formulas for creating a result. Many magicians add their own ingredients to the mixture. This may manifest as one character having a slightly varied version of a spell your character may be using. It may be as simple as a light spell that creates a normal glowing white light, or another who's created light happens to be green, or as complicated as having different range and duration types.

Choosing Starting Spells

When creating a character a player can select spells and their levels by spending skill points. Spells are considered knowledge skills and so knowledge skill points can be used to purchase spells.

Players are unrestricted in the spells their created character can learn. However, the character must have skill points equal to or exceeding any purchased spell's level. For instance, a character starting with a spell casting skill at level 2 could not purchase an available spell for that skill at level 3.

Spells and Magic Skills

Spells can be used by a wide variety of skills as described in this chapter. However, in the game world spells and spell skills do not mix. This means that a spell found in a spell caster's grimoire cannot be cast using a divine magic skill, even if that same spell exists for divine spell users.

Spells are created for use through the prevailing ideology of the creator. A prayer is used to evoke divine intervention, but spell casting is a scientific manipulation of magical energies. The process for using these energies is completely different, even if the results are the same.

If a player is skilled in multiple magic skills the character cannot interchange spells. Spells must be acquired for each skill separately. These skills are also raised and purchased separately. It may be easier to treat each spell within a skill group as having a name prefixed or suffixed with the skill type used. For instance, a character skilled in spell casting and rune crafting may have an enchant item rune and an enchant item spell. Both have similar functions, but because they work differently the notation in the name change will assist the player in keeping their spells organized.

Spell List

The following list of spells is grouped by aspect. Characters can be proficient in these aspects. Having a proficiency in a spell aspect gives characters a bonus to their magical skill tests results equal to the proficiency level. Proficiency in spell aspects also reduces the casting time for spells of that aspect.

In the entries below the spell's name is a general name used to identify the spell. These names are often very different from the names the spells might have in the actual game world. You as a player may (at the Game Master's discretion) choose to identify these spells

by a different name when choosing beginning spells.

Multiple Use Spells

Many spell names have an entry that appears in parenthesis. This entry signifies that this spell must be purchased by a specific type identified within the parenthesis. For instance, the spell, Summon (Elemental) Elemental means that a character would have to purchase one of four versions of this spell (Summon Fire Elemental, Summon Earth Elemental, etc.). A character could not have a spell that summons any elemental type of the caster's choosing when casting the spell. The variation of the effect requires a different casting formula and so requires a different spell for each type.

Alteration

Alteration spells change the target on a physical level. This may be to alter an object's properties or to change its very nature.

Create Construct

Target: Toughness Value/Damage Capacity

Range: Touch

Duration: Permanent

Spell Size: 60

Effect: Dispel Target Level

Magicians are famous for being able to give objects the semblance of being alive. These constructs are part machine and part magic.

Creation of a construct requires materials. Any simple object can be made into a construct. A broom can be made to walk and sweep floors, a book that turns its own pages at a command, or even the creation of humanoid like automatons commonly called golems.

Once an object has been targeted for this spell the caster casts the spell against the object's damage capacity or toughness attribute value. If successful the caster makes the effect test to determine the strength of the energy used to control the construct. This target

level determines the target level to dispel the energy used to animate the object.

These objects can understand simple commands that require no judgment or thought. For instance, a construct can be told to destroy a target. Once the target is destroyed the construct will wait for a new command. The success level of the magic skill tests can add one extra command line per level. For instance, if a golem were created with a level 2 success then the creator may command the construct to guard a room from anyone except himself or anyone wearing a particular sign.

These constructs only obey their creator cannot be convinced to follow instructions by someone else. The construct cannot be commanded to obey another character without sacrificing one of the construct's available commands. For instance, if a construct can obey two commands and is commanded to obey another character, that character can only issue a single objective command.

Once destroyed the construct must be created all over again. If the magical bond is dispelled the construct no longer obeys any commands and for all intensive purposes is considered destroyed (even if it has taken no physical damage).

Enchant Item

Target: 10 + New Attribute Level

Range: Touch

Duration: Permanent

Spell Size: 40

Effect: Dispel Target Level

Enchanting grants a bonus to an item's particular attribute. These bonuses are magical bonuses, thus making the item magical (see **Enchanted Items on page 77**).

This spell will create the item, but does not grant the caster the ability to use the new bonus. The bonus must be learned just as with any magical item.

Once an item's attribute is enchanted it cannot be further enchanted without first dispelling the current enchantment. The target

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level for dispelling an enchantment on an item is equal to the effect test made by the enchanter at the time the item was enchanted.

Enchant Item with (Spell)

Target: 10 + Desired Spell Level

Range: Touch

Duration: Permanent

Spell Size: 40

Effect: Dispel Target Level

This spell allows a character to place a spell on an item. This will allow the character to use the item to cast the spell through the item.

Characters must first cast this spell to make the item eligible for the item. The magical skill test is made against a target level of 10 + the desired level of the spell to be placed. The spell level cannot exceed the level of the spell as the character knows it.

Once the spell is cast the character then casts the desired spell enchantment into the item just as if the spell were being cast normally. The character gets one shot at this, and if the spell fails the process must begin again.

From this point forward anyone who knows the command words can cast the spell from the item. The action level to do so is 2. Character's casting a spell from an item can only cast the spell at the level the character has attuned the item (see **Attuning Magical Items on page 78**). Once the character activates the item the spell must be cast by the user (casting and effect tests use the character's attribute and skill levels).

The effect test of the casting skill test to enchant the item is the target level to destroy, break, or dispel the enchantment.

Gills

Target: Toughness Attribute

Range: Touch

Duration: Fading 1/1 Minute

Spell Size: 13

Effect: Duration

By use of this spell a magician can grant a character the ability to breath underwater.

The target for the magical skill test is the target character's toughness value. If successful, the effect level determines the amount of time, in minutes, that the target is able to breath water. Once the effect wears off the character must leave the water, or begin to hold their breath as normal.

This spell only allows a character to breath underwater. No other element or chemical applies. Furthermore, during this time, the character cannot breathe air normally.

If a creature is targeted by this spell, such as a player's mount, it will allow the mount to breath underwater, but the creature will not know that it can do this. It is unlikely that such a creature could be led into the water or further convinced to enter the water even with the spell in place. For this reason it is advised that this spell only be used on creatures that can understand that such a spell is being cast on it, or it is likely to drown in normal air.

Graft

Target: Toughness

Range: Touch

Duration: Permanent

Spell Size: 50

Effect: Reduces Damage

Through use of this spell a character can have a new limb attached to the body. The most common use of this spell is to restore a severed limb to a character's body. However, some magicians have been known to use this spell to apply foreign appendages, such as wings or tails, to a character.

To graft a limb the spell must be cast twice; once on the target, and once on the limb. Once cast successfully the caster makes an effect test. This test is compared to the current damage level of the limb. If the effect test result is greater than the damage level then the limb is attached. The target of the spell has all the same wounds and injuries to the limb however, and the new limb must heal normally. The limb is now treated as having a compound

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fracture (see page 99). Each success level treats the specific damage as being one round lower. For instance, a success level of 1 would treat a compound fracture as a fractured bone.

Attaching a foreign limb is more difficult than attaching a normal limb. The caster must make two effect tests, one for each limb, and they both need to succeed or the target character will reject the limb. Having a foreign limb that is not part of the creature's normal anatomy, such as having a tail, does not grant the character knowledge on how to use the appendage. The character must learn a skill in order to use the limb appropriately.

This spell will only attach one limb at a time. If a character were to graft two of the same types of limbs (such as a pair of wings) then the spell would treat each of a pair separately.

Phase

Target: Toughness Value

Range: Touch

Duration: Sustained 1/1 Round

Spell Size: 10

Effect: Determines Strength

This spell allows a target to become insubstantial. To cast this spell the magician targets a character's toughness value. If successful the magician then determines the effect.

The effect of this spell determines how well the character can pass through objects. Whenever the character attempts to pass through a new object the current effect level is compared to the object's damage capacity. If the effect result is higher than the character can pass through the object. If the effect is lower than the object acts as a normal barrier to the character.

This spell can make it more difficult to hit a person physically. If someone were to attack a phased character then the effect level would be the target level to attack the character. If the character were to dodge the attack, the effect level would be added to the result.

Note that parrying and blocking do not gain any bonuses from being phased.

If a character were trapped in an object when the effect wears off then the character dies.

Poison (Attribute) Air

Target: Ranged Attack

Range: 1/1 Foot

Duration: 1/1 Minute Fading

Spell Size: 13

Effect: Area Effect

Many versions of this spell exist that effect different attributes. Each attribute target type is a different spell, and must be purchased separately.

This spell is used to create a cloud of air that poisons a character, debilitating the target attribute. The spell is cast at an area determined by the magician. Once the spell is cast the magician determines the effect. The effect level that comes into contact with any character is the target level for a toughness attribute test the character must make to resist the effect of the poison. If the victim's toughness result is lower than the spell's effect level the victim reduces the attribute determined by the spell a number of points equal to the difference in the results. The victim must make this test during each round of exposure. It is possible that the effect can reduce an attribute below zero. For information on damage to attributes on page 99).

The effect of this spell fades once the victim is no longer exposed to the poison.

Strengthen (Attribute)

Target: Toughness Value

Range: Touch

Duration: Fading 1/1 Round

Spell Size: 11

Effect: Increases Attribute Value

This spell grants a temporary bonus to the attribute associated with the spell.

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To cast the spell the magician must first touch the target. If the magical skill test succeeds the effect can then be determined.

The effect of the spell determines the bonus granted to the chosen attribute's value. This bonus affects all of the character's statistics associated with this attribute. For instance, if the spell enhanced a character's perception attribute value it will also affect any die rolled for skill tests as well as the character's perception range increment.

Weaken (Attribute)

Target: Toughness Value

Range: Touch

Duration: Fading 1/1 Round

Spell Size: 11

Effect: Reduces Attribute Value

This spell applies a temporary penalty to the attribute associated with the spell.

To cast the spell the magician must first touch the target. If the magical skill test succeeds the effect can then be determined.

The effect of the spell determines the penalty applied to the chosen attribute's value. This bonus affects all of the character's statistics associated with this attribute. For instance, if the spell weakened a character's perception attribute value it will also affect any die rolled for skill tests as well as the character's perception range increment.

Divination

Divination spells use magic to reveal things to the magician. These may be images similar to those seen by clairvoyants, or a revelation of simple or abstract truths hidden by other means either magical or otherwise.

Detect Magical Energy

Target: Touch

Range: 1/1Feet

Duration: Instant

Spell Size: 10

Effect: Divination

Magicians use this spell to reveal the amount of magical energy present on a thing.

The target for the skill test is the item's toughness value or damage capacity. If successful the character knows that a magical effect has occurred and can roll an effect test to determine what that effect may be.

The effect test is compared to the effect test of the spell being perceived. If the test exceeds the effect level of the spell the character can identify the spell and effect type. Higher success levels can grant a bonus to dispel magic skill tests to remove the effect.

Diagnose

Target: Toughness Value

Range: Touch

Duration: Instant

Spell Size: 11

Effect: Determines Effect Value Seen

Diagnose is used to reveal the nature of a character's ailment. The casting test is made against the target character's toughness value. If successful, compare the effect test against the current effect level of the ailment. Success reveals what kind of ailment affects the character. Magicians can determine if the target is affected by disease, poison, magic, etc.

This spell cannot reveal the source of the infliction. Players can apply the success level of the effect test to any first aid or other healing test.

Reveal Falsehood

Target: Effect Level

Range: 1/1 Foot

Duration: Instant

Spell Size: 10

Effect: Area Effect

This spell is used to see through illusions or false images created through psychic or magical means.

The caster makes a ranged skill test to cast the spell in the area with the images to be dispelled. Compare the effect result of the spell to the current effect level of any false images in the area. If the effect level for the spell exceeds that of the images the images instantly vanish.

Scry Event

Target: Special (see below)

Range: Touch

Duration: Sustained

Spell Size: 23

Effect: Divination

By use of this spell a magician can see past events that took place around an object. In order to cast this spell the magician must be holding an object from the event that the magician wishes to witness. Furthermore, the magician must know the time frame of the event before casting.

The casting skill test is made against a target level based on the relation of the object to the event. Objects directly related to the event, such as an object that caused, or was the focus of the event, have a target level of 8. Each degrees of separation from the object to the actual event increase the target level by 3. For instance, an object worn by a person involved in the event may have a target level of 11 if the person was the focus of the event. However, if the person used the focus of the event the target level for using the worn item would be 14.

The effect test result determines the time witnessed in minutes. For instance, if the effect test were five then the only five minutes

of the event would be witnessed. This always shows the most dramatic or involved moment of the event. The time determined by the effect test result is divided evenly between images before, during, and after. For instance, an event may have lasted for several hours, however, the climax of the event last for two minutes. If an effect result were 10 then the character could scry 4 minutes before the event, the 2-minute event, and 4 minutes following the event.

Scry Location

Target: Special (See below)

Range: Touch

Duration: Sustained

Spell Size: 12

Effect: Divination

By use of this spell a magician can see events as they are taking place at a specific location. In order to cast this spell the magician must be holding an object from the location that the magician wishes to witness.

The casting skill test is made against a target level based on the relation of the object to the location. Objects directly related to the location, such as an object that is a focus of the location, or a point of importance or power, have a target level of 8. Each degrees of separation from the object to the actual focus increase the target level by 3. An alter stone upon which rests a religious totem may have a target level of 11 while an item from the general surroundings would be a target level of 14 or higher.

The effect test determines the strength of the caster's ability to see through magical or psychic barriers to prevent scrying. The effect test will also determines the length of time the location can be witnessed once the caster ceases to concentrate on the spell.

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Scry Person

Target: Special (See Below)

Range: Touch

Duration: Sustained

Spell Size: 13

Effect: Divination

By use of this spell a magician can see events taking place around a person as they are occurring. In order to cast this spell the magician must be holding an object belonging to the person that the magician wishes to witness. Furthermore, the magician must know the time frame of the event before casting.

The casting skill test is made against a target level based on the relation of the object to the person. Objects directly related to the person, such as a lock of hair or a sample of blood has a target level of 8. Each degrees of separation from the object to the actual event increase the target level by 3. For instance, an object worn by the person may have a target level of 11. However, if the person used the object, such as a weapon, the target level would be 14.

The effect test determines the strength of the caster's ability to see through magical or psychic barriers to prevent scrying. The effect test will also determine the length of time the location can be witnessed once the caster ceases to concentrate on the spell.

Elemental

These spells are powered by the elemental forces found in nature. They may be in some small part manipulation or alteration type spells, but their focus on these elemental energies and how they are applied give them a realm of focus all their own. Elemental spells use the natural world to change the natural world, rather than using magic as an outside manipulator.

Blaze

Target: Toughness Value

Range: Self

Duration: Fading 1/1 Round

Spell Size: 12

Effect: Area Effect 1/1

This spell causes an inferno to ignite around the caster. The inferno does not cause harm to anything worn or held by the caster during the casting. However, during the effect duration the character is treated as being on fire. The strength of the fire is determined by the effect test result. The heat from the flames radiates outward. Anything that comes into nearby contact with the character (within the area of effect) will take damage from the fire, including allies or other objects.

The fire is elemental fire. It is magical in nature in that it can be dispelled. It can also be drowned by water or other things that deny the flames oxygen. However, oxygen is the only fuel needed by the fire. Any additional fires caused by the magical blaze are considered standard fires and cannot be dispelled and do consume fuel normally (i.e. wood will burn away).

Frost Shards

Target: Ranged Attack

Range: 1/1 feet

Duration: Instant

Spell Size: 10

Effect: 1/1 Spread

Magicians can use this spell to freeze the moisture in the air into daggers of ice that hurl towards the target. In extremely dry conditions the magician may have to supply water, such as from a flask.

The skill test result is made as a ranged attack test. The water nearest the caster's hand is frozen and propelled as the magician flings a hand in an arc, much like flinging water from the fingertips. The water freezes into shards which spread from the magician to damage targets. The effect test determines how many shards and their strength. Any character caught

within the area of effect is damaged from the shards. A character can defend against the shards by dodging, using cover, or applying a shield.

Ignite

Target: Toughness Value/Damage Capacity

Range: Touch

Duration: 1/1 round

Spell Size: 8

Effect: Sets an object on fire

The magician can use this spell to ignite an object with the touch of a finger.

The casting skill test is made against the object's toughness value or damage capacity. The effect level determines the intensity and size of the conjured flame. The higher the effect test result is the more powerful the initial flame. The effect test only determines the initial flame on the ignited object. If the fuel source is greater or less than the initial ignition the flame's effect can vary accordingly. For instance, if a character lights a torch with an effect level of ten the effect will wear down until it reaches the torches normal effect level.

The magician can ignite the flame at a lower level. For instance, the magician does not have to use a full effect test to ignite a candle, which could result in consuming the candle instantly. The player simply declares that the character only wants to use enough energy to accomplish a task and the desired effect level will be used.

Incite (Element)

Target: Ranged Attack

Range: 1/1 Foot

Duration: Sustained

Spell Size: 12

Effect: Area 1/1 Foot

This spell is used to cause an element to become more active. For instance, the magician can cause the earth in an area to shake, or a shallow pool to ripple and splash. The casting skill test is made as a ranged attack. If successful, any instance of the element in the area of

effect will become agitated. The extent of the agitation depends on the effect test result.

The effect result determines the effect the agitated element has to anyone nearby. The effect result is used as a target level for overcoming difficulties within the element. For instance, if a character were rowing a boat across a river suddenly agitated by this spell then the character would have to make a watercraft skill test against the effect level to keep from tipping over. The exact effect of the agitation, and how it relates to the characters around it, is determined by the Game Master.

This spell can only be bought for a single element. This spell can be learned for each element separately, but is always considered a separate spell for each element.

Quell (Element)

Target: Ranged Attack

Range: 1/1 Foot

Duration: Sustained

Spell Size: 12

Effect: Area 1/1 Foot

This spell is used to cause an element to become calm. For instance, the magician can cause an earth tremor to settle, or a violent wind to soften. The casting test is made as a ranged attack. If successful, any instance of the element within the area of effect settles if aggravated. The extent of the quelling is determined by the effect test result.

The effect result determines the reduction of the modifiers or effect levels of the aggravated element. For instance, if the spell were cast on a bonfire then the effect of the bonfire would be reduced by the spells effect. If the effect result exceeds the target's effect result or modifier then the element is completely quelled or dispersed (fire is snuffed out, water settles, etc). If the element is not completely quelled, or an outside aggravator is persistently inciting the element it will regain its former strength as the spell fades. For instance, a magician may cause the waves formed during a storm to stop, but if the storm

continues after the duration of the spell the waves will rise back up again.

This spell can only be bought for a single element. This spell can be learned for each element separately, but is always considered a separate spell for each element.

Rock Wall

Target: Area of change

Range: Touch

Duration: Permanent

Spell Size: 40

Effect: Determines wall strength

This spell is used to cause the earth to rise up from the ground. This can be used to form columns, walls, barricades, etc.

The casting skill test is made against a target level equal to the amount of rock, in cubic feet, that is raised. The earth rises up at the point where the magician touches. The overall shape of the wall can be roughly controlled. The shapes must be geometrically simple, and cannot have fine or small details. The rock is solid and cannot be made to have windows, slits, or doorways.

The effect test determines the damage capacity of the wall.

Soften Earth

Target: Range Attack

Range: 1/1

Duration: Fading 1/1 Round

Spell Size: 26

Effect: Area of effect.

Soften earth turns an area of rock or solid earth into a soft and pliable mud-like substance. Anything supported by the earth sinks into the mud. The mud can be pushed through; however characters must make a strength test (7) to do so.

The skill test is treated as a range attack test. Once cast the effect determines the cubic footage of rock that is transformed. The area can be any simple shape or depth so long as the total cubic feet do not exceed the effect test result.

Anything submerged in the softened rock cannot breath and is in danger of suffocation (**see page 105**). Submerged characters cannot "swim" through the mud to escape to the surface. However they can be pulled out or climb out if they find sufficient means to do so. Escaping from being submerged by this spell requires a strength test (10).

Summon (Element) Elemental

Target: Target Wisdom Level

Range: 1/1 foot

Duration: Instant

Spell Size: 10

Effect: Summons an Elemental Spirit

This spell allows a character to summon forth an elemental being of the chosen element.

In order to cast this spell the character must be close to the natural form of the element. For instance, to summon a fire elemental the caster must be close to a fire. The size of the element directly relates to the maximum strength of the elemental being summoned. Therefore, using a small glass of water may yield a small and weak elemental spirit, while the ocean will allow the summoning of a large and powerful elemental. The will of an elemental is directly related to its size. Therefore casters should be careful in the elemental they are summoning.

The casting skill test is made against the elementals wisdom value. If successful the caster then rolls effect. The effect test result determines the strength of the summoning. The stronger the summoning the more difficult it is for the elemental to resist the summoning or to break free from it if it so tries.

At any time during the summoning the elemental can attempt to break the hold of the summoning. If it succeeds the elemental usually flees back into its element. Some, however, may seek to harm the summoner, or to escape out into the world to do harm or for any other number of reasons (fire elementals are notorious for this).

- Spells -

A summoned creature is by no means bound to follow orders. However, magicians can make bargains with summoned beings. For instance, a summoned elemental could be offered freedom from the summoning in exchange for some favor. It is solely up to the elemental to determine the value of its freedom. Many often resent being summoned and may rebel simply out of spite.

Winds

Target: Ranged Attack

Range: 1/1

Duration: Sustained

Spell Size: 16

Effect: Spread

Casting this spell enables a magician to summon forth a fierce wind from their outstretched hands. This is done sometimes to disperse foul or poisonous gasses, or to knock opponents off their feet, or even to hamper ranged attack tests.

This spell is cast as a ranged attack test. Anyone caught in the area of effect will have to make a strength test against the effect level or be knocked down. The difference between the effect test and the victim's strength test determines how far away from the caster the character falls. If there are any foul or harmful gasses in the area of effect the effect level reduces the current effect level of these gasses.

Any character trying to make a ranged attack that passes through the winds is subject to being altered by the winds. Reduce the attack test result by the effect level of the winds. If the shot misses determine the possible scatter by eliminating any direction on the side of the diagram that matches the direction from which the spell is cast (see Scatter on page 119).

Energy

Energy spells use magical energy to shape, change, or alters magical energy. In all energy spells both the target and the channel are

magical energy. These spells use magic in its most pure form.

Armor of Magic

Target: Armor Class Desired

Range: Touch

Duration: Fading 1/1 minute

Spell Size: 14

Effect: Creates magical armor

This spell allows the magician to create a magical replication of armor on a target. The skill test is made against a target level equal to the armor class of the magical suit plus the suit's protection level. If successful, the effect test determines the armor's damage capacity.

This spell is usual made to replicate existing armor, however, it is possible to simply create the suit based on the test results. For instance, if the skill test result is 8 then the result is split evenly between the armor class and protection level. If the number is an odd number then the extra point is given to the protection level.

Magical armor does not have any stealth or initiative penalties, and makes no noise. The armor is an invisible energy field that surrounds the character like clothing.

Once the armor's damage capacity falls to zero the armor vanishes.

Circle of Binding

Target: Width of area

Range: 1/1 foot

Duration: Sustained

Spell Size: 15

Effect: Creates energy field barrier

This spell creates a barrier around a drawn or otherwise outlined or distinguished shape. Any thing caught within the circle cannot escape unless they can overcome the spell.

Like all circle spells, this spell requires that its shape be defined. This is usually done by chalk, paints, or some other substance to mark the perimeter of the circle.

The skill test is made against the width of the circle's widest point in feet. If success-

ful the effect test determines the strength of the barrier.

The barrier can not be broken until the spell ends. However, a creature caught within can try to force their way through the barrier. This requires a wisdom test against the current effect level of the spell. If successful, the creature can free itself. It cannot bring any other creature with it through the barrier. If it chooses to re-enter and can do so freely. However, to exit again a new wisdom test must be made.

Circle of Protection

Target: Width of area

Range: 1/1 foot

Duration: Sustained

Spell Size: 15

Effect: Creates energy field barrier

This spell creates a barrier around a drawn or otherwise outlined or distinguished shape. Any thing outside the circle cannot enter unless they can overcome the spell.

Like all circle spells, this spell requires that its shape be defined. This is usually done by chalk, paints, or some other substance to mark the perimeter of the circle.

The skill test is made against the width of the circle's widest point in feet. If successful the effect test determines the strength of the barrier.

The barrier can not be broken until the spell ends. However, an outside creature can try to force their way through the barrier. This requires a wisdom test against the current effect level of the spell. If successful, the creature can enter. It cannot bring any other creature with it through the barrier. If it chooses to exit the barrier it and can do so freely. However, to enter again a new wisdom test must be made.

Counter Spell

Target: Ranged Attack

Range: 1/1 foot

Duration: Instant

Spell Size: 8

Effect: Cancels target's spell

This spell allows a character to unravel any spell known by the caster but cast by another character. This spell can only counter spells of the same type (i.e. song magic spells cannot counter divine magic skills).

To cast the spell the magician must declare which spell is being cast. The skill test is made as a ranged attack against the target magician. If successful, the effect test can reduce the target magician's effect test result. The effect test is compared to the effect of the target magician's spell. However, this test is modified by the difference at which the two magicians know the spell. If the caster's skill level in the target spell is higher than the target magician's spell level the effect test is raised by the difference. If the target magician's spell level is higher then the casting magician's target level is lowered by the difference.

This spell can only be cast while the target is casting the spell to be countered. The spell does not remove effects that are already in place, or undo spells that have been completed.

Dispel Magic

Target: Intelligence value + skill level

Range: 1/1 foot

Duration: Instant

Spell Size: 12

Effect: Reduce magic energy in area

Dispel Magic allows a caster to remove the effects of a spell. The spell works by unraveling each thread of the magic holding the effect together. This requires the magician to identify the channel and effect used in the spell. The spell casting skill test is made against the target spell caster's intelligence value, plus the spell casting skill levels used to cast the spell.

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If the casting skill test is successful the effect test reduces the current effect level of the target spell.

Dispel magic is used on existing spells and cannot be used to unravel spells as they are being cast. The spell cannot work if the magician cannot see the spell effect or otherwise identify the magic in use. Furthermore, the casting time of dispel magic is determined by adding the level of the target spell.

Force Sphere

Target: Ranged Attack

Range: 1/1 Foot

Duration: Sustained 1/1 Round

Spell Size: 24

Effect: Area Effect 1/1

This spell creates an area of magical energy that surrounds the target. This area reduces the damage or effect of any item or spell that enters the sphere by the spells effect result.

The skill test is made as a ranged attack test (no test is necessary if the caster touches the target or cast the spell on him/her self).

Anything caught within the force sphere is pushed away. Additionally, anyone attempting to enter the area of effect must push through it. To resist this spell, or push through it, a character must make a successful strength test against the current effect level each round. Characters pushing their way through must do so at each effect increment. If a strength test exceeds the total of multiple effected increments then the character can pass through that many. For instance, if the first range increment is 1, and the next is 6 the character can push through ten feet on a strength test of 11 or more.

Levitation

Target: Ranged Attack

Range: 1/1 foot

Duration: Sustained, 1/1 round

Spell Size: 12

Effect: Lifts objects

Magicians use this spell to raise an object off of a surface. The skill test is made as a ranged attack. If successful the effect result determines how high an object can be lifted in feet, minus every five pounds of weight. For instance, an effect of 15 can move a 25 pound object 10 feet, or a 50 pound object 5 feet.

The caster can move the object in the air freely. Each 5 feet of movement is equal to one action level. Characters cannot gain enough momentum to throw an object, but the spell can be cancelled and the object dropped, taking full damage from the fall.

Once the object is moved the magician can make an additional effect test so long as the spell is being sustained. Each time the object is moved the maximum ranged dictated by the effect a new result can be determined. If the effect is too low to continue lifting the object it falls from its current height.

Spell Shield

Target: Toughness Value

Range: Touch

Duration: Fading 1/1 round

Spell Size: 9

Effect: Reduces spell effects

This spell creates a shield of magical energy that can be used to block attacks. The spell casting test determines the effectiveness of the shield. Each time the character is attacked the result is compared to the casting skill test made by the magician. If the casting test result is higher than the shield has blocked the attack.

The skill test for creating the shield is done only once. The magician uses this initial result throughout the duration of the spell and does not make new casting tests each time the target is attacked.

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The effect test determines how much damage the shield can take before its effect expires. Once the effect has been reduced to zero the shield dissipates.

Wave Force

Target: Ranged Attack

Range: 1/1 foot

Duration: Instant

Spell Size: 16

Effect: Spread

This spell causes a wave of magical energy to spread from the caster's outstretched hand to knock down and possibly damage targets.

The spell is made as a ranged attack. Any objects caught in the area of effect must make a strength test against the effect test result or are knocked down. The distance the objects fall is equal to the difference between the strength test and the spell's current effect level. Additionally, targets who fail their test take damage equal to the failure level of the strength test.

Influence

The spells of the influence aspect use magic to convince a target to do the bidding of the caster. These spells deal directly with changing the mental state of a target, and so are useless against inanimate, unthinking objects. However, their use on the thinking can be profound.

Befuddle

Target: Ranged Attack Test

Range: Target

Duration: Fading 1/1 round

Spell Size: 11

Effect: Determines target level to think.

This spell is used to weaken the mental state of a target. The spell casting test is made as a ranged attack test. The spell then forces confusing images and thoughts into the target that basically jumble the messages in the brain, leaving the target confused.

The effect test determines the target level for the target to overcome this confusion long enough to complete a task. If the target wishes to take any action the target must make a wisdom test against the effect level, plus the action level of the task being attempted. If the target fails then the target takes no action. Resistance attempts have an action level of 2.

Call (Creature Type)

Target: Intelligence Value

Range: 1/1 Mile

Duration: Sustained 1/1 minute

Spell Size: 32

Effect: Compels a creature to come to you.

This spell is used to summon nearby animals of the type dictated by the spell.

The casting skill test (reduced by ranged increments) is compared to the intelligence value of any creature of that type in the area. If the casting skill test result is higher than the creature hears the call. The effect test is compared to the wisdom value of the creature to determine if they obey.

Called creatures can come to the caster who called them, but that does not mean they will obey the caster's commands. Some care should be taken by casters when creatures are called. Most wild creatures will not understand speech or gestures and so cannot normally be convinced to do things for the caster.

Pharm

Target: Ranged Attack

Range: 1/1 foot

Duration: 1/1 hour

Spell Size: 16

Effect: Improves Target Disposition

Magicians use this spell to increase the disposition or loyalty of a creature.

The casting skill test is made against arranged attack test. If successful the character compares the effect test result to the target's wisdom value. If the test result is higher the target's disposition increases by one level.

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Higher success levels can be applied to this result as well.

Fear

Target: Ranged Attack

Range: 1/1 foot

Duration: 1/1 minute

Spell Size: 13

Effect: Compels target to flee.

This spell is used to convince a target to flee. The casting skill test is made as a ranged attack test. If successful, the effect level determines the target level for the target to resist the fear. If the target fails the test then the target flees the area and will not return to within sight of the caster until the effect has worn off or is dispelled.

The target can attempt to resist the effects of the spell every 2 rounds. If the spell is resisted, the character will not flee, but does not engage the caster aggressively. If the resistance has a success level of 1 then the target will behave normally, however, each aggressive action made against the caster suffers a 3-point penalty to test results. If the success level is 3 or higher the target is not effected by the spell at all and will behave normally with no penalties.

Incite Group

Target: Ranged Attack

Range: 1/1 foot

Duration: 1/1 round

Spell Size: 16

Effect: Area Effect

This spell is used to provoke a group of people to some action. This act may be violent or not, but it is always passionate.

The casting skill test is made as a ranged attack test. If successful, the effect test determines the target level for any creatures in the area of effect to resist the words of the speaker. The creatures must be able to understand the speaker and hear what is said.

The speaker can then goad the crowd into action. This spell is often used to start ri-

ots, give birth to rebellions, or to simply gather the courage for a group to act when they feel overwhelmed.

Incite Person

Target: Ranged Attack

Range: 1/1 foot

Duration: Fading 1/1 round

Spell Size: 11

Effect: Influences target to action.

This spell is used to provoke a person to some action. This act may be violent or not, but it is always passionate.

The casting skill test is made as a ranged attack test. If successful, the effect test determines the target level for the target to resist the words of the speaker. The target must be able to understand the speaker and hear what is said.

The speaker can then goad the individual into action. This spell is often used to start riots, give birth to rebellions, or to simply gather the courage for a group to act when they feel overwhelmed.

Sedate Creature

Target: Toughness Value

Range: Touch

Duration: Fading 1/1 Round

Spell Size: 11

Effect: Influences a target to be calm.

This spell is used to calm a person.

The skill test is made against the target's toughness value. The effect test result is the target level for the target to resist the calming. The target has no choice but to resist the spell. A target cannot voluntarily accept the effect.

If the target is under the influence of another spell or psychic power the effect test is compared to the current effect level of this influence. If successful the spell or power is dispelled. However, the target is still more than likely to continue its current course. A second casting of this spell can be used to stop the action.

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If the creature is not currently aggravated, or is in an otherwise normal frame of mind, this spell can be used to make the creature lethargic or sleepy. If the target fails the resistance test the target finds the nearest comfortable place to relax and rests. If the effect success level is one or more it is likely the person will fall asleep.

Sedate Group

Target: Ranged Attack

Range: 1/1 foot

Duration: 1/1 round

Spell Size: 16

Effect: Area Effect

This spell is used to calm a group of creatures.

The skill test is made as an area attack. The effect test result is the target level for anyone in the area of effect to resist the calming. The targets have no choice but to resist the spell. A target cannot voluntarily accept the effect.

If the targets are under the influence of another spell or psychic power the effect test is compared to the current effect level of this influence. If successful the spell or power is dispelled. However, a target is still more than likely to continue its current course. A second casting of this spell can be used to stop the action.

If any of the targets are not currently aggravated, or are in an otherwise normal frame of mind, this spell can be used to make the creatures lethargic or sleepy. If the targets fail the resistance test the targets find the nearest comfortable place to relax and rest. If the effect success level is one or more it is likely the target will fall asleep.

Tame (Creature Type)

Target: Ranged Attack

Range: 1/1 foot

Duration: 1/1 minute

Spell Size: 13

Effect: Influence a target to be passive

This spell is used to make a creature feel that the caster is not an enemy.

The casting skill test is made as a ranged attack test. If successful, the effect level determines the target level for the creature to resist the spell. If the target fails, its disposition raises one level to a maximum of neutral (0). The creature will continue to believe you are not an enemy (or food) for as long as the caster does not provoke or aggravate the creature, either by attacking or in any other way giving the creature a reason to distrust the character.

Tamed creatures can be charmed or interacted with in an effort to befriend them. However, this spell does not make the creature a friend. It only makes an aggressive creature take a neutral attitude towards the caster.

Light

These spells manipulate light. The most common use of light spells is in illusions and other false imagery as well as to change the strength of light. These spells can create light from nowhere, or disperse it, leaving a place cloaked in darkness.

Darken

Target: Ranged Attack

Range: 1/1 foot

Duration: 1/1 round

Spell Size: 13

Effect: Creates an area of limited light

This spell creates an area of magical darkness. The casting test is made as a ranged attack test. The effect increases the visibility penalty for low light in the area. This spell can be used to counter magical light as well as natural.

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Any light source has its effective range reduced by the spell effect as well. Therefore, the light from torches, lanterns or other means may be reduced or useless within the spell's effect. Once the light source is brought outside of the area of effect the light resumes normally.

Lighten

Target: Ranged Attack

Range: 1/1 foot

Duration: 1/1 round

Spell Size: 13

Effect: Creates an area of light

This spell illuminates an area with magical light. The casting test is made as a ranged attack. The effect decreases the visibility modifier for low light conditions. This spell can be used to counter magical darkness, but does not reduce modifiers caused by rain, snow, fog, or other effects other than lighting and shadow.

Flash

Target: Ranged Attack

Range: 1/1 foot

Duration: Instant

Spell Size: 12

Effect: Creates a sudden flash of light

This spell creates a sudden and blinding flash at the target location. The effect test determines the number of rounds by which any creature within the area of effect is blinded. Blinded creatures have all tests requiring site reduced by the effect level. Toughness can resist or reduce this modifier, but must be made immediately after the effect is determined and has an action level of 2.

The darker the area is previous to the flash the more damaging this effect can be. Apply the visibility modifier inflicted from the low light conditions and apply this to the effect test.

Characters that shield their eyes in the round before the spell is cast, and who shield their eyes in the effect round, do not suffer the effect of this spell. Likewise, blind or creatures

that do not have sight or eyes are immune to this spell.

Glow

Target: Toughness Value / Damage Capacity

Range: Touch

Duration: 1/1 minute

Spell Size: 10

Effect: Makes an object glow

Magicians use this spell to make an object glow with a magical light.

The spell casting skill test is made against the toughness value or the damage capacity of the object or creature. The effect test determines the effect of the light that radiates from the target.

The light is a magical light and can be dispelled. The light gives off no heat and is useful when traditional light sources, such as torches or lanterns, are dangerous or useless.

False (Image)

Target: Ranged Attack

Range: 1/1 foot

Duration: Sustained, 1/1 round

Spell Size: 12

Effect: Creates a fake image.

False Image creates an illusionary image defined by the spell name. These images can move, but do not speak or make sound. They have no physical substance so they cannot damage objects or be damaged.

The casting skill test is made as a ranged attack test. The effect test determines how believable the image is. The effect level, minus the created images object size, is the target level for wisdom tests made by perceivers to notice that the image is a fake. Furthermore, each time that the creature interacts with the object it is granted a 3-point bonus to this test.

This spell can be used to conceal objects. The effect test is applied to any stealth or camouflage tests made to conceal objects that are hidden behind the false object.

Sparkler

Target: Ranged Attack

Range: 1/1 foot

Duration: Fading 1/1 round

Spell Size: 17

Effect: Causes sparks to flash in area.

Sparkler causes several small bursts of light to explode randomly around a target. These sparks are harmless, and can be made to be quite beautiful. Aside from being an entertaining novelty, this spell does have some practical use.

The casting skill test is made as a ranged attack. The effect test determines the size and strength of the bursts. Any creature caught within the area of effect will be distracted by the bursts. The effect test result is made against any tests made by creatures in the area of effect. Creatures can resist or reduce the effect by making a wisdom test. This test has an action level of 2.

These sparkles do no physical or magical damage and are effectively harmless. However, the constant flashing from unpredictable positions tends to be jarring. Magicians have been known to use this spell to create firework-like light shows where the spell is cast in a safe area, so as not to frighten an audience.

Camouflage

Target: Toughness Value

Range: Touch

Duration: Fading 1/1 round

Spell Size: 10

Effect: Bends light around target

This spell bends light around a target so that it blends in with the background.

The casting skill test is made against the target's toughness attribute value. The effect result of the spell determines how well the target is concealed by the spell. The effect result is added to any stealth tests to hide or conceal the object.

The target can move, however, the effect is reduced by 3 points for each action

taken. Furthermore, each movement requires the character to re-roll the stealth skill test.

This spell only conceals the image of the character, not sound or movement. It is still possible to see the image if a creature looks hard enough. The concealment is also useless against creatures that use sense to track targets. Water further inhibits the ability to hide, as the water simply washes over the target, leaving an outline of wetness that will take the shape of the target. The spell will conceal anything the target is wearing. If the target is touching multiple creatures the test result must be compared to each creature separately. The effect test result is the same for all joined creatures.

Manipulation

These spells use magical energy to control objects. These spells do not change the nature or physical fabric of a thing, though they may change its shape or bend it to the caster's will.

Fog

Target: Ranged Attack

Range: 1/1 Yard

Duration: Fading 1/1 Minute

Spell Size: 20

Effect: Creates fog in an area

This spell causes the air to moisten and chill, causing a fog to form and inhibiting visibility.

The skill test is made as a ranged attack test. The effect result determines the density of the fog. Any detection tests, including to smaller extent scent and sound, are reduced by the effect. Visibility is modified by the full effect level. However, sound and scent are only modified by half this modifier.

The fog itself is natural. Fire and warmth will dissipate the fog normally, as will winds and time.

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Hold

Target: Ranged Attack

Range: 1/1 foot

Duration: 1/1 round

Spell Size: 11

Effect: Prevents a target from moving.

Hold will paralyze an object, preventing it from moving or taking any action. Bound creatures can still speak and breath. Furthermore, the creature's senses still function normally. However, the creature cannot make normal detection tests, as their head cannot move around.

The skill test is made as a ranged attack. The effect result determines the reduction to all movement based attributes (speed, strength, and toughness. All of these attributes are equally reduced.

This spell can also be used to hold objects fast as well. Anyone trying to manipulate the object must make a strength test against the effect level to do so.

Magic Hand

Target: Ranged Attack

Range: 1/1 foot

Duration: Sustained

Spell Size: 11

Effect: Manipulates an object.

This spell is used to move or manipulate objects.

The casting skill test is made as a ranged attack test. If successful the object can be manipulated as though the caster were directly touching it. Any resistance is compared to the effect result. If the effect result is higher than the resistance then the object is manipulated as the caster wishes.

A caster can only manipulate one piece of an object at once. Each manipulation has an action level equal to the action level used if the magician were moving the object by hand.

Puppeteer

Target: Ranged Attack

Range: 1.1 foot

Duration: Sustained

Spell Size: 13

Effect: Manipulates a target

This spell is used to control the actions of a target.

The casting skill test is made as a ranged attack test. The effect result is the target level to resist the spell. If the target cannot resist the action the magician can manipulate the actions of the target, causing to walk where the caster wishes, draw a weapon, etc. The caster cannot make the target speak, or stop the character from speaking.

The caster can make the target attack. To do this the caster uses makes new effect die rolls for both the attack and damage rolls. These rolls are independent of the initial effect roll and do not replace this roll for any resistance tests except those made to directly resist that attack. If the target is caused to attack something the target attack skill test and damage tests made under this control can be resisted freely. To resist, the target makes a strength test and reduces the attack and damage test results by the result.

This spell must constantly be maintained to work. There is no fading duration to this spell. As such, if the spell is ever broken or stopped the target immediately regains full control of itself.

Vines

Target: Ranged Attack

Range: 1/1 foot

Duration: Instant

Spell Size: 14

Effect: Manipulates nearby vegetation

This spell allows the character to cause plant life to form into vine-like ropes.

The casting skill test is made as a ranged attack. The effect determines the strength of the vines. These vines can be made to form walls, trip lines, or to inhibit move-

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ment. Once they initially form they cannot be controlled.

The strength of the vines is equal to the effect level, subtracted by their length. The caster can cover the area of effect with multiple vines or create a single vine equal to the width of the area of effect. If the vines are used as ground cover any object trying to pass through must first remove the vines.

The vines are not magical. They are a magical manipulation of living plants. The effect cannot be dispelled.

Whisper

Target: Ranged Attack

Range: 1/1 foot

Duration: Instant

Spell Size: 9

Effect: Sends a message to target.

Whisper allows a character to speak to a target within line of sight without shouting. In fact, the message can be spoken as a whisper, and the target could hear it as though it were spoken directly into the ear, even if the caster is several feet away.

The skill test is made as a ranged attack. The effect test determines the length of the message sent. The message must be predetermined during the casting and cannot be changed during the effect. This means that it is possible for a phrase to only be sent partially. For instance, if the caster selected a 5 word phrase, but the effect result was only a 3 then the target will only hear the first three words.

It is possible that other characters nearby may hear the statement as it is sent or received, but only if the word is spoken at a volume that would allow it to normally be heard. For instance, if a phrase were whispered another character would have to be ear to ear with the target to hear the phrase.

This spell only allows the caster to send a message, not receive on. However, the target is free to cast their own whisper spell (if they know or have access to the spell).

Spirit

The spells of the spirit aspect deal with the energies of the living, dead, and the divine. Characters focusing in spiritual magic are often hailed as priests or clerics when these spells are used to help people. Those who often follow a darker path in this aspect are often accused of being witches, necromancers, or warlocks.

Animate Corpse

Target: Toughness Value

Range: Touch

Duration: Permanent

Spell Size: 50

Effect: Gives a corpse life.

This spell grants a dead thing the semblance of life by infusing it with random spiritual energy.

The casting skill test is made against the target corpse's toughness value. If the test succeeds the corpse is brought to life. The exact nature of this new creature is determined by the condition of its body at the time of the casting. The spell does not repair any damage to the corpse. Furthermore, there is no actual spirit within the body, only random spiritual energy, which is usually tainted by mad or insane spirits. This energy is however bound to the caster of the spell, who is a kind of master for the creature now created.

The creature usually has very little sentience. It can understand basic commands, but is usually guided by a need to feed or destroy life (a side effect of the spiritual energy most likely). The effect test determines the strength of the command the caster has over the corpse, which can only resist this influence once. This is usually done at the initial casting of the spell, where the newly risen corpse immediately attempts to feed on the nearest living flesh. The corpse makes a wisdom test against the effect result. If it succeeds, the corpse will immediately attack the caster of the spell (who is probably still touching it as it has just finished casting the spell). If the test fails the

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creature will remain the magician's servant. However, it will always attempt to attack and kill any living creature caught within its senses unless deliberately ordered not to do so by the caster.

Bless Group

Target: Wisdom Value

Range: 1/1 Area

Duration: Fading 1/1 Round

Spell Size: 12

Effect: Attribute Bonus

This spell grants a positive boost to the spiritual energy of anyone within the area of effect.

The skill test is compared to the wisdom values of all characters within range of the caster. If the test exceeds the target level the effect result is used to determine the bonus granted by the spell. The effect result is added to all skill tests made by any individual in the group throughout the duration of the spell.

Bless Item

Target: Damage Level or Capacity

Range: Touch

Duration: 1/1 round fading

Spell Size: 9

Effect: Attribute bonus

This spell infuses an item with positive spiritual energy. This grants the item a bonus based on the effect level.

The skill test is compared to the damage level or damage capacity of the item. If the test exceeds the target level the effect result is used to determine the bonus granted by the spell. The effect result is added to all skill tests made by any individual using the item specifically for that test. For instance, a blessed sword will have the bonus applied to attack, damage, and parry tests.

Bless Person

Target: Wisdom Value

Range: Touch

Duration: 1/1 Round

Spell Size: 11

Effect: Grants Attribute Bonus

This spell grants a positive boost to the spiritual energy of a person.

The skill test is compared to the wisdom value of the target character. If the test exceeds the target level the effect result is used to determine the bonus granted by the spell. The effect result is added to all skill tests made by the target throughout the duration of the spell.

Curse Group

Target: Wisdom Value

Range: 1/1 Foot Area

Duration: 1/1 Round

Spell Size: 12

Effect: Applies Attribute Penalty

This spell applies a negative penalty to the spiritual energy of anyone within the area of effect.

The skill test is compared to the wisdom values of all characters within range of the caster. If the test exceeds the target level the effect result is used to determine the penalty applied by the spell. The effect result is subtracted from all skill tests made by any individual in the group throughout the duration of the spell.

Curse Item

Target: Damage Level or Capacity

Range: Touch

Duration: 1/1 round fading

Spell Size: 9

Effect: Attribute Penalty

This infuses an item with negative spiritual energy. This grants the item a penalty based on the effect level.

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The skill test is compared to the damage level or damage capacity of the item. If the test exceeds the target level the effect result is used to determine the penalty applied by the spell. The effect result is subtracted to all skill tests made by any individual using the item specifically for that test. For instance, a blessed sword will have the penalty applied to attack, damage, and parry tests.

Curse Person

Target: Wisdom Value

Range: Touch

Duration: 1/1 Round

Spell Size: 11

Effect: Applies Attribute Penalty

This spell applies a negative penalty to the spiritual energy of person.

The skill test is compared to the wisdom values of the target character. If the test exceeds the target level the effect result is used to determine the penalty applied by the spell. The effect result is subtracted from all skill tests made by the target throughout the duration of the spell.

Remove Spirit

Target: Ranged Attack

Range: 1/1 foot

Duration: instant

Spell Size: 10

Effect: Causes spirits to flee.

This spell is used to banish an unwanted spirit from an area or thing.

The skill test is made as a ranged attack test. Any spirits within the area of effect must make a wisdom test against the effect level. If the test fails the spirit must leave immediately. The spirit may attempt to return to the area or thing at a later time, but most usually abandon the area forever.

Summon Spirit

Target: Ranged Attack

Range: 1/1 foot

Duration: Sustained

Spell Size: 12

Effect: Calls forth nearby spirits.

This spell allows the caster to call a spirit to the caster.

The casting skill test (reduced by ranged increments) is compared to the intelligence value of any spirit in the area. If the casting skill test result is higher than the spirit hears the call. The effect test is compared to the wisdom value of the spirits to determine if they obey.

Summoned spirits can manifest to the caster who called them, but that does not mean they will obey the caster's commands. Some care should be taken by casters when spirits are called. The caster does not have direct control over which spirit is called unless the character can call a spirit by name. Even then, the mental stability of the spirit is always in question.

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