AMALGAM
Role~Play System

World of Terrabia
Rulebook

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Introduction

In recent years, it has become a sort of trend to revise favorite game systems and create retro-clones of that system. Just to clarify, this is not a revision of another role playing system, nor is it a retro-clone. These rules have been designed for the purpose of running a simple yet effective role playing game. They were developed over a long period of time to fit the tastes and requirements of a group of gamers who had not been exposed to any other RPGs besides those found on gaming consoles. Intended for fantasy setting, these core rules will cover the basics of Character Generation, role playing, and game moderation. I hope you will enjoy the world that has come out of those test plays, and find the system easy to follow and implement in your own role playing sessions. If you have no prior experience with pen and paper role playing games, I suggest you begin with page 2, and then proceed from here after you've read "An Introduction to Role Playing". If you are a role playing veteran, then feel free to skip to page 4. I consider this a beta product, so if you make any rules changes or house rules to fill gaps, please feel free to reach me through whatever forum or site you find these rules on. Happy gaming.

       Joshua Smith.

What you will need

Paper and pencils are a must, unless you have a way to keep track of your character information digitally. Dice are also important, but there are some web sites and phone applications that act as virtual dice rollers. If you want to roll physical dice, you will need at least one of each of the following: a four sided die (d4), a six sided die (d6), an eight sided die (d8), a ten sided die (d10), a twelve sided die (d12), and a twenty sided die (d20).

You may also want some kind of grid paper for map making, a ruler for measuring distances, and miniatures to indicate what objects and characters are where on the map, but the game can be run without these things.

Rule Zero

Rule 0: The Moderator is always right, and the Moderator has the right to change the rules or invent new ones if they become ill suited to what is transpiring in the game.

What this means is when a game is in session and there is something a player wants to do that the moderator does not believe fits the theme, is not within the spirit of the rules, could break the game, or ruin the fun for everyone else, then what the moderator says becomes the rule in that moment.

As such, if there are any rules written in this document that appear overly complicated or do not fit your concept of fantasy role play, then the moderator may adjust them, replace them, or even remove them from use. This being said, it is encouraged that the moderator and players do use the rules as they are written the first few games or so and try to work with them rather than dismiss them upon initial reading and playthrough.

An introduction to role playing

The characters that the players create are essentially the player's tools to interact with and even manipulate the game's rules to their own end. Whether that goal is to become a hero or a villain, to amass great wealth or reach heights of fame, or simply to interact with a story that the Moderator tells, is all up to the player.

Conversations between characters may take place outside any turn or action constraints, and may be done during other players' turns, provided this does not disrupt the game. For realism, it is recommended that characters only converse with each other if they are near each other in the game, i.e. within 5 feet of each other. Note that 5 feet is equal to 1 space if you are using a grid or 1 inch if you are using a ruler to measure distances.

Players who wish to converse as **themselves**, and not as their **characters** should specify that they are talking Out of Character (**OOC**) so that what players discuss and what characters discuss is not confused.

Also feel free to pass notes around the table if what characters or players are discussing is meant to be a secret, but try to separate player knowledge from character knowledge. A player whose character has just learned a secret from a Non Player Character (**NPC**) in one town wouldn't automatically be able to tell the **characters** of the other players if they are in another town, and the characters of the other **players** wouldn't automatically know it, even if the other **players** all heard the secret.

Information about the characters such as name, race, gender, and class are completely up to the player's imagination, though if the game is being run in a specific setting, for example science fiction, then players shouldn't choose races that exist outside that setting, such as elves and dwarves, but may feel free to add to it their own ideas. Some Moderators may choose to adapt fantasy races to a science fiction setting, or vice versa, which is fine, just make sure everyone knows what to expect.

Class is completely dependent on the player's definition of his or her own character. Fighter, doctor, priest, wizard, soldier for hire, these are all stereotypes put forth in other systems that players may decide to build their own character upon. Scythe allows for the free building of characters so that any character type may be played without predefined restrictions to class.

Welcome to
Terrabia
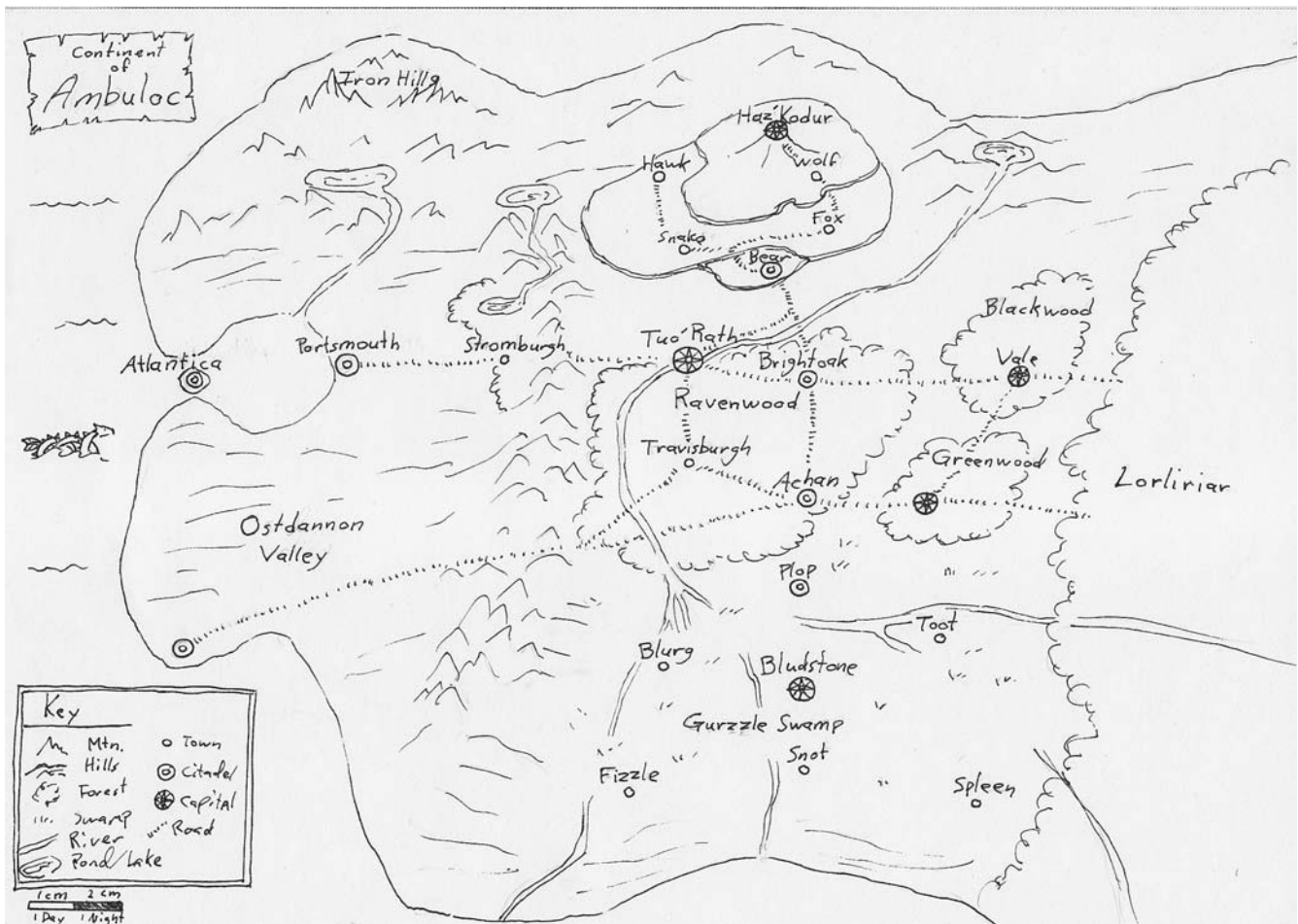
Terrabia is a fantasy world of magic and non-human races. Not a terribly old world, but not very young either, most of the human civilizations reside on Ambuloc, a vast continent of mountain ranges, prairies, forests, deserts, and swamps. Most of the humans migrated to Aimbuloc from the old world in the west. A great cataclysm had befallen the western continent of Remle, and while some humans have remained behind to try and settle things, Ambuloc remains relatively isolated from events on Remle thanks to the intervention of the Atlantean Navy.

The Kingdom of Atlantis is part of the old order of things. In a continent populated solely by humans, the Atlanteans were greatly surprised when they explored Ambuloc and discovered races of people different from their own. In the hopes of someday reclaiming Remle, the Atlanteans do not readily accept the existence of the Elves, Beastmen, and Dragonkin, and even snub the wild humans that seem to be native to Ambuloc for their willingness to trade and deal with these non-human races, seeing them as tainted and barbaric. That being said, Atlantis is not entirely bad. They hold to a strict moral code and their laws are far reaching and well enforced. They have barricades that protect the harbor of a merchant city, and constantly patrol the waters of their domain to eradicate pirates and sea monsters that threaten the trade routes. The Atlantean army also acts as a continental police force, ensuring that the various factions of the continent of Ambuloc are kept in balance and are at peace. They often meet with opposition from well meaning and peaceful factions who simply want to be left alone and view the Atlantean presence as a threat to their freedom.

Not all citizens of the old world are so set in their ways, and many progressive thinkers moved further inland, and across a mountain range, finally settling near a river on the border of the Ravenwood forest. There, they built a town that would become known as Tuo'Rath. A large town, with thick and high walls, Tuo'Rath is the center of Ravenwood as it is a hub of activity to the outlying towns and neighboring kingdoms. Tuo'Rath prides itself for its massive academy, which teaches many lofty topics, such as economics, history, art, and magic. The ruling noble class considers itself enlightened, and above the archaic racism of the Atlanteans, choosing tolerance of their non-human neighbors. This accepting approach is also spreading to many of the town's lower class citizenry. The city also has the use of a magical artifact, the Crystal of Truth, which allows its user to see if a person is lying. But for all this, the city somehow has a large criminal network. Gambling pits and an underground thieves' guild thrive in the uncared for poor sector. Likewise, in the outlying countryside the roads are plagued by a band of murderous thieves.

To the far east of Ravenwood lies the forests of Lorliriar, the homeland of the Elves. It is an enchanted wood that causes anyone who is not of Elven descent to become lost and eventually return the way they went in. The Elves guard a secret at the heart of their land, and scholars have speculated for years what their secret may be. The Atlanteans greatly desire to seize the Elven lands, their treasure and knowledge, but above all, to discover this secret. To the south of Ravenwood is Gurzzle Swamp. Once a beautiful forest, the land itself has been diseased and now gives birth to Goblin spawnlings in such great number that the northern realms fear they may be overrun.

To the north of Ravenwood are the Haz Kodur desert plateaus. These plateaus stretch out from the volcanic mountain, Haz Kodur, itself. The wild men who lived on Ambuloc settled on the plateaus around the various oases. Each tribe is named after a totem animal whose physical traits they admire most. Atop the volcano live the Dragonkin who are overseers of the northern half of Ambuloc. There used to be four tribes of Dragonkin, each in harmony with the other, but over the centuries the others have been lost or killed. Now, all that remain are those under the watchful eyes of Dunadon, the last great Dragon Lord, and he has recently fallen under a mysterious sickness.

Role playing in combat

If you play an encounter that is combat intensive, it can become boring to just roll dice and juggle numbers. While I've put forth an effort to break up combat with a variety of combat options and strategies to choose from, over time, even these may become tedious.

To break up the monotony, players may enjoy role playing their combat sequences. Since combat is presented as hit for hit, action for action, players may role play their actions up to the dice roll that actually determines success, after which the Moderator or players may role play the end result.

Melee Example

Player: Marcus Irons, a prize fighting Boxer, lunges toward his opponent (move action) and jabs savagely at him (rolls to attack as the Moderator rolls for defense).
Moderator: the contestant reels in pain as your fist smashes into his face.

Ranged Example
Player: Lionel, a professional sniper, fires his rifle with scope at the crime boss from the shadows where he's hiding. (Rolls for attack)
Moderator: (defends) Your bullet hits the target, but he had moved at the last second, giving him only a flesh wound. The crime boss ducks for cover, and his cronies are now aware that they are under attack.

Supernatural Example
Moderator: The evil sorcerer casts lightning bolt at the party. (Rolls for magic attack as the players roll for defense)
Player 1: (Defends using Will) Bardoz the wizard lifts his arms, raising a defensive ward at the last second.
Player 2: (Defends using Agility) Vivian the rogue somersaults nimbly into the air at the moment the lightning strikes and so she isn't touching any conductive surface.
Player 3: (Is Hit) Crannock kneels, raising his shield to defend him as the lightning hits and passes through his armor, singeing him slightly.

Persuasion Example
Player: Vivian needs to get past the guard, so she sidles up next to him, dropping a sweet line suggesting what they could go do later if he liked, while loosening the top button of her blouse. (Player rolls for Eloquence and while the Moderator rolls for the guard's Cunning)
Moderator: The guard gives Vivian one quick look over, fiddles with a large wedding band on his ring finger, and snaps to attention, eyes locked forward, ignoring her advances. Vivian won't be getting past the guard this way.

Distraction Example
Player: Since Vivian could not seduce the guard, Bardoz creates an illusion of a charging bull in the street to cause a panic in the guard's direction. (rolls for spell check)
Moderator: (Rolls for guard's perception) The guard sees the charging bull and, (rolls for morale) panics and runs!

Persuasion Example 2
Player: Crannock plucks a flower from the earth and hands it to the fair milk maid. Looking deeply into her eyes, he says: "Will you go to the fall dance with me?" (Note: No dice roll)
Moderator: (Note: No dice roll) The milk maid responds: "No, I've already promised to go with Rourick, the bard"

Distraction Example 2
Player 1: Crannock waves his hand at Bardoz, signaling their plan is ready to leap into action.
Player 2: Bardoz sees the signal and subtly waves his hand at the punch bowel, casting levitate object (Note: No dice roll, but still keeping track of Vigor used to cast the spell), and dumps it over Rourick's head.
Moderator: Rourick, drenched from head to toe, runs, blushing, from the room.
Player 1: Crannock moves swiftly to the milk maid's side and asks her: "It seems you've lost your dance partner. Will you dance with me now?"
Moderator: The milk maid replies: "Yes", and smiles sweetly up at him.

So you see, dice rolls may be used to help determine the success or failure of an action, but do not have to dominate the game play, and are rather dry without the cooperative storytelling to add flavor, which is what role playing is all about.

An Explanation of Combat

Combat is taken in turns. On a players' turn, his or her character may carry out certain actions in any order so long as the character is provided with enough Action points to do so. This may involve moving, any engaging in combat, interacting with scenery or machinery, resting, using supernatural abilities, or any non-combat action.

Other non-combat actions are those such as opening/shutting doors, searching an area, shouting to another character, crafting items, concealment, tending wounds, trading with an adjacent character, or anything else not combat related.

Player Characters may essentially engage in any action they wish, so long as it is approved by the Moderator.

Movement

Characters that are moving in combat are considered to be running to or from combat, dodging bullets and arrows, and otherwise trying to get to where they are going in a hurry. On foot, on clear, even, open spaces, they may move up to their full range of Mobility. If the ground is cluttered, Mobility is reduced by 1 extra point per 5 feet traveled, and climbing ladders and jumping over blockades can slow characters down even more.

Movement may be measured in inches on a table with scenery, on a square grid, such as a chess or checker board, or on a hexagonal grid, such as a printable hex map, or movable hex tiles. Melee attacks may be done in any direction, even to the corners of a square. The use of figures representing the characters in play is not required, but is recommended, as this may help with determining the direction the characters are facing, in the instance of a blind-spot or sneak attack, as well as determining whether there is scenery or obstacles blocking the line of a ranged attack. Otherwise, the direction a character is facing is not important. Also, some skills and supernatural abilities require a measurement of distance or area. It is possible to abstract such things as distance and area to remove the requirement of scale measurement however, and this is completely up to the Moderator and Players' discretion.

Combat

To attack an opponent, roll **1D20**, add **Melee Attack** (your Agility + Bonuses) if you are attacking in hand-to-hand combat, or add **Ranged Attack** (Dexterity + Bonuses) if you are attacking in Ranged combat, or **Supernatural Attack** (Mind or Will + Bonuses) if you are using Supernatural abilities. If the outcome is **equal** to or **greater** than your opponent's **1d20** roll plus **Defense** (Agility + Bonuses), or **Supernatural Defense** (Will + Bonuses), then the attack is deemed successful. With each, you must tie or roll higher than your opponent's Defense roll before you may deal Damage.

Remember: Ties favor the attacker.

Critical Hit is when a natural **20** is rolled. What this means is that, regardless of your opponent's defense, you will hit him. Additionally, Damage is multiplied by 2, but this multiplier can be improved. It is possible to improve your Critical Range and Critical Multiplier.

Automatic Miss is when a natural **1** is rolled. No matter how high your Attack modifier is, you must always roll because you may still roll a 1. What this means is that your attack was done so poorly, that your opponent gets to sneak in an **Attack of Opportunity** right away. Some weapons have greater Automatic Miss than others.

Attacks of Opportunity allow a character or monster to attack when it isn't their turn, such as when the target is attempting to leave combat. Attacks of Opportunity work like normal melee attacks. This rule is optional.

Melee, Ranged, and Supernatural combat each handle Damage differently.
Melee Damage is calculated by adding **Strength** to the Weapon's **Base Damage**, and adding that to the **Weapon Dice** roll.
If the character is attacking in Melee Combat while **unarmed**, the Weapon Die rolled is a **1D4**, only adding Strength as the Base Damage.

Ranged Damage is calculated by adding your **Dexterity** to the **Weapon Dice** roll.

Supernatural and **Psychic** Damage is calculated by adding the **Mind** to the **Ability Dice** roll.

Recovery effect and **Exorcism** Damage is calculated by adding the **Will** to the **Ability Dice** roll.

Bear in mind that there are different kinds of damage: **Cutting**, **Piercing**, **Bashing,** and **Supernatural**. Bashing weapons ignore any kind of Armor except the sturdiest and thickest of armors, such as a medieval knight's Full Plate, or a modern tank's steel plating. Some enemies may have special resistance to certain types of damage, such as a steel robot that resists bullets. Supernatural Damage is only protected against by equipment with special enchantments, or elemental ore forged into them.

After any or all actions have been taken by the Character, the turn passes to the next player. Once all players have taken their turn, then the Moderator begins his turn. Combat continues till one side calls a retreat, both sides agree on a draw, or one side is dead or otherwise defeated.

Recovering from Shock
When a character's Endurance drops to zero that character is considered to be in Shock, and the player of that character places the miniature face up on its back in the spot where it stood. On that character's next turn the player will roll **1d20** and compare the roll to the character's Vitality score. If the roll is equal or less than Vitality, then the character recovers with 1 Endurance and must rest the remainder of that turn, rolling the appropriate dice for resting and recover Endurance. Next turn that character may act.

If the Vitality check fails then the player rolls **1d10** per **Character Level** and must roll **7 or higher** on at least one of them to remain alive. Simply repeat both the Shock recovery and survival checks at the beginning of each turn until the character either recovers on his own, recovers with help, or fails his Survival checks a total amount equal to his level, at which point the character is dead and is removed from the game. Some fantasy variants may allow for resurrecting dead characters.

Gaining Experience through Combat
When a creature is killed or routed, each player may roll their Experience dice. Experience may be awarded by a roll of **1D10** (ten sided dice). The number of dice you roll is **equal** to the **Level** of your **opponent**: the higher the Level of the opponent, the more dice you roll. If there are multiple Player Characters in the party, each player rolls their dice, totaling each roll individually. The highest total becomes the Experience reward for the entire party. This

simulates the shared experiences each Character would have gained from the encounter. If one or two Characters failed to learn much from the battle, a third Character may have learned quite a bit and shared that knowledge with the other two, thus the experience was shared and all three have come away from the battle stronger for it.

The Moderator may also reward characters with Experience for completing tasks successfully, performing skills well, role playing well, or just for playing a certain amount of time. Players may also choose to keep track of their characters' age in the game, and award birthday experience to their characters, but make sure the Moderator agrees to this first.

How to Begin
Get a group of friends together who enjoy playing board games, reading fantasy or science fiction books, or perhaps just enjoy a little acting. The game can be run with as few as two people, and runs smoothly with as many as six people. Players should decide among them who will moderate the game. The Moderator should be a person who has read the rules and understands them, and maybe has an idea of how he or she would like for the game to progress.

Players should each have a separate copy of the Scythe Character Sheet so they can keep track of their own characters while they play the game. The first step for the players is to start filling out their Character Sheets.

Making a Character
On your copy of the Character Sheet write down **your name** in the blank space next to **Player**, then write down the name of **your character** in the blank space next to **Name**. Either choose a race from the available Races list, or invent your own, then write it down in the blank space next to Race. The default Race for Characters is Human. Pick your Character's gender, male, female, asexual (robots, lizards, etc…), and write that down in the blank space next to Gender.

The blank space next to Class is for you to describe your Character's role or occupation in the fantasy world you choose to play in. You can choose almost any role conceivable, warrior, wizard, priest, healer, hermit, traveler, businessman, blacksmith, architect, ambassador, bounty hunter, squire, assassin, pilot, farmer, miner… the options are virtually limitless. The only suggestion I would make is that you pick a role that is in some way realistic, that means you can't play a god, a ghost, or some other thing that breaks the rules of nature in ways Player Characters weren't meant to behave in the realm of mortals. Remember, you are playing a cinematic protagonist, such as Robin Hood, Merlin the Magician, a Private Detective, or a World War II marine in the trenches, not a member of the Greek pantheon.

In the blank space next to level you should put a number corresponding with the Level of your Character, so you can keep track of its strength. Generally a new character would start out at **Level 1**, but some groups may choose to start their characters out stronger than that. For a Level 1 Character, your total amount of Experience would begin at zero, and gradually go up from there while you play. If you are starting out as a higher level character, Experience should begin at the lowest requirement for that Level.

To the right of the character and player information is a box labeled Description. In this box you may write anything about your Character, namely physical appearance, history, goals,

etc… However you may wish to write more about your Character than may fit in this small box and you are perfectly free to do this on a separate sheet of paper.

Player: John Smith_____   **Description**
Name:Liam Gravefelder_____

Description
A simple soldier, joined the military for the pay and travel. Back home he was the grave digger.

Race: Human_____ Gender: Male_____
Class: Soldier_____
Level: ___1___ Experience: _____0

Under the Character Information fields and the Description box are the Endurance and Vigor fields. These describe the maximum amount of Endurance and Vigor your character can have at its current level, its current amount of Endurance and Vigor, and at what point Endurance and Vigor drop below certain percentages.

Each Character starts with **20 points to distribute between Endurance and Vigor**, and gets an additional **20 points to distribute each Level**. Now look at your **Vitality** score and add that to your Maximum Endurance, then write that down in the Endurance box. Now look at your **Will** score and add that to your Maximum Vigor, then write that down in the Vigor box. On one side you should have your maximum value for these, and on the other side will be your current value, which will go down and back up as you take damage and are healed. Bear in mind that some skills, blessings, curses, and traits will affect your Endurance or Vigor separately from each other and separately from your Vitality and Will, so you do not want to confuse them when you tally your values for Endurance and Vigor.

To calculate the percents of Endurance and Vigor, take the Maximum value, multiply that by 0.1, 0.25, 0.5, and 0.75 respectively to find the values for 10%, 25%, 50%, and 75%. This is important because when Endurance drops to **75**% your character may no longer use Rank 5 Skills, when your Endurance drops to **50**% you may no longer use Rank 4 Skills, when your Endurance drops to **25**% you may no longer use Rank 3 Skills, and when your Endurance drops to **10**% you may no longer use Rank 2 Skills.

When your Vigor drops to **10**%, your Character is fatigued and suffers 1d4 damage to Endurance. Skills used beyond this point will continue to cause 1d4 damage to Endurance until Vigor is recovered above the 10% mark.

Endurance

10%	25%	50%	75%
2	4	9	13
Current		Maximum	
17		17	

Vigor

10%	Current	Max
2	15	15

To the right of the Endurance and Vigor fields is the Equipment field. Equipment helps protect your character from harm, fight other characters, perform miscellaneous actions, or alter your character's appearance. Equipment is purchased at Character Generation from the item list with a set amount of Gold Crowns determined by the Moderator. It is suggested that this amount be around **200 Currency for Level 1**. An additional 100 may be granted per Level if you wish to start a character out at a higher Level. Characters start with no equipment except a standard set of clothes and footwear, which does not need to be written down. Ordinary clothes can be worn under any other equipment you may gain.

The table for Equipment only covers what is held in the Main Hand or Dominant Hand, the Offhand, and what is worn on the Body. If what is held is a weapon, write the name of that weapon in the field under **Weapon/Armor**, then fill out the fields for Attack (**Atk**) and Damage (**Dmg**), how many dice you roll for damage and of what kind, and any additional notes.

In the example, the character has purchased a Broadsword, which offers no bonuses to Attack or Damage, but rolls a single ten sided die for damage, the notation for this is **1d10**. You could write in the Character's innate Attack and Damage values, copying them from Agility and Strength, but this is not necessary.

If the item held in one of the hands is a shield, rather than a weapon, then write the name under **Weapon/Armor**, fill out any Defense bonuses (**Def**), and the dice rolled for damage with the shield, and any additional notes.

In the example, the character has purchased a Kite Shield, which offers a +4 to Defense but minus 1 to Mobility. Mobility is measured in inches, or spaces, but one space is equal to 5 feet, so a -1 to mobility is equal to one space or 5 feet. The Kite Shield is large and helps ward off incoming attacks, but due to its size and weight it will slow down the character some. If the character has the Dual Wield skill, he may use his shield to bash an opponent as an extra attack, hence the 1d6 notation under **Dice.**

Finally, what is worn on the Body should be written down as well, along with any modifiers to Defense and Protection (**Prot**). Armor doesn't usually deal damage, but some might.

In the example, the character has purchased Scale Mail, which is quite effective armor with +6 to Protection, but is also heavy, which slows the character down a bit making him an easier target, hence the -5 to Defense.

	Weapon/Armor	Atk/Def	Dmg/Prot	Dice	Notes
Main Hand	Broadsword			**1d10**	
Offhand	Kite Shield	+4 Def		**1d6**	-1 mobility
Body	Scale Mail	-5 Def	+6 Prot	**d**	

Beneath the Equipment field is a miscellaneous field of information that doesn't fit any one category. At the top of the list is the **Actions per Turn**, which informs you how many standard actions during a combat round the character may make. There are certain skills and traits that may grant exceptions to this, allowing the character to make extra actions before his turn is over, or even during other people's turns.

Fate Points are the equivalent of a wild card. The assumption is that your character is destined to greatness, so those things that would hinder or kill a lesser man can be occasionally shrugged off. Perhaps an attack that should have killed you doesn't, or the character makes a one in a million shot that saves the day. Whatever you need to do you can do, twisting fate to your advantage, but it will cost you 1 point each time. Characters gain **1 point of Fate per Level**, and there is no way to get them back once they are spent. So spend them wisely.

Critical Range is the range of numbers on a twenty sided die that you must roll in order to deal critical damage to a target. Some skills allow you to increase this range. It begins at 20,

which is a 5% chance of dealing double damage. A natural roll of 20 is also considered as an **automatic success.**

Critical Multiplier is the amount by which your normal attacks or spell effects are multiplied. Some skills allow you to increase this conditionally, or even permanently.

Accessory slots are for small trinkets and gadgets that your character wears at the ready, and may increase his Attributes or grant new skills.

Money is whatever local currency your characters deal in. In fantasy worlds this is called Crowns, in sci-fi worlds this is called Credits, in modern era worlds this is called Cash. As previously mentioned, Level 1 Characters begin with **200** in local currency. Currency, Cash, Credits, and Crowns are all abbreviated as **C**. All starting equipment is deducted from this amount. In the example, the character has purchased several items, leaving him with only 50 C remaining.

Actions Per Turn	2
Fate Points	1
Critical Range	-20
Critical Multiplier	x 2
Accessory	
Accessory	
Money	50

To the right of this is the box for **Physical Defense**. Physical Defense is comprised of Agility and a combination of Shields and Armor. Shields add to Defense while some Armor may lower your defense. In the example, the character purchased a Shield which granted +4 Defense, but also Armor which granted -5 Defense, resulting in a total of -1, which will be added to the character's Agility of 11, resulting in a total Physical Defense of 10

Physical Defense

9	
Agility	10
Armor	-1

Next to this is the box for **Protection.** Protection is a combination of Armor and natural Toughness. Most humans don't have natural Toughness, but some may gain it as they progress. Toughness and Armor is added together.

Protection

6	
Armor	6
Tough	0

Next to this is **Mobility.** Mobility, as mentioned before, is given in both **Feet and Spaces**. Humans can run up to 30 feet per action, which can be doubled if they run twice per turn. Spaces are measured in inches usually, and one inch is equal to 5 feet. Armor and Shields are heavy and can reduce the speed of a character.

Mobility

Feet	"
30	6
Armor	-
Shield	-1

Beneath that are the Attribute fields. Each of the Attributes are written in an abbreviated form such as the following: (**Vit**) Vitality, (**Str**) Strength, (**Dex**) Dexterity, (**Agi**) Agility, (**Min**) Mind, and (**Wil**) Will. Every character starts out with at least **5 points each** on Vitality, Strength, Dexterity, Agility, Mind, and Will. Additionally, you are given **10 Attribute Points** to distribute on these six Attributes as you desire (making 40 points total).

Every Attribute is valuable to a character in some way, regardless of play style. By choosing where you spend your points, you choose your character's strengths and weaknesses. If you are playing with other people, it would be to your advantage if the other characters in your adventuring group are built to compensate in some way for your weaknesses, and you also build your character to compensate for theirs.

Vitality is added to your Maximum Endurance, but also serves as a measurement of your character's constitution against poisons and disease. If your character becomes subjected to toxins and viruses, roll a 1d20 against Vitality to see if your character is hurt by the effects. If the roll is higher than your Vitality, then you are hurt. In the example, the character has a Vitality of 10, which gives a 50% chance that poison or disease will have no effect.

Strength is your character's physical damage with melee weapons and in unarmed combat. Strength may also be used to determine how well your character can climb or swim, and also measures his carrying capacity. Climbing and Swimming are calculated as Strength divided by 2. For two points of Strength you can climb or swim one space. Carrying capacity is how many items your character can carry in his **Knapsack**. Items equipped in the hands, on the body, or as accessories, are not counted toward this total. Carrying capacity is calculated as Strength divided by 2. For two points of Strength you have access to one slot of your Knapsack. Remember when dividing, round fractions down to the nearest whole number.

In the example, the character has 8 Strength, which allows him to climb or swim 4 spaces per action, and can access 4 lots of his knapsack. As characters progress, they may gain great amounts of Strength, however the maximum distance that they may climb or swim is capped by their natural Mobility. In the example, the character's mobility is 30 feet, or 6 spaces, therefore the most that this character may climb or swim in a single action would be 6 spaces.

Dexterity is your character's accuracy and hand eye coordination. Some magic spells and slight of hand tricks may be done using Dexterity as well. Shooting and Throwing are both done using Dexterity and the more accurate you are, the more damage you will do. Grappling an opponent is also done using Dexterity.

Agility is your character's innate ability to evade attacks, missiles, physical manifestations of magic, as well as being swift enough to hit your opponents in hand to hand combat.

Mind is your characters mental ability to focus his attention on a single task. This is separate from self discipline in that an undisciplined character may still acquire immense amounts of focus on a single task. Mind is also used to attack using supernatural means, as well measuring the effectiveness of those attacks.

Will is your character's stubbornness and self discipline, one's faithfulness to a single belief or order in spite of distractions. Will can also be a defense against magical effects, such as mind control, and a person's Will may also manifest itself as a defense against the supernatural and the magical.

Attributes

Vit	10	Increases Endurance, Roll d20 =< Vit to resist Poison, Disease, and Shock.
Str	8	Melee Damage, (Climbing, Swimming, and Carry) Str/2= 4
Dex	5	Ranged Attack, Ranged Damage, Shooting, Throwing, Grappling.
Agi	9	Melee Attack, Physical/Magic Defense, Reflexes.
Min	5	Supernatural Attack and Effect, Psychic Defense, Focus against distraction.
Wil	5	Supernatural Attack and Effect, Supernatural Defense, Morale,

Below these is the Knapsack field, where you write down any items that aren't worn on the body, as accessories, or carried in hand. They can be pulled out at a moment's notice and used, but doing so uses an Action. Each field is divided into two parts. The first part has the Name and Quantity, the second part is for the Description, what the item does.

Knapsack

Name:	Qty:	Name:	Qty:	Name:	Qty:
Dscrptn:		Dscrptn:		Dscrptn:	
Name:	Qty:	Name:	Qty:	Name:	Qty:
Dscrptn:		Dscrptn:		Dscrptn:	
Name:	Qty:	Name:	Qty:	Name:	Qty:
Dscrptn:		Dscrptn:		Dscrptn:	
Name:	Qty:	Name:	Qty:	Name:	Qty:
Dscrptn:		Dscrptn:		Dscrptn:	

Below the Knapsack is the field for Skills and Traits. First is the blank space for Skill Points. Every character starts out with at least **3 Skill Points**, and gains **3 more each Level**. Granted to each character are four Skills considered to be innate to all humanoid beings: Cunning, Eloquence, First Aid, and Perception. When you learn a new Skill, fill in the first circle as shown with the other four skills. Each Rank that you gain in a skill will be shown by how many circles are filled.

To the right of the Skill field is the Trait box. In here you may write down the Traits you pick for your character at the Level they gain them.

Skills and Traits will be discussed more in depth later.

How to Level Up

Leveling up is crucial to characters, as this is the primary way for them to improve in the game. The table below will show how much experience is required to gain the next level.

Experience is awarded to every member of the party working toward the same goal, but only if they succeed. Commonly, Experience is granted for successfully slaying a foul creature or bandit, but killing your opponent doesn't need to be the only way to defeat them. Skills such as Persuasion may be used to talk an outlaw into turning himself in, or intimidating a small, cowardly goblin into running away, or successfully persuading a foreign diplomat into a peace treatise.

When a Character levels up, the following happens:

20 points are divided between Endurance and Vigor, raising their maximum.
1 point is added to an Attribute of your choice.
3 points are added to spend on learning new skills or enhancing previously learned skills.
1 point is added to Fate.
Endurance and Vigor are restored a certain amount equal to the Character's new Level.

For example, a wounded character that has been casting spells or performing special attacks that use power might suddenly reach Level 3. Because he has gained a Level, 3 Endurance and 3 Vigor are restored. For reaching Level 4, 4 Endurance and Vigor would be restored, and so on.

Character Leveling can be done anywhere, at any time, but go to a Trainer to learn new Skills by spending Skill Points.

Level Growth Chart

Level 1	0 Exp	+20 Endur & Vigor	+10 Attribute Points	+3 Skill Points	+1 Trait
Level 2	100 Exp	+20 Endur & Vigor	+1 Attribute Point	+3 Skill Points	
Level 3	300 Exp	+20 Endur & Vigor	+1 Attribute Point	+3 Skill Points	
Level 4	**700 Exp**	**+20 Endur & Vigor**	**+1 Attribute Point**	**+3 Skill Points**	**+1 Trait**
Level 5	1500 Exp	+20 Endur & Vigor	+1 Attribute Point	+3 Skill Points	
Level 6	**3100 Exp**	**+20 Endur & Vigor**	**+1 Attribute Point**	**+3 Skill Points**	**+1 Trait**
Level 7	6300 Exp	+20 Endur & Vigor	+1 Attribute Point	+3 Skill Points	
Level 8	**12700 Exp**	**+20 Endur & Vigor**	**+1 Attribute Point**	**+3 Skill Points**	**+1 Trait**
Level 9	25500 Exp	+20 Endur & Vigor	+1 Attribute Point	+3 Skill Points	
Level 10	**51100 Exp**	**+20 Endur & Vigor**	**+1 Attribute Point**	**+3 Skill Points**	**+1 Trait**

List of Traits

Each Trait increases your Attributes with each level your character gains. Some Traits grant abilities instead of Attribute bonuses.

For example, if a Player chose Well Spoken at Level 4, that Character would gain one additional Rank of Eloquence at Level 4. However, upon reaching Level 5 or higher, that character would not gain additional Ranks.

Humans

Old Worlders   Barbarians
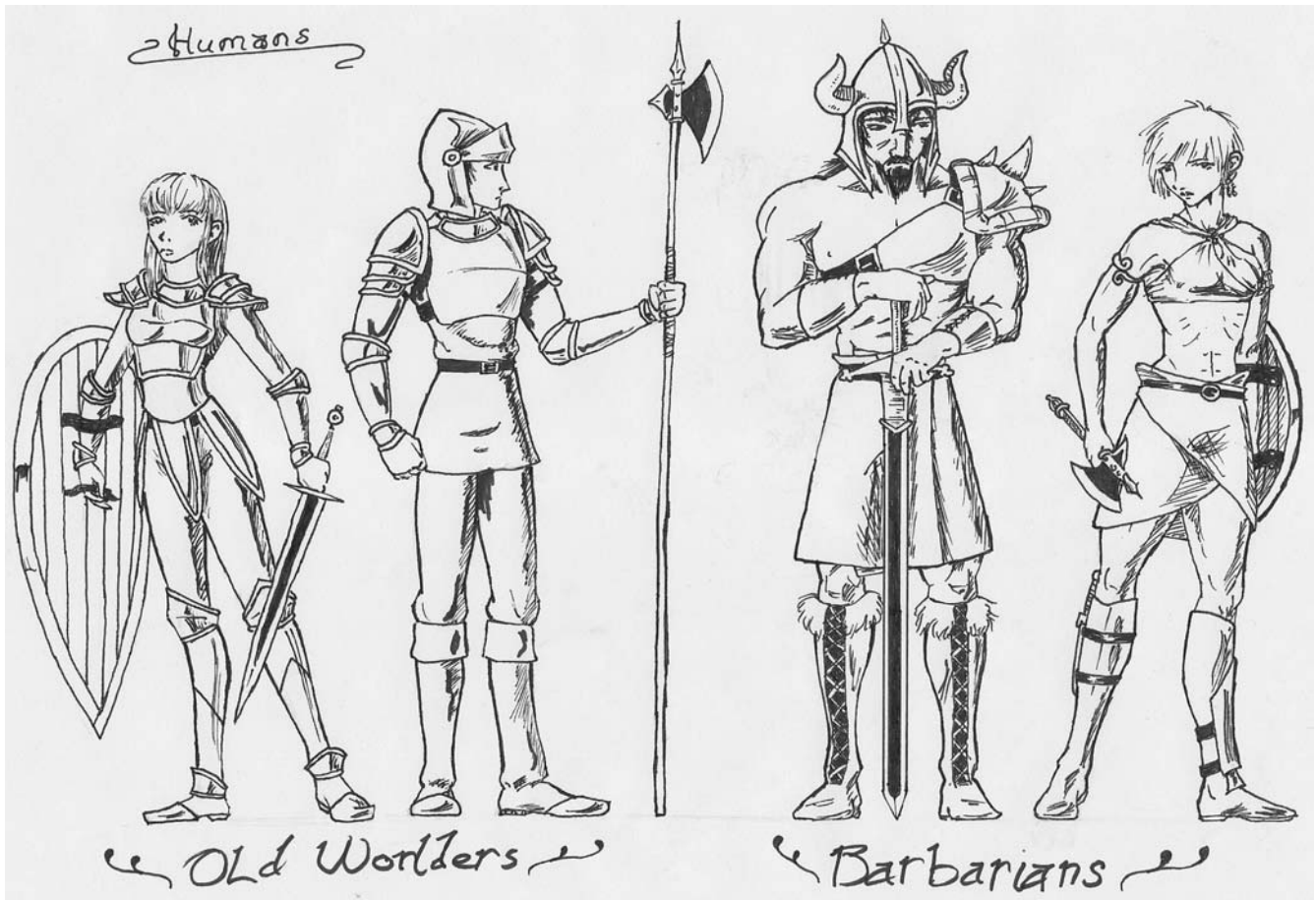
Human cultures fall into two basic categories: Urban, and Wilderness. Humans from urban cultures tend to value law and order, where the strong protect the weak. Humans from the wilds tend to value strength and charisma, where the strong rule the weak. Only one out of every thousand Humans is born with the ability to use magic, usually following a certain noble bloodline. Only the firstborn of a magic user will inherit the ability to use magic. If the first pregnancy of a magic user yields twins, then both children inherit the magic. Because of this special bloodline, magic users are typically seen as the ruling class. Paranoia between opposing nations usually builds when one nation gives birth to, or appears to collect, more magic users than other nations. This is seen as a power imbalance, similar in nature to the possession of nuclear missiles.

Because magic is tied to the bloodline, Human characters that do not learn magic spells at Level 1 may not learn them later.

Level 1
Human Versatility +2 points to add to any Attribute or Attributes.

Level 4

Well Spoken +1 Rank to Eloquence.
Quick Witted +1 Rank to Cunning.
Observant +1 Rank to Perception.
Tender Touch +1 Rank to First Aid.
Learned +1 Rank to any Common Skill.

Level 6

Enduring + 2 Vitality
Tough as Nails +2 Toughness (mitigates all physical Damage types)

Quick Handed +2 to Melee Attack
Eagle Eye +2 to Ranged Attack
Hypnotic +2 Magic Attack
Swift as a Serpent +2 Physical Defense
Skeptical +2 Magic Defense

Level 8

Tactician +2 Defense and Magic Defense
Thunder Fists +1 Weapon Die for Melee attacks.
Scholarly +1 Rank to any Common Skill.
Keen +1 to Perception and Cunning rolls.
Healer's Touch +1 to First Aid and Surgery rolls.
Graceful +1 to Eloquence and Performance rolls.
Ironsides +2 Toughness (mitigates all physical Damage types)
Enchanted Critical successes with spell casting allow you to instantly cast one different spell at no Action Point cost. Vigor costs still apply.
Siren May instantly Rank up Eloquence to maximum at no cost.

Level 10

Fighter's Rage May take from one's own Endurance to add to the destructive power of Melee Damage. Endurance is subtracted whether the attack is successful or not.
War Veteran May instantly Rank up one Combat skill set to maximum at no cost.
Archmage May instantly Rank up one Spell set to maximum at no cost.
Great Mystic Magic Spells only consume 1 Vigor.
Nigh Immortal +50 Endurance and Vigor.
Saintly Any Undead or Malignant Otherworldly creature that stands within 1 space of you will be harmed for 10d10 Damage each turn.

Beastmen

They live in the wilds, in packs sleeping in caves, wigwams, teepees, and tree houses. Their society is tribal and undeveloped, as is their science. Few use magic but instead rely on their enhanced physical abilities to survive. They are more intelligent than they may appear, and are fast learners, able to pick up human weapons and armor and wield them with great proficiency. Most tribes are divided on the basis of similarity: catmen congregate with catmen, lizardmen congregate with lizardmen, etc. However, there are some tribes which may join communities with others that have compatible goals or complimentary abilities which serve the mutual good. They are inquisitive of the outside world, but prefer to keep their own cultures a secret, even from each other. The origin of the beastmen is sadly entwined with that of humans. Long ago, a rogue wizard who desired to explore magic outside the acceptance of the magical community removed himself to the remote forest of Blackwood. There he experimented on the local animals, combining them with human test subjects, and so created the beastmen. He kept them in his thrall for a while, for as long as they served and pleased him. But one day he grew bored with them and gave them their free will back. Once their will had been returned, the beastment rose up against the wizard and threw him out of his own tower. Ever since, the location of that tower is a sacred place to all beastmen, and in time of war, when all beastmen feel the need to unify, they do so at the only beastman city of Vale, built around the wizard's tower.

Beastmen may pick two Traits at Level 1.

Traits
Level 1

Camouflage Pattern +1 Rank of Concealment

Four Footed Move 10 spaces instead of the usual bipedal 6 spaces per action.

Gilled You can breathe under water.

Horned Beast Additional Melee Attack, +1D4 piercing damage for pointed horns, blunt damage for curved horns.

Strong Athlete You use your full Strength to determine how far you can climb or swim. Natural Movement score is the upper limit.

Tail Whip You have a tail and gain one extra unarmed attack

Winged You have wings and can glide gently from great heights or fly a distance equal to ½ your Strength but no more than your regular movement.

Level 4

Feline Movement +1 Rank in the Roguery Skill of the same name.

Natural Hunter One free Rank of Brawling.

Sense of the Wild Your Sensitive nose grants you greater perception. +1 Rank Perception.

Wild Pact One free Rank of Wilderness Skill.

Level 6

Fierce Arm +2 Dexterity.

Wild Savagery +1 Agility, +1 Strength

Wild Mystic +2 Mind

Level 8

Nature's Balm You naturally regenerate Endurance at a rate of 1d6 per turn.

Venom Sac Your bite becomes venomous dealing 1d6 Damage per turn.

Level 10

Nature's Purity You become immune to all kinds of poisons from your world.

Nature's Life If your Endurance is reduced to Zero, instead of becoming Shocked, you convert 10% of your remaining Vigor into Endurance.

Dragonkin

Born, bred, and trained for a single purpose, each Saurian's future is planned and encoded into their genes based on the colony's needs. Worker Dragonkin will carry out each task diligently and without reserve or remorse. Warrior Dragonkin go to war fully expecting to die, and when they do, more are bred to take their place in the battle. Dragonkin mature quickly, and possess a sharp, cold intellect that surpasses that of the average human.

Dragonkin are born identical in form, but as they grow they take different physical features based on the task for which they were intended. Some possess wings for flight, others have internal gas chambers for explosive expulsions, warrior Dragonkin grow large to do battle while miner Dragonkin remain small to burrow through the earth quickly.

Dragonkin are generally leaner and faster than most mammals. +1 Mobility 35 Feet per Action (7 Spaces).

Traits
Level 1
Dragonkin Excellence +1 to Mind, Strength, and Toughness.
Level 4
Born Warrior +10 Endurance
Born Scout +1 Mobility.
Born Tinker First Rank of Blacksmithing free

Born Alchemist First Rank of Alchemy free

Level 6

Telescopic Eyes +2 Range on Shooting and Spells

Gas Sac Deals 1d6 per turn Fire Damage to 1 target up to 3 spaces away.

Heat Spots Grants infrared vision in the dark. Only works on warm blooded creatures, or objects that give off heat.

Leatherwing You have wings and can glide gently from great heights or fly a distance equal to ½ your Strength but no more than your regular movement.

Spring Muscles +2 Strength

Indomitable Spirit +2 Will.

Gilled You can breathe under water.

Tail Whip You grow a tail and gain one extra unarmed attack

Level 8

Aquatic Affinity Cold temperatures and Water magic have a healing effect. Fire has x2 adverse Effect on you.

Infernal Affinity Hot temperatures and Fire magic have a healing effect. Water has x2 adverse Effect on you.

Sylvan Affinity Your blood is a cure for Poisons and Diseases, which no longer harm you. Where your blood falls on the ground, green plants begin to grow. Electricity has x2 adverse effect on you.

Vential Affinity Electricity and Electric magic have a charging effect. Instead of taking damage, you store it and deal it back with your next attack. Poison and Disease have x2 adverse effect on you.

Level 10

Draconic Rage Combine Dexterity and Agility to attack your targets in Melee, but you cannot defend this turn.

Tri Blast You gain the ability to fire beams of energy at up to three targets simultaneously, up to 20 spaces away.

Lordly Grace You gain the ability to Revive a dead being to full life. Automatically succeeds, but costs all your remaining Vigor and causes you to fall into a deep sleep for one day which cannot be interrupted.

Dragon Heir You are next in line to become a Dragonlord, and can continue up to Level 15.

Dwarf

Dwarves are short, stocky people, seldom taller than five feet. Their culture is a scientific one, driven by a thirst for knowledge and boundless curiosity. They do not espouse any magical powers, and any beliefs in the supernatural are left to the individual. They are inquisitive by nature, and use nature's powers to build their cities, technology, and armies.

A curious byproduct of their lack of magic usage, the Dwarves are sometimes found to be nigh unaffected by it as well. A sorcerer's spells have been known to fizzle out, be directly absorbed, or even bounce off a sturdy Dwarf. Dwarves do have a caste based system. There are the Dwergi, the warrior caste, and the Gnomerians, the science caste. Though the Dwergi support their cities in time of war, the Gnomerians are the true ruling class, having attained high positions of power through political manipulation long ago, and are not above blackmail to eliminate any threat to their political status.

Being naturally shorter, Dwarves move slower on foot, moving 25 feet per Action (5 Spaces).

Traits

Level 1

Dwergi Stoutness +1 Strength, Vitality, and Will
Gnomerian Astuteness +1 Mind, Dexterity, and Will

Level 4

Sharp Witted One Rank of Cunning free.
Tinker Savant One Rank of Blacksmithing free.
Alchemist Savant One Rank of Alchemy free.
Magic Fizzle On a Defense roll of 18-20, Opponents' Magic will fizzle out and have no effect.

Level 6

Magic Ambivalence +2 Magic Defense
Stony Hide +2 Protection
Heart of Stone +2 Vitality
Strong Bison +2 Strength

Level 8

Fire Reflection Fire spells that hit the Dwarf will be reflected on a successful defense.
Lightning Reflection Lightning spells that hit the Dwarf will be reflected on a successful defense.
Ice Reflection Ice spells that hit the Dwarf will be reflected on a successful defense.
Fire Absorption Fire that hit the Dwarf will have a healing effect on a successful defense.
Ice Absorption Ice that hit the Dwarf will have a healing effect on a successful defense.
Lightning Absorption Lightning that hit the Dwarf will have a healing effect on a successful defense.

Level 10

Proud Warrior Full Ranks of Valor Skill set free.
Fortitude of Steel Shrug off one successful physical attack per turn.
Pristinely Ungifted Magic spells have no affect on you, for better or worse, but neither can you perform or use any form of magic.
Stone Form You can take the form of a statue at will for as long as you want. You cannot move, but also require no sustenance, breath, or rest. You will remain aware of anything happening to you in this form, but unaware of anything around you.

Elf

The Elves are much similar to Humans, with the exception that they age slowly, and plague does not wrack their bodies. Elves are a mysterious race who mostly keep to themselves in their forest homeland of Lorliriar. This sacred homeland is enchanted so that only someone of Elven descent may enter. Any others who attempt to enter Lorliriar without an Elf escort will find themselves lost in the magical wood and eventually leave the way they came. As such, Elves are sometimes hunted by other races in an attempt at laying their hands on the fabled treasures and magic knowledge the Elves are rumored to have in their possession. Such rumors are the cause of racist paranoia among Humans.

All Elves have magic in their blood, and can learn magic at any time in their lives.
Being naturally faster afoot, Elves move 35 feet per Action (7 Spaces).

Traits
These Traits are special to Elves, and cannot be used by other races.

Level 1
Elven Grace +1 Dexterity, Agility, and Mind. Immune to Disease.
Level 4
Magic Adeptness -1 Vigor Cost on all Magic Spells, minimum of 1 Cost.

Eloquent Gain one Rank of Eloquence free
Creative Gain one Rank of Crafting free
Tree Bound Gain one Rank of Elemental Magic free.
Healer's Heart Gain one Rank of Recovery Magic free.
Warlike Gain one Rank of Brawling Skill free.

Level 6

Deft Hands +2 Melee Attack
Far Sight +2 Ranged Attack
Powerful Intellect +2 Magic Attack
Traditional Values +2 Will

Level 8

Clarity of Vision Gain one Rank of Perception free
Nature's Friend Gain one Rank of Elemental Magic free
Shepherd Savant Gain one Rank of any Recovery Magic free
Magic Manipulation -1 Vigor Cost on all Magic Spells, minimum of 1 Cost.

Level 10

Magic Mastery -5 Vigor Cost on all Magic Spells, minimum of 1 Cost.
Genius Tactician Full ranks of Tactical Skills.
Perfect Hunter +10 Ranged Damage.
One with the Wild Summon a wild animal to fight for you.

Half Elf

Half Elves are the product of breeding between a Human and an Elf. They are sterile, and thus cannot have offspring of their own. Being the progeny of a Human, they are mortal, but being akin to Elf, they have an extended lifespan, plus the ability to enter Lorliriar without becoming lost. Upon reaching maturity the aging process slows to a crawl. A healthy Half Elf can live to be thousands of years old. Because they are half breeds, Half Elves are not always accepted by Humans as one of their own, and may be exploited in order to gain entrance into Lorliriar. Likewise, Elves may not accept them as one of their own because they do not trust where the Half Elves' loyalty lies, and fear betrayal.

Half Elves inherit the Elf agility, allowing them to move 35 feet per Action (7 Spaces).

Traits
Level 1

Wanderer Your time in the wilderness or back alleys has given you greater mobility than those other layabouts. +1 Maximum Mobility

Forsaken You were scorned by those around you. Your hatred of society grants you +2 Attack and Damage against mobs.

Lone Wolf You chose to leave society on your own. +2 Will when fighting one on one.

Attuned to Nature You are keenly aware of your surroundings. Gain one free rank of Perception.

Level 4

Magic Adeptness -1 Spirit Cost on all Magic Spells, minimum of 1 Cost.

Creative Gain one Rank of Crafting free

Tree Bound Gain one Rank of Elemental Magic free.
Warlike Gain one Rank of Brawling Skill free.
Quick Witted +1 Rank to Cunning.
Observant +1 Rank to Perception
Tender Touch +1 Rank to First Aid

Level 6

Deft Hands +2 Melee Attack
Far Sight +2 Ranged Attack
Enduring + 2 Vitality
Hypnotic +2 Magic Attack
Swift as a Serpent +2 Physical Defense
Spiritual +2 Magic Defense

Level 8

Clarity of Vision Gain one Rank of Perception free
Nature's Friend Gain one Rank of Elemental Magic free
Tactician +1 Defense and Magic Defense
Wondrous Marksman May re-roll one missed Ranged attack per encounter.
Enchanted Critical successes with spell casting allow you to instantly cast one different spell at no Action Point cost.
Keen +1 to Perception and Cunning rolls.
Healer's Touch +1 to First Aid and Surgery rolls.
Graceful +1 to Eloquence and Performance rolls.

Level 10

Wild Hunter When outnumbered, gain +6 to Melee and Ranged Attack.
Stalwart Champion When fighting one on one, +6 Defense and Magic Defense
Nigh Immortal +50 Endurance and Vigor.
One with the Wild Summon a wild animal to fight for you.

Revenant
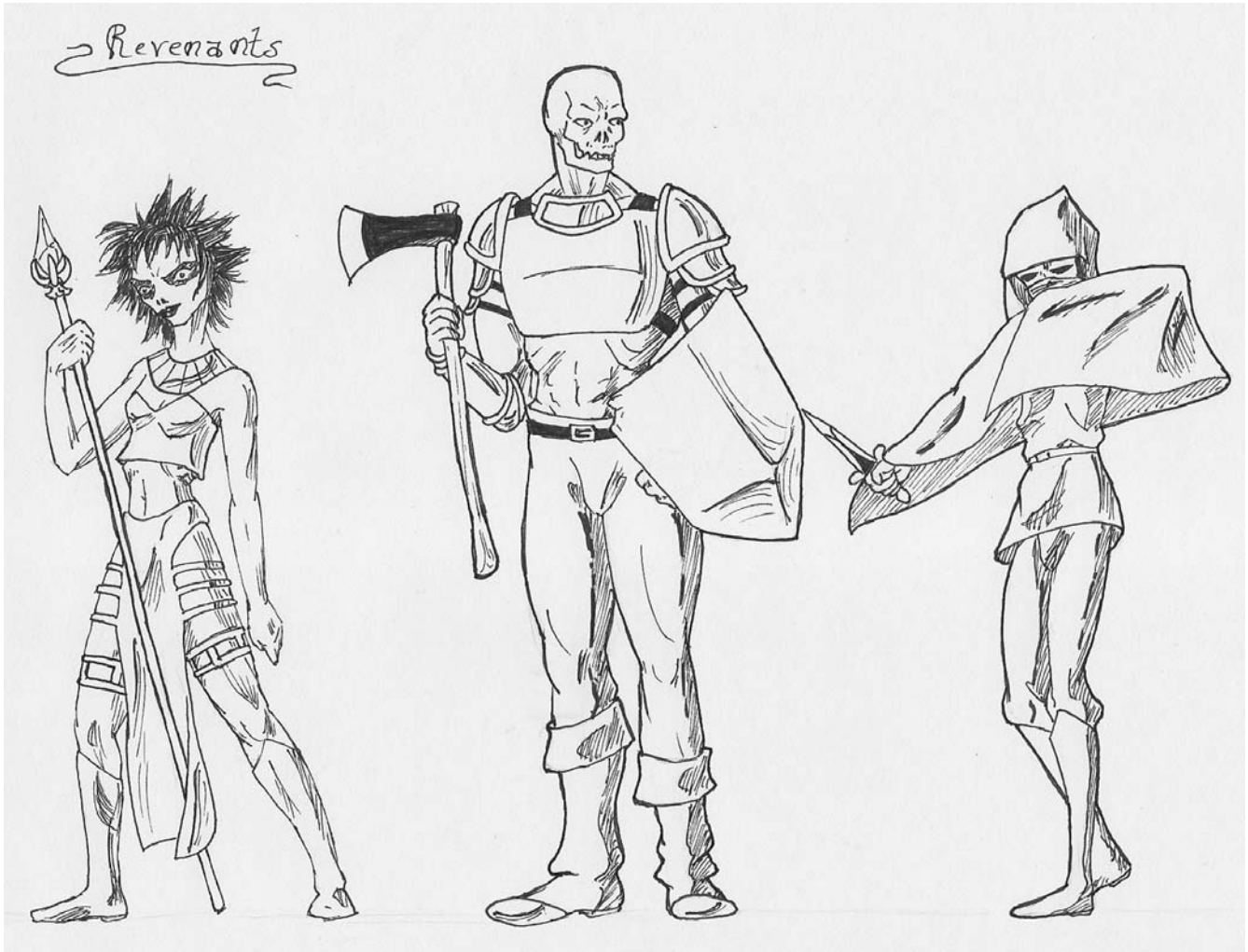
Revenants

When a person dies and their soul goes to the Abyssal Plane, it may be summoned back to the realm of the living and be attached to a new body, or reattached to its former body provided there is enough of it remaining to house the soul. A Revenant may take any physical form in this way, but may do so only once per summons. Revenants are usually summoned to complete a task or fulfill some obligation to the person who summoned them. If they ever betray their summoner or fail in their obligation, their contractor may terminate their existence in the mortal realm, sending them back to the Abyssal Plane. Once their contractual obligation is completed, the Revenant may be free to do as he pleases. Some Revenants may be given a period of freedom before they are called upon to fulfill their task, and not all tasks are laid out in detail beforehand, so Revenants do not necessarily have full knowledge of the contract they agree to. This depends on how desperate they are to leave the Abyssal Plane.

If the body a Revenant inhabits is destroyed, the soul will return to the Abyss and must be re-summoned to a new body. Revenants have no need to breathe and require no sustenance. Revenants are wounded by positive energy, such as Exorcism magic, and cannot enter a chapel or pass over consecrated ground, such as a cemetery, without taking gradual damage, 1d4 per turn.

Being a spirit bound to a reanimated corpse, Revenants have no Level 1 Traits of their own, but may instead pick one from a Level 1 list from any other Race.

As a spirit that has been brought back by demonic powers, the Experience lost as the death penalty is twice that of their living counterparts.

Being a spirit bound to a reanimated corpse, the Revenant's control over its own body is difficult, thus the maximum Mobility a Revenant may normally have is 30 feet (6 spaces).

If the spirit of the Revenant is bound to a body other than its own original form the movements of that body are clumsy and feeble, resulting in a -1 to initial Dexterity and Agility.

Traits
Level 4

Spirit Tapping The Revenant may consume an ally's Vigor instead of his own to cast spells.

Enhanced Constitution This Character is immune to all diseases, becoming a permanent carrier once exposed to them.

Still Blood This Character is no longer affected by poison and toxins.

Level 6

Stale Air The breath emitted by a Revenant causes illness in those nearby. Foes receive -5 to any rolls made with a D20, and -2 to any rolls made with a D10 until no longer within 20 feet of you (4 Spaces).

Infected Nails The finger and toe nails of this Revenant are poisonous when used in unarmed combat. Causes 1D6 Damage per turn until cured by an antivenin or healing pool.

Unholy Presence The mere sight of you causes your enemies to pause. All mortal foes must roll a D20+Will against your D20+Will before they can make a Melee Attack. After the first success your presence no longer affects them.

Infested Corpse Your body is host to a swarm of insects which you may send out in a cloud 3 spaces from your body, giving you +2 Defense against Ranged Attacks.

Rolling Eyes Your eyes keep falling out of your sockets. You may use them as sentinels by placing them in locations you do not wish to be in yourself. Your eyes may be turned remotely and you see everything they see as if you were there. DR 8 to spot the eye.

Level 8

Mind Maker People who spend too much time with you alone may find themselves more easily subjected to your will. Target suffers -1 Will per day.

Multi-form You must completely ingest a creature and then you may assume that form, though you must remain similar to your present size.

Level 10

Astral Hopper You may temporarily jump your spirit into the body of another person. If that body dies while you are still attached to it, you will die as well. If your body is destroyed while you are outside it, your spirit will become stranded until you find a new host, preferably a dead one. Will based Attack to enter an unwilling host.

Skills

Characters are capable of learning specific skills that help them achieve their goals in the game. There are different types of skills that enable the character to perform different kinds of actions.

Innate Skills are those skills which every character in the game will have.

Common Skills are those which enable the character to perform ordinary duties, but must be learned before they may be performed. Characters who wish to perform a Common Skill that they have not learned may do so at a penalty.

Combat Skills are those which enable the character to perform extraordinary actions, or receive bonuses that aid them in combat situations. Like Common Skills, they must be learned before they may be used. Unlearned Combat Skills may be performed at a penalty, but only if they are active skills.

Supernatural Skills are those which enable the character to perform actions which are superhuman or alien in nature. They must be learned before they may be used, but unlike Common and Combat Skills, Supernatural Skills absolutely may not be performed without first being learned.

Innate Skills

Cunning
This is the ability to solve puzzles, mental challenges, mysteries, and overcome other characters' logic or persuasion. Roll 1d10 per Rank. 5 Ranks. Costs a full turn to ponder puzzles. Countering Eloquence is a defensive action.

Eloquence
This is the ability to persuade non-player characters to do things, such as lower prices on merchandise, or accept a peace treatise, or let your character in a restricted area. Eloquence may also be used to seduce, intimidate, and recruit. Roll 1d10 per Rank of Eloquence versus your opponent's Cunning roll to determine if your target is persuaded favorably. 5 Ranks. Costs 1 Action.

First Aid
This is the ability to help an ally that has been injured or is bleeding. It is not as effective as actual medical attention or healing spell, but will do in a pinch and requires nothing more than a few strips of cloth for bandages. First Aid cannot cure the Shock status! Both the user of this skill and the skill's target must be out of combat to be used. The skill's use requires a bandage, cotton strip, or some other cloth. Roll 1D4 Healing per Rank. 5 Ranks. Costs 1 Action and 1 Bandage.

Perception
This is the ability to spot things, such as hidden doors, booby traps, concealed weapons, camouflaged enemies, footprints in the dirt, or mysterious clues in tapestries or books. Roll 1D10 per Rank. 5 Ranks. Costs 1 Action.

Common skills, such as Crafting Skills, that have you rolling D10's against a **Difficulty Rating** (**DR**) work this way: Roll a certain amount of dice equal to your Skill's Rank. Each die you roll gives you a chance of succeeding. You must roll equal to the DR or higher to succeed. **All you need is one good roll**. Increased Ranks give you more dice to roll, which increases the possibility of success. If none of your dice hit the mark and one or more of them are a 1 that is a Critical Failure. If one or more of your dice hit the mark, even if one of them is a 1, you still succeed. If one of the dice is a 10 and none are a 1, that is a Critical Success and will double the effectiveness of the product of your skill, and increase its market value within the game.

When attempting a **Common** skill check that you've not learned, but wish to perform, your character may do so at a negative skill Rank, otherwise known as **Rank 0**. To roll for success or failure as Rank 0, roll 2d10, and the lower of the two dice determines your success, not the higher of the two.

Athletics

Rank 1
Tumble
Roll away from danger and come up standing.
Difficulty Rating: 2
Range: 5 feet (1")
Action Cost: 1

Climbing
Climb a rough wall, rope, rock side, vines, etc…
Difficulty Rating: 4
Range: ½ Mobility
Action Cost: 1

Crafting

Rank 1
Weaving
Craft thread, yarn, stems, or reeds into a useful tool or decorative item.
Requires: Based on Recipe.
Difficulty Rating: Based on Recipe.
Action Cost: Full Turn

Rank 2
Wood Carving
Whittle some wood into a useful tool or decorative item.
Requires: Wood, Knife or other carving tool.
Difficulty Rating: Based on Recipe.
Action Cost: Full Turn

Blacksmithing

Rank 1
Metal Working
Craft malleable metal into a useful tool or decorative item.
Requires: Metal ore, Hammer, Anvil, Tongs, Forge.
Difficulty Rating: Based on Recipe.
Action Cost: Full Turn

Inspiration

You may add Eloquence Ranks to your Inspiration Ranks to increase your chance of success and maximize your effect of any Inspiration Skill. Inspiration does not work on any targets that are in Shock.

Rank 1
Blazing Oration
Increase +1 Agility per Rank to all allies within Range.
Difficulty Rating: 4
Duration: 1 Turn per Rank
Range: 15 feet radius
Vigor Cost: 5
Action Cost: 2

Emboldening Words
Restore 1d4 Endurance per Rank to all allies within Range, regardless of their combat engagement.
Difficulty Rating: 4
Duration: 1 Turn per Rank
Range: 15 feet radius
Vigor Cost: 5
Action Cost: 2

Rank 2
Dismaying Litany
Reduce 1d4 Vigor per Rank from all enemies within Range.
Difficulty Rating: 5
Duration: 1 Turn per Rank
Range: 15 feet radius
Vigor Cost: 7
Action Cost: 2

Mixing

Rank 1
Prepare Food
Make a meal out of ingredients.
Requires: Mixing Bowl, Stirrer, Oven, Pan, Pot, Ingredients.
Difficulty Rating: Based on Recipe.
Action Cost: Full Turn

Alchemy

Rank 1

Pharmaceuticals
Prepare a remedy or poison from ingredients.
Requires: Mixing Bowl, Stirrer, Jar, Ingredients.
Difficulty Rating: Based on Recipe.
Action Cost: Full Turn

Rank 2

Chemical Warfare
Prepare a toxic or corrosive substance from ingredients.
Requires: Mixing Bowl, Stirrer, Jar, Ingredients.
Difficulty Rating: Based on Recipe.
Action Cost: Full Turn

Survival

Rank 1

Foraging
Recognize edible food from inedible.
Difficulty Rating: 4
Action Cost: 1

Wildlife
Recognize docile animals and insects from dangerous ones.
Difficulty Rating: 4
Action Cost: 1

Camping
Ability to find shelter and recognize a good camping site.
Difficulty Rating: 4
Action Cost: 1

Surgery
This is the ability to help an ally that has been seriously injured. Surgery can cure the Shocked status. Roll 1D4 Healing per Rank.
Requires: Needle, Thread, Bandages, Ointment.
Difficulty Rating: 4
Action Cost: 2

Combat Skills

Combat skills are separated into sets. Rather than spending Skill Points on a single skill, you spend points on a set of skills, and then you have the freedom to choose the skill you wish to use. As you rank up a skill set, you learn new skills, and improve some skills you already had.

When attempting a **Combat** skill check that you've not learned, but wish to perform, your character may do so at a negative skill Rank, otherwise known as **Rank 0**. To roll for success or failure as Rank 0, roll 2d10, and the lower of the two dice determines your success, not the higher of the two. The Difficulty Rating for any Combat skill that you haven't learned is 6.

Arms and Armor

This skill set is about increasing the effectiveness of one's equipment, utilizing multiple weapons to gain the upper hand, and focuses on accuracy and defense, while granting some extra damaging benefits.

Rank 1

Armor Training
Increases the effectiveness of Armor worn to 120%. Round fractions to nearest whole number.

Favored Weapon
+1 Attack with one weapon type (1H Swords, 2H Swords, Bows, Hammers, Handguns, etc…)

Melee Dual Wielding
This Character can equip a second one handed melee weapon in their off-hand, in addition to a one handed melee weapon in their main hand. This gives the Character one free Attack Action which may be used any time during your turn.

Rank 2

Armor Training
Increases the effectiveness of Armor worn to 140%. Round fractions to nearest whole number.

Critical Aptitude
Damage multiplied by 2 on a successful Attack roll of 19-20 in Melee.

Favored Weapon
+1 Attack with Favored Weapon

Shield Bash
When using a shield, knocks the target one space away from you. Does 1D6 Blunt Damage + Strength with any shield. If you combine this skill with Dual Wielding, you can take your extra Attack Action with Shield Bash. Follows rules for Melee Dual Wielding.

Rank 3

Armor Training
Increases the effectiveness of Armor worn to 160%. Round fractions to nearest whole number.

Critical Aptitude
Damage multiplied by 2 on a successful Attack roll of 18-20 in Melee.

Double Strike
When Dual Wielding, you can roll both weapons' Damage on the same hit. May be used more than once per turn, but if you use Double Strike, you cannot use Dual Wielding on the same turn. -6 Attack Penalty.

Ranged Dual Wielding
This Character can equip a one handed ranged weapon in their off-hand, in addition to a one handed melee or ranged weapon in their main hand. This gives the Character one free Attack Action which may be used any time during your turn.

Favored Weapon
+1 Attack with Favored Weapon

Rank 4
Armor Training
Increases the effectiveness of Armor worn to 180%. Round fractions to nearest whole number.

Critical Aptitude
Damage multiplied by 2 on a successful Attack roll of 17-20 in Melee.

Double Strike
When Dual Wielding, you can roll both weapons' Damage on the same hit. -4 Attack Penalty.

Favored Weapon
+1 Attack with Favored Weapon

Tower Shield Proficiency
You no longer have reduced mobility when using a Tower Shield.

Rank 5
Armor Training
Increases the effectiveness of Armor worn to 200%.

Critical Aptitude
Damage multiplied by 2 on a successful Attack roll of 16-20 in Melee.

Double Strike
When Dual Wielding, you can roll both weapons' Damage on the same hit. Improved to -2 Attack Penalty.

Favored Weapon
+1 Attack with Favored Weapon

Full Plate Armor Proficiency
You no longer have reduced mobility when wearing Full Plate.

Brawling

This skill set focuses on unarmed combat, improvised weaponry, gaining multiple attacks, and strengthening the body to endure pain.

Rank 1

Grappling

Grab a single target within 5 feet of you (1 space) to hold them in place. Neither of you may attack another target while Grappling, and neither of you may move. Weapons and Shields are of no use when Grappling, but Knives and Bucklers are useable, and unarmed attacks may be made by either character Grappling. Equipment cannot be switched while Grappling.

Improvised Missiles

+1 Attack with improvised thrown Weapons.

Improvised Weaponry

+1 Attack with improvised Weapons in Melee.

Liquid Courage

Spend an action drinking your favorite beverage (mead, wine, orange juice), to regain 10 Endurance Points. Requires one unit of your favorite beverage either on your belt, in your hand, or nearby.

Rank 2

Improvised Missiles

+1 Attack with improvised thrown Weapons.

Improvised Weaponry

+1 Attack with improvised Weapons in Melee.

Unarmed Training

Increase sides of die rolled per rank for Unarmed Damage. 1d6 Damage.

Rank 3

Improvised Missiles

+1 Attack with improvised thrown Weapons.

Improvised Weaponry

+1 Attack with improvised Weapons in Melee.

Fluid Motion

Increases the number of unarmed attacks you may make. +1 Unarmed Attack Action.

Unarmed Training

Increase sides of die rolled per rank for Unarmed Damage. 1d8 Damage.

Rank 4

Disarm
Make a normal Melee attack. Opponent gets +10 Defense. If successful, the opponent drops a weapon. Does not work on armor, requires a second Disarm action for offhand weapons and shields. Two Handed weapons are immune to Disarm.

Improvised Missiles
+1 Attack with improvised thrown Weapons.

Improvised Weaponry
+1 Attack with improvised Weapons in Melee.

Fluid Motion
+1 Unarmed Attack Action.

Unarmed Training
Increase sides of die rolled per rank for Unarmed Damage. 1d10 Damage.

Rank 5

Improvised Missiles
+1 Attack with improvised thrown Weapons.

Improvised Weaponry
+1 Attack with improvised Weapons in Melee.

Fluid Motion
+1 Unarmed Attack Action.

Unarmed Training
Increase sides of die rolled per rank for Unarmed Damage. 1d12 Damage.

Marksmanship

This skill set focuses on ranged combat, damage through accuracy, increased accuracy, and attacking multiple targets from a distance.

Rank 1

Focused Shot
+1 Ranged Attack and Damage.

Point Blank Shot
Uses Agility as your Ranged Attack, while using Dexterity as your Ranged Damage. Can only be used on targets within 10 feet (2 spaces) of you.

Rank 2

Critical Shot
Damage multiplied by 2 on a successful Attack roll of 19-20 in Ranged.

Focused Shot
+1 Ranged Attack and Damage.

Power Shot
With a Longbow or Shortbow, add Strength to Ranged damage on a successful hit. Costs 2 Actions, 5 Vigor.

Rank 3

Critical Shot
Damage multiplied by 2 on a successful Attack roll of 18-20 in Ranged.

Focused Shot
+1 Ranged Attack and Damage.

Minute Man
Firearm reload time reduced by 1 action cost.

Multi Shot
With a Longbow or Shortbow, attack 3 targets in a single action. Targets must be within a 45 degree arc in front of the shooter. Costs 3 Vigor.

Rapid Reload
Reload crossbows and fire in the same action.

Rank 4

Critical Shot
Damage multiplied by 2 on a successful Attack roll of 17-20 in Ranged.

Focused Shot
+1 Ranged Attack and Damage.

Multi Shot
Attack 4 targets in a single action. Costs 3 Vigor.

Quick Shot
On an enemy's turn you may attack one target. If the attack is successful, you not only do damage, but also interrupt the target's turn.

Rank 5

Aimed Shot
Declare a part of the body of your target that you wish to attack. Make a normal Ranged Attack against your target. The target gets +10 to Defense. If you hit the target, the part of the body that you aimed at will be disabled. For instance, if it was an arm, that arm cannot be used. If it was the head, then the target is rendered unconscious, even if its Endurance is greater than 0. Costs 2 Vigor, 2 Actions.

Critical Shot
Damage multiplied by 2 on a successful Attack roll of 16-20 in Ranged.

Focused Shot
+1 Ranged Attack and Damage.

Multi Shot
Attack 5 targets in a single action. Costs 3 Vigor.

Wondrous Marksman
May re-roll one missed Ranged attack per turn. Costs 20 Vigor.

Melee

This skill set focuses on dealing as much damage as possible, gaining extra attacks per turn, destroying your opponent's equipment, and attacking multiple targets in melee.

Rank 1

Fierce Warrior
+1 Melee Damage.

Hard Strike
This attack causes -2 to your Attack skill, but if you succeed, you may roll your weapon's damage twice and take the higher roll as your damage. Add Strength.

Swift Strike
This attack will only miss on a roll of 1. If the attack succeeds, you roll your weapon's damage and do not add Strength.

Rank 2

Fierce Warrior
+1 Melee Damage.

Muscle Training
You may use Strength as the base value for Endurance instead of Vitality.

Parry
When attacked in Melee or by thrown weapons, roll your weapon's damage and add that to your defense instead of using a shield. If you use Parry, you cannot also use Riposte on the same turn. If you use Melee Dual Wielding, roll both weapons' damage and pick the higher of the two to add to your Defense. Parry may be used multiple times during the enemy's turn.

Riposte
May be used on an enemy's turn to counter attack a melee opponent on his turn. May be used only once between your turns.

Rank 3

Bleeding Wound
With Cutting weapons, you inflict a wound that pierces all Protection and continues to bleed until First Aid is used. Costs 2 Actions.
1D6 Damage per turn after the initial attack.

Crushing Blow
With Blunt weapons, +1 multiplier to Critical Damage. Costs 2 Actions and 10 Vigor.

Fierce Warrior
+1 Melee Damage.

Nimble Warrior
When attacking with Melee weapons, you get an extra Attack Action.

Rank 4

Bleeding Wound
2D6 Damage per turn after the initial attack.

Breaker
With a 2-Handed Melee Weapon, make a Melee attack and name an equipment piece as your target. If you hit your target you do damage to the enemy and reduce that equipment's effectiveness by 4 points. If you attack Armor, then reduce Protection by 4. If you attack a Weapon, then reduce Damage by 4. Costs 2 Actions, and 10 Vigor.

Crushing Blow
With Blunt weapons, +1 multiplier to Critical Damage. Costs 2 Actions and 10 Vigor.

Fierce Warrior
+1 Melee Damage.

Whirling Attack
Make one attack roll versus all opponents. If you have Dual Wielding, add both weapons' Damage together. Costs 2 Actions and 10 Vigor.

Rank 5

Agile Warrior
When attacking with Melee weapons, you get an extra Attack Action. This stacks with the Nimble Warrior skill from Rank 3.

Bleeding Wound
3D6 Damage per turn after the initial attack.

Breaker
Equipment effectiveness reduced by 5 Points. Costs 2 Action and 10 Vigor.

Crushing Blow
With Blunt weapons, +1 multiplier to Critical Damage. Costs 2 Actions and 3 Vigor.

Fierce Warrior
+1 Melee Damage.

Wild Blow
If your Melee attack is successful, multiply your Strength by your Weapon's Damage Roll and deal that amount as your damage. But if you miss you take ½ normal damage.

Roguery

This skill set focuses on hiding in plain sight, deception, smuggling objects past inspection, dirty fighting techniques, and how to deal with traps and snares.

Rank 1

Disguises
Create and use disguises. Roguery vs Perception.

Subtlety
Move quietly. Make use of shadows and distractions. Roguery vs Perception.

Concealment
Hide items on your person. Roguery vs Perception.

Shadow Strike
+1 to attacks made from the shadows.

Deft Throwing
+1 to attacks made with thrown weapons.

Cowardly Blow
+1 to attacks made from behind.

Rank 2

Shadow Strike
+1 to attacks made from the shadows.

Deft Throwing
+1 to attacks made with thrown weapons.

Cowardly Blow
+1 to attacks made from behind.

Lock Picking
Open doors, chests, gates and chains fastened with physical locks.

Slight of Hand
Steal an item from someone's knapsack without them knowing.

Trap Use
Knowledge of traps and snares, how to use them, and how to disarm them.

Feline Movement
Maneuver around traps and dangerous floors without setting them off. Or if they are already active, maneuver through them without being hit. Roguery vs DR.

Rank 3

Agile Landing
Land safely when falling 10 feet or more. Roguery vs DR 2 +1 per every 5 feet.

Escapology
Manipulate flexibility and dislocate joints to escape being bound. Roguery vs DR.

Accents
Speak with a native accent to disguise your voice. Roguery vs Cunning or Perception.

Shadow Strike
+1 to attacks made from the shadows.

Throwing
+1 to attacks made with thrown weapons.

Cowardly Blow
+1 to attacks made from behind.

Performance
Put on a show to cause a distraction, gain attention, or mislead people about your true identity or intentions. Roguery vs Cunning.

Rank 4
Shadow Strike
+1 to attacks made from the shadows.

Throwing
+1 to attacks made with thrown weapons.

Cowardly Blow
+1 to attacks made from behind.

Ventriloquism
Throw your voice to another location in the room. Roguery vs Perception if you are being watched. Roguery vs Cunning if you are hidden.

Rank 5
Cowardly Blow
+1 to attacks made from behind.

Shadow Strike
+1 to attacks made from the shadows.

Signature Cut
Use a weapon to carve your signature as a parting flourish. Dex vs Agi.

Throwing
+1 to attacks made with thrown weapons.

Tactics

This skill set focuses on manipulating the field of battle, increasing your defenses, lowering your opponent's accuracy and defense, and smart fighting above self-disregard for safety.

Rank 1

Defensive Stance
+1 to Physical and Magical Defense. While in a Defensive Stance, mobility is cut by half, rounded to the nearest whole number.

Feint
Roll 1D20 + Dexterity against an opponent's Mind + 1D20. If you succeed, your opponent's physical Defense against the next Attack is lowered. Costs 1 Action. -1 Defense.

Shield Rush
While using a shield make a normal attack. If successful, you crowd your opponent preventing him from effectively using his weapons. -1 to Target's Attack. Lasts 1 Turn, and for as long as you are in contact with the target. Costs 1 Action

Rank 2

Defensive Stance
+1 to Physical Defense.

Feint
-1 Defense.

Forced March
Character may make one extra Move Action. Cannot be made when in Melee Combat. -4 Endurance.

Passing Strike
Attack a target while running past it. -8 Attack. Costs 1 Action and 10 Vigor.

Shield Rush
-1 to Target's Attack.

Rank 3

Camouflage
Create and utilize camouflage. Hide in shadows and behind other people. Opposed by a successful Perception check.

Defensive Stance
+1 to Physical Defense.

Feint
-1 Defense.

Forced March
Improved to -3 Endurance.

Passing Strike
Attack a target while running past it. -6 Attack. Costs 1 Action and 10 Vigor.

Shield Rush
-1 to Target's Attack.

Rank 4
Defensive Stance
+1 to Physical Defense.

Feint
-1 Defense.

Forced March
Improved to -2 Endurance.

Passing Strike
Attack a target while running past it. -4 Attack. Costs 1 Action and 10 Vigor.

Shield Rush
-1 to Target's Attack.

Valiant Charge
Character must start at least 15 feet (3 spaces) away from target, run toward the target and roll to check if you hit your target. If successful, the attack will deal x2 damage. If your attack is a Critical, then add 1 to the multiplier. If Critical is x2, then it becomes x3. Costs 1 Action, 10 Vigor.

Rank 5
Defensive Stance
+1 to Physical Defense.

Feint
-1 Defense.

Forced March
Improved to -1 Endurance.

Intercept
You may move up to 10 Feet (2 spaces) to block an opponent's movement on the enemy's turn. Roll 1d20 +Agility versus your opponent's roll and Agility. Costs 1 action point against your next turn.

Passing Strike
Attack a target while running past it. -2 Attack. Costs 1 Action and 10 Vigor.

Shield Rush
-1 to Target's Attack.

Valor

Rank 1
Fierce Yell
Roll 1D20 + Will against an opponent's Will + 1D20. If you succeed, they will run a set distance away from you. Distance your opponents will run is determined by the Rank of the skill. Costs 1 Action, 1 Vigor. Foes will run 5 feet. Yell Range is 5 feet.

Second Wind
Regain 1D6 Endurance per Rank at the beginning of your turn and +1 Melee/Ranged Attack and +2 Defense which both last 1 turn per Rank. Requires the character to take no other actions this turn. Costs 2 Vigor.

Berserk State
If any melee attack you make while Berserking is a critical hit, you get to attack again. -5 to Defense while in the Berserk State.

Rank 2
Blood Frenzy
Delivering the death blow to an enemy regenerates 1d4 points of Vigor per Level of the opponent.

Fierce Yell
-2 Vigor. Foes will run 10 feet. Yell Range is 10 feet.

Second Wind
2d6 Endurance recovered, -4 Vigor. Attack and Defense buff lasts 2 turns.

War Cry
Increases party's Melee Attack and Damage +1 per Ally within 30 feet (6 spaces). +1 additional increase per rank. Must be used at the beginning of each turn, lasts only one turn, and may be used by multiple party members for greater effect each turn. Costs 1 Action, 2 Vigor. +2 Melee Attack and Damage.

Rank 3
Fierce Yell
-3 Vigor. Foes will run 15 feet. Yell Range is 15 feet.

Rage
Restore Vigor by entering an enraged state. 3d4 Vigor restored. -2 Defense for the duration of the turn.

Second Wind
3d6 Endurance recovered, -6 Vigor. Attack and Defense buff lasts 3 turns.

War Cry
+3 Melee Attack and Damage.

Rank 4

Challenge
Roll 1D20 + Will against an opponent's Will + 1D20. If you succeed, that opponent is compelled to attack you until one or other of you is dead. Range 6 Spaces.

Fierce Yell
-4 Vigor. Foes will run 20 feet. Yell Range is 20 feet.

Rage
4d4 Vigor restored. -2 Defense for the duration of the turn.

Second Wind
4d6 Endurance recovered, -8 Vigor. Attack and Defense buff lasts 4 turns.

War Cry
+4 Melee Attack and Damage.

Rank 5

Fierce Yell
-5 Vigor. Foes will run 25 feet. Yell Range is 25 feet.

Rage
5d4 Vigor restored. -2 Defense for the duration of the turn.

Second Wind
5d6 Endurance recovered, -10 Vigor. Attack and Defense buff lasts 5 turns.

War Cry
+5 Melee Attack and Damage.

Wardance
The Melee fighter dances and whirls wildly in unanticipated moves, but lowering his guard in the process. Roll for your attack twice and take the higher roll as your Success/Fail. Lowered Defense lasts the remainder of the turn but does not stack upon multiple uses of the Wardance. Costs 1 Action.
-8 Defense.

Magic Spells

Like Combat Skills, Magic Spells are separated into sets. Rather than spending Skill Points on a single spell, you spend points on a school of arcane training, and then you have the freedom to choose the spell you wish to use from that list. As you rank up a skill set, you learn new spells, and improve some spells you already had. Any spell directed at a target that wishes to resist the effect requires that the attacker and the target both roll **1d20** and add their respective Attributes to the roll. Any Magic Spell may be defended against by the use of **Will**. Will is the expression of an individual's ambient force which is capable of disrupting the flow and effect of the supernatural. There are some **exceptions** where other Attributes may be used to defend against an ability, such as **Agility** or **Mind**. Skills aimed at a willing target are successful on the basis that the magic user's skill is high enough to control the ability.

Cantrips

Rank 1

Illusory Stone
Creates an image of a rock the size of a man or smaller.
Difficulty Rating: 3 (to cast and to foil the illusion)
Duration: 5 Turns
Range: 40' (8") Directional
Vigor Cost: 5
Action Cost: 1

Identify Magic
Identifies whether an item is magical or not, and what the magical effect is.
Difficulty Rating: 3
Duration: Instant
Range: 10' (2")
Vigor Cost: 5
Action Cost: 1

Operate Device
Used to lock/unlock doors, move levers, and push buttons from a distance.
Difficulty Rating: 4
Duration: Instant
Range: 10' (2")
Vigor Cost: 5
Action Cost: 1

Sparks and Mist
A colored cloud of sparks emits from your outstretched hand.
Difficulty Rating: 3
Duration: Instant
Range: 5' (1")
Vigor Cost: 5
Action Cost: 1

Illusory Bones
Creates an image of a skeleton the size of a human. The skeleton can be made to appear as though it is walking around and interacting with things, but cannot physically act upon anything.
Difficulty Rating: 5 (to cast and to foil the illusion)
Duration: 5 Turns
Range: 40' (8") Directional
Vigor Cost: 5
Action Cost: 1

Illusory Fear
The spell reflects the greatest fear of anyone who looks on it, and creates that as the personal illusion.
Difficulty Rating: 8 (to cast and to foil the illusion)
Duration: 10 Turns
Range: 40' (8") Directional
Vigor Cost: 10
Action Cost: 1

Conjuring
Rank 1
Least Magic Barrier
Creates an invisible Barrier in an opening or doorway. May cast multiple barriers in the same place for increased effect.
Durability: 20+Mind. Any Damage type may break the Barrier.
Difficulty Rating: 2
Range: 40 feet (8")
Area: 10' wide x 5' deep x 10' tall (2"x1"x2")
Duration: 2
Vigor Cost: 6
Action Cost: 2

Memorize Location
Memorize one location per Rank. To memorize more locations than you have Ranks for, you must forget a previous location.
Difficulty Rating: 2
Range: Local
Duration: Until forgotten
Vigor Cost: 5
Action Cost: 2

Summon Bone Guard
Infuses the useless bones of the deceased nearby with magical bonds that enable them to move. They will follow your simplest commands without free will or fear. Summons up to 2 Bone Guards per Conjuring Rank.
Stats: Level 0, 5 Hth, 3 Vig, d4+2 Dmg, 6 Atk, 8 Def, 0 Min, 3 Wil, 3 Mov, 1 Act.
Abilities: Bone Guards can form a collective unit. They will no longer act individually but rather support a primary Bone Guard in attacking a single foe or enemy unit, thus losing their individual actions this turn. That primary Bone Guard gets a +1 to Attack, Defense, Damage and Will per each additional Bone Guard in formation. A formation must move together. Bone Guards are not undead, and as such are not affected by anti undead spells.
Difficulty Rating: 4
Range: 40 foot (8") radius Aura of summoning
Duration: 5 turns
Vigor Cost: 18
Action Cost: 2

Teleport Self
Warp yourself to a location previously Memorized on the same planet.
Difficulty Rating: 2
Range: Global
Vigor Cost: 10
Action Cost: 2

Rank 2

Lesser Magic Barrier
Creates an invisible Barrier in an opening or doorway. May cast multiple barriers in the same place for increased effect.
Durability: 40+Mind. Only Blunt weapons, Magical Weapons or Magic Spells may break the Barrier.
Difficulty Rating: 3
Range: 8
Area: 10' wide x 5' deep x 10' tall
Duration: 3
Vigor Cost: 8
Action Cost: 2

Summon Clay Golem
Forms the earth into a bipedal humanoid shape and infuses it with magic bonds that enable it to move. They will follow your simplest commands without free will or fear. Summons up to 1 Clay Golem per Conjuring Rank.
Stats: Level 1, 20 Hth, 15 Vig, d6+10 Dmg, 10 Atk, 5 Def, 0 Min, 5 Wil, 3 Mov, 2 Act.
Abilities: 10 Toughness against all physical damage. Can combine with another Clay Golem to restore Endurance to full and increase Hth, Dmg, Atk, Def, Min, and Wil by 5 points. This action takes a full turn.
Difficulty Rating: 4
Range: 40 foot (8") radius Aura of summoning
Duration: 5 turns
Vigor Cost: 19
Action Cost: 2

Teleport Group
Warp yourself and any who are touching you to a location previously Memorized on the same Planet.
Difficulty Rating: 4
Range: Global
Vigor Cost: 21
Action Cost: 2

Scrying
Using any reflective surface, a person may look into far off lands, memorize their location, and teleport there.
Difficulty Rating: 6
Range: Global
Vigor Cost: 15
Action Cost: 2

Rank 3

Magic Barrier
Creates an invisible Barrier in an opening or doorway. May cast multiple barriers in the same place for increased effect.
Durability: 80+Mind. Only Magical Weapons or Magic Spells may break the Barrier.
Difficulty Rating: 4
Range: 8
Area: 10' wide x 5' deep x 10' tall
Duration: 4
Vigor Cost: 13
Action Cost: 2

Summon Rock Golem
Infuses nearby rocks and boulders with magic bonds that enable them to move. They will follow your simplest commands without free will or fear. Summons up to 1 Rock Golem per Conjuring Rank.
Stats: Level 3, 50 Hth, 33 Vig, d8+10 Dmg, 13 Atk, 14 Def, 0 Min, 3 Wil, 3 Mov, 2 Act.
Abilities: Immune to Elemental damage except Earthquake and Lightning. 10 Toughness against Slashing and Piercing damage.
Difficulty Rating: 6
Range: 40 foot (8") radius Aura of summoning
Duration: 5 turns
Vigor Cost: 21
Action Cost: 2

Rank 4

Greater Magic Barrier
Creates an invisible Barrier in an opening or doorway. May cast multiple barriers in the same place for increased effect.
Durability: 160+Mind. Only Blunt Magical Weapons or Magic Spells may break the Barrier.
Difficulty Rating: 5
Range: 8
Area: 10' wide x 5' deep x 10' tall
Duration: 5
Vigor Cost: 21
Action Cost: 2

Summon Metal Golem
Infuses nearby unused metal objects with magic bonds that enable them to move. They will follow your simplest commands without free will or fear. Summons up to 1 Metal Golem per Conjuring Rank.
Stats: Level 4, 60 Hth, 43 Vig, d10+15 Dmg, 13 Atk, 19 Def, 0 Min, 3 Wil, 3 Mov, 2 Act.
Abilities: Immune to Elemental damage except Earthquake and Lightning. 10 Toughness against physical damage.
Difficulty Rating: 7
Range: 40 foot (8") radius Aura of summoning
Duration: 5 turns
Vigor Cost: 22
Action Cost: 2

Rank 5

Greatest Magic Barrier

Creates an invisible Barrier in an opening or doorway. May cast multiple barriers in the same place for increased effect.

Durability 320+Mind. Only Blunt Magical Weapons may break the Barrier.

Difficulty Rating: 6

Range: 8

Area: 10' wide x 5' deep x 10' tall

Duration: Until dispelled

Vigor Cost: 62

Action Cost: 2

Summon Phoenix

Summons a fiery Phoenix from another dimension. This creature will do battle for you, but has a will of its own and may be intimidated. Summons 1 Phoenix at a time.

Stats: Level 5, 60 Hth, 60 Vig, d12+10 Dmg, 18 Atk, 18 Def, 6 Min, 18 Wil, 6 Mov, 2 Act.

Abilities: Healed by Elemental and Magical Fire, Casts any spell that deals with fire with Rank 5 competency and potency.

Difficulty Rating: 8

Range: 40 foot (8") radius Aura of summoning

Duration: 5 turns

Vigor Cost: 24

Action Cost: 2

Elemental

Rank 1

Fire Manipulation

If there is any kind of flame nearby, you can move it to another position within range. Fire deals 1d4 continuous damage to targets until doused.
Mind Cast vs Agility (or DR: 2)
Duration: 3 Turns
Range: 30 feet (6 spaces)
Vigor Cost: 5
Action Cost: 1

Wind Manipulation

If you are in an open space, in a room that is open to the outdoors, or in a room no smaller than 40 feet squared, you can summon a gust of wind to move objects around. Collisions deal 1d4 Blunt damage on impact with any solid object.
Mind Cast vs Agility (or DR: 3)
Duration: Instant
Range: 40 feet (8 spaces)
Vigor Cost: 5
Action Cost: 1

Water Manipulation

If there is water nearby, you can freeze it solid in a block that is no larger than a 5 foot cube. Inversely, you can melt as much as a 5 foot cube of ice into water.
Difficulty Rating: 5
Duration: 3 Turns
Range: Touching
Vigor Cost: 5
Action Cost: 1

Earth Manipulation

If there is soft earth or sand nearby, you may shift it to make it suddenly swampy, or quicksand. This can be used to trap enemies on foot, preventing them from taking any movement actions until they have escaped the trap. Escaping unaided takes a full turn.
Mind Cast vs Agility (or Difficulty Rating: 5)
Duration: 3 Turns
Range: 30 feet (6 spaces)
Vigor Cost: 5
Action Cost: 1

Rank 2

Billowing Fire
Produce fire from your hand. Targets up to 3 enemies. Deals 2d4 + Mind Damage. Fire deals 1d4 continuous damage to targets until doused.
Dexterity Cast vs Agility
Duration: 5 Turns
Range: 15 feet (3 spaces)
Vigor Cost: 10
Action Cost: 1

Wind Lance
Enhances your physical melee or ranged attack by increasing its velocity. Deal an extra weapon damage dice worth of damage to your current attack.
Difficulty Rating: 6
Duration: Instant
Range: Determined by weapon.
Vigor Cost: 10
Action Cost: Same as attack

Lightning Arc
An electric jolt jumps from your outstretched finger to the nearest enemy.
Difficulty Rating: 6
Duration: Instant
Range: 30 feet (6 spaces)
Vigor Cost: 10
Action Cost: 1

Rank 3

Summon Clay Golem
Forms the nearby earth into a bipedal humanoid shape and infuses it with magic bonds that enable it to move. It will follow your simplest commands without free will or fear.
Stats: Level 1, 20 Hth, 15 Vig, d6+10 Dmg, 10 Atk, 5 Def, 0 Min, 5 Wil, 3 Mov, 2 Act.
Abilities: 10 Toughness against all physical damage. Can combine with another Clay Golem to restore Endurance to full and increase Hth, Dmg, Atk, Def, Min, and Wil by 5 points. This action takes a full turn.
Difficulty Rating: 4
Range: 40 foot (8") radius Aura of summoning
Duration: 5 turns
Vigor Cost: 15
Action Cost: 2

Summon Water Guardian

Forms the nearby water into an amorphous torso with arms and infuses it with magic bonds that enable it to move. It will follow your simplest commands without free will or fear.

Stats: Level 1, 20 Hth, 15 Vig, d6+10 Dmg, 10 Atk, 5 Def, 0 Min, 5 Wil, 3 Mov, 2 Act.

Abilities: 10 Toughness against all physical damage. Can combine with another Clay Golem to restore Endurance to full and increase Hth, Dmg, Atk, Def, Min, and Wil by 5 points. This action takes a full turn.

Difficulty Rating: 4

Range: 40 foot (8") radius Aura of summoning

Duration: 5 turns

Vigor Cost: 15

Action Cost: 2

Rank 4

Quake

Roll 4D4 + Mind Blunt Damage. Reduces Mobility -4 per Rank. Grounded units only. Affected targets are knocked prone.

Difficulty Rating: 7

Range: 40 foot (8") radius Aura

Duration: Instant

Vigor Cost: 20

Action Cost: 1

Hail

Roll 4d4 + Mind Cold Damage. Grounds airborne targets.

Difficulty Rating: 7

Range: 20 foot (4") and 20 foot radius of effect.

Duration: Instant

Vigor Cost: 20

Action Cost: 1

Rank 5

Gravity

Either increase the gravity in the affected area to reduce movement by half and sink missile weapons to the ground, or decrease gravity to aid jumps, increase movement by twice the normal rate, and walk over pressure plates without triggering them. Prone targets can get to their feet at no action cost.

Difficulty Rating: 9

Range: 40 foot (8") radius Aura

Duration: Instant

Vigor Cost: 40

Action Cost: 1

Enchantments

Rank 1
Fire Enchantment
Weapons gain +2 Fire Damage. Armor gains +2 Magic Protection against Cold spells and elements. Does not stack with Ice Enchantment.
Difficulty Rating: 2
Duration: 1 Turn
Range: Touching
Vigor Cost: 2
Action Cost: 1

Mindspeak
May send messages magically using brainwaves so that you may speak to one other person without being heard. May be detected by a Divination check. Cannot be used to receive another person's thoughts, only to send your own. May send to one person per Rank.
Mind Cast
Difficulty Rating: 3
Range: Global
Duration: 1 Turn
Vigor Cost: 23
Action Cost: 2

Rank 2
Divination
You may read a person's immediate thoughts. This Spell may be used to listen in on other people's Mindspeak use.
Mind Cast vs Mind
Range: 30' (6") Directional
Duration: 1 Turn
Vigor Cost: 8
Action Cost: 2

Fire Enchantment
Weapons gain +4 Fire Damage. Armor gains +4 Magic Protection against Cold spells and elements. Does not stack with Ice Enchantment.
Duration: 2 Turns
Range: Touching
Vigor Cost: 2
Action Cost: 1

Ice Enchantment
On weapons, gain +4 Ice Damage. On armor, gain +4 Magic Protection against Fire spells and elements. Does not stack with Fire Enchantment.
Difficulty Rating: 3
Duration: 2 Turns
Range: Touching
Vigor Cost: 4
Action Cost: 1

Rank 3

Fire Enchantment
Weapons gain +6 Fire Damage. Armor gains +6 Magic Protection against Cold spells and elements. Does not stack with Ice Enchantment.
Duration: 3 Turns
Range: Touching
Vigor Cost: 2
Action Cost: 1

Ice Enchantment
On weapons, gain +6 Ice Damage. On armor, gain +6 Magic Protection against Fire spells and elements. Does not stack with Fire Enchantment.
Duration: 3 Turns
Range: Touching
Vigor Cost: 4
Action Cost: 1

Mesmerize
Control a living being's actions.
Mind Cast vs Will or Mind
Mental
Duration: 3 Turns
Range: Directional 30 ft. (6 spaces)
Vigor Cost: 25
Action Cost: Full Turn

Rank 4

Fire Enchantment
Weapons gain +8 Fire Damage. Armor gains +8 Magic Protection against Cold spells and elements. Does not stack with Ice Enchantment.
Duration: 4 Turns
Range: Touching
Vigor Cost: 2
Action Cost: 1

Ice Enchantment
On weapons, gain +8 Ice Damage. On armor, gain +8 Magic Protection against Fire spells and elements. Does not stack with Fire Enchantment.
Duration: 4 Turns
Range: Touching
Vigor Cost: 4
Action Cost: 1

Lightning Enchantment
On weapons, gain +8 Lightning Damage. On armor, prevents Disarm effect. Lasts 4 turns. Does not stack with Earth Enchantment.
Duration: 4 Turns
Range: Touching
Vigor Cost: 8
Action Cost: 1

Rank 5
Earth Enchantment
On weapons, causes Disarm effect to opponent if blocked. On armor, gain +10 Magic Protection against Electric spells and elements. Stacks with any enchantment.
Duration: 5 Turns
Range: Touching
Vigor Cost: 10
Action Cost: 1

Fire Enchantment
Weapons gain +10 Fire Damage. Armor gains +10 Magic Protection against Cold spells and elements. Stacks with any enchantment.
Duration: 5 Turns
Range: Touching
Vigor Cost: 2
Action Cost: 1

Grand Enchantment
If an object has 3 of the other enchantments, the Grand Enchantment may be cast on that object to increase Elemental bonuses x2, and ¼ effect is increased to ½ effect, renews the turn duration of the enchantments to 5 turns, and gives explosive damage to weapons, and repulsing barrier to armor. Weapons with Grand Enchantment will deal damage and apply Knock Back to enemies as if it were Rank 5. Armor with Grand Enchantment will deflect damage and apply Knock Back to enemies as if it were Rank 5.
Enchantment
Duration: 5 Turns
Range: Touching
Vigor Cost: 16
Action Cost: 2

Ice Enchantment
On weapons, gain +10 Ice Damage. On armor, gain +10 Magic Protection against Fire spells and elements. Stacks with any enchantment.
Duration: 5 Turns
Range: Touching
Vigor Cost: 4
Action Cost: 1

Lightning Enchantment

On weapons, gain +10 Lightning Damage. On armor, prevents Disarm effect. Stacks with any enchantment.
Duration: 5 Turns
Range: Touching
Vigor Cost: 8
Action Cost: 1

Exorcism

Rank 1
Positive Energy
Smite Animated Corpses, Homunculi, and incorporeal Spirits with positive energy, or use the same positive energy to mend wounds. Roll 1d4 + Will Spell effect.
Will Cast vs Will (Difficulty Rating: 2 against allies)
Duration: Instant
Range: Touching
Vigor Cost: 4
Action Cost: 1

Rank 2
Positive Energy
Smite Animated Corpses, Homunculi, and incorporeal Spirits with positive energy, or use the same positive energy to mend wounds. Roll 1d6 + Will Spell effect.
Will Cast vs Will (Difficulty Rating: 2 against allies)
Duration: Instant
Range: 10 feet (2 spaces)
Vigor Cost: 4
Action Cost: 1

Purge
Removes poison, same as the Purify spell, but also removes enchantments.
Difficulty Rating: 5
Duration: Instant
Range: Touching
Vigor Cost: 8
Action Cost: 1

Rank 3
Positive Energy
Smite Animated Corpses, Homunculi, and incorporeal Spirits with positive energy, or use the same positive energy to mend wounds. Roll 1d8 + Will Spell effect.
Will Cast vs Will (Difficulty Rating: 2 against allies)
Duration: Instant
Range: 20 feet (4 spaces)
Vigor Cost: 4
Action Cost: 1

Remove Curse
Removes a curse from a target. Can be used to remove spell effects such as enchantments or mind control.
Difficulty Rating: 5
Duration: Instant
Range: Touching
Vigor Cost: 15
Action Cost: Full Turn

Rank 4

Exorcise
Removes the soul inhabiting the body of a Revenant. If the body used is not its original body, and if the Exorcism takes place within three days of the host's soul being placed in limbo, the soul of the rightful owner may again inhabit the body.
Will Cast vs Will
Duration: Instant
Range: Touching
Vigor Cost: 16
Action Cost: Full Turn

Positive Energy
Smite Animated Corpses, Homunculi, and incorporeal Spirits with positive energy, or use the same positive energy to mend wounds. Roll 1d10 + Will Spell effect.
Will Cast vs Will (Difficulty Rating: 2 against allies)
Duration: Instant
Range: 30 feet (6 spaces)
Vigor Cost: 4
Action Cost: 1

Rank 5

Banish
Causes damage to any summoned creature or being not of the terrestrial plane. Used against Bone Guards, Golems, Phoenixes, and the Deep Ones. 1d10+Will Damage.
Will Cast vs Will
Duration: Instant
Range: 40 Feet (8 spaces)
Vigor Cost: 20
Action Cost: Full Turn

Positive Energy
Smite Animated Corpses, Homunculi, and incorporeal Spirits with positive energy, or use the same positive energy to mend wounds. Roll 1d12 + Will Spell effect.
Will Cast vs Will (Difficulty Rating: 2 against allies)
Duration: Instant
Range: 30 feet (8 spaces)
Vigor Cost: 4
Action Cost: 1

Necromancy

Rank 1

Summon Bone Guard

Infuses the useless bones of the deceased nearby with magical bonds that enable them to move. They will follow your simplest commands without free will or fear. Summons up to 2 Bone Guards per Conjuring Rank.

Stats: Level 0, 5 Hth, 3 Vig, d4+2 Dmg, 6 Atk, 8 Def, 0 Min, 3 Wil, 3 Mov, 1 Act.

Abilities: Bone Guards can form a collective unit. They will no longer act individually but rather support a primary Bone Guard in attacking a single foe or enemy unit, thus losing their individual actions this turn. That primary Bone Guard gets a +1 to Attack, Defense, Damage and Will per each additional Bone Guard in formation. A formation must move together. Bone Guards are not undead, and as such are not affected by anti undead spells.

Difficulty Rating: 3

Range: 40 foot (8") radius Aura of summoning

Duration: 5 turns

Vigor Cost: 18

Action Cost: 2

Bane

Channels negative energy to harm Empyreans and their followers on the physical plane. Roll 1d4 + Mind Spell effect.

Mind Cast vs Will

Duration: Instant

Range: 30 feet (8 spaces)

Vigor Cost: 4

Action Cost: 1

Rank 2

Animate Corpse

Pumps a fleshed corpse with negative energy to reanimate it. The result is a little stronger than a Bone Guard, but with the added effect of carrying communicable disease.

Stats: Level 1, 7 Hth, 6 Vig, d4+5 Dmg, 9 Atk, 10 Def, 3 Min, 6 Wil, 6 Mov, 1 Act.

Abilities: As a Disease Carrier, the zombie may infect any target it successfully attacks with a critical hit. The infected target will suffer 1d4 continuous damage until cured. If an uncured victim dies, roll 1d20 under their Vitality every turn. If the roll Vitality check fails once, they will be reanimated. The animated corpses and infected zombies may roll Will vs Will at the beginning of their turn to attempt to wrest themselves free of the Necromancer's control.

Difficulty Rating: 5

Duration: Indefinite

Range: Touching

Vigor Cost: 18

Action Cost: 1

Bane
Channels negative energy to harm Empyreans and their followers on the physical plane. Roll 1d6 + Mind Spell effect.
Mind Cast vs Will
Duration: Instant
Range: 30 feet (8 spaces)
Vigor Cost: 4
Action Cost: 1

Rank 3
Bane
Channels negative energy to harm Empyreans and their followers on the physical plane. Roll 1d8 + Mind Spell effect.
Mind Cast vs Will
Duration: Instant
Range: 30 feet (8 spaces)
Vigor Cost: 4
Action Cost: 1

Create Homunculus
By stitching together pieces of different people, you are able to create an autonomous creation that can act without direct commands. The creature may gain a will of its own and turn on its creator.
Stats: Level 1, 7 Hth, 6 Vig, d4+5 Dmg, 9 Atk, 10 Def, 3 Min, 6 Wil, 6 Mov, 1 Act.
Abilities: The Homunculus may gain levels and skills, same as a player character, but may not exceed in levels beyond that of the Necromancer that made it. If the Necromancer dies, the Homunculus may not gain levels beyond its current point.
Difficulty Rating: 7
Duration: Instant
Range: 30 feet (8 spaces)
Vigor Cost: 4
Action Cost: 1

Rank 4
Bane
Channels negative energy to harm Empyreans and their followers on the physical plane. Roll 1d10 + Mind Spell effect.
Mind Cast vs Will
Duration: Instant
Range: 40 feet (8 spaces)
Vigor Cost: 4
Action Cost: 1

Create Revenant
By binding a departed soul to its original body, or that of another person, you can create a Revenant. The contract stipulates that the Revenant must obey your commands or the soul will return to the abyss. Other than that, the Revenant may act autonomously, but cannot knowingly rebel against its contractor.
Abilities: The Revenant may gain levels and skills, same as a player character, and may exceed in levels beyond that of the Necromancer that made it. If the Necromancer dies, Revenant is free of its obligations, and may continue to gain levels.
Difficulty Rating: 9
Duration: Instant
Range: Touching
Vigor Cost: 4
Action Cost: 1

Drain
Drains the target's Endurance to restore Vigor. 4d10 Drain effect.
Mind Cast vs Will
Duration: Instant
Range: 30 feet (6 spaces)
Vigor Cost: 5
Action Cost: 1

Rank 5
Bane
Channels negative energy to harm Empyreans and their followers on the physical plane. Roll 1d10 + Mind Spell effect.
Mind Cast vs Will
Duration: Instant
Range: 30 feet (8 spaces)
Vigor Cost: 4
Action Cost: 1

Life Bind
Target one opponent, must be touching. Any Damage dealt to you will be dealt to this opponent as well, and any healing dealt to the target will heal you as well, over any distance. Targeting a new opponent breaks the previous Bond, using a different Bind Spell also overwrites any Bond already in place.
Dexterity Cast vs Agility
Duration: Indefinite
Range: Touching
Vigor Cost: 40
Action Cost: Full Turn

Spell Bind
Target one opponent, must be touching. Any Spell cast by your target may also be cast by you instantly, at no cost. Targeting a new opponent breaks the previous Bond, using a different Bind Spell also overwrites any Bond already in place.
Dexterity Cast vs Agility
Duration: Indefinite
Range: Touching
Vigor Cost: 40
Action Cost: Full Turn

Wither
Reduces the Strength, Dexterity, and Agility of the target temporarily by 1d6.
Mind Cast vs Will
Duration: Instant
Range: 30 feet (8 spaces)
Vigor Cost: 4
Action Cost: 1

Recovery

Rank 1

Healing Touch
Roll 1D10 per Rank +Will to Recover Endurance. Must be used on a target that is not in melee combat. Removes the Shock status.
Difficulty Rating: 2
Duration: Instant
Range: Touching
Vigor Cost: 3
Action Cost: 2

Purify
Removes poison, impurities, and disease from a person or object.
Difficulty Rating: 4
Duration: Instant
Range: Touching
Vigor Cost: 3
Action Cost: 2

Rank 2

Fortifying Aura
+2 Physical and Magical Protection. Targets all allies within Range.
Difficulty Rating: 4
Duration: 2 turns
Range: Radius 20 feet (4 spaces)
Vigor Cost: 18
Action Cost: 1

Deliverance Aura
+2 Mobility. Targets all allies within Range.
Difficulty Rating: 4
Duration: 2 turns
Range: Radius 20 feet (4 spaces)
Vigor Cost: 10
Action Cost: 1

Healing Touch
Roll 2D10 +Will to Recover Endurance.
Difficulty Rating: 2
Duration: Instant
Range: Touching
Vigor Cost: 3
Action Cost: 2

Rank 3

Deliverance Aura
+3 Mobility. Targets all allies within Range.
Difficulty Rating: 4
Duration: 3 turns
Range: Radius 30 feet (6 spaces)
Vigor Cost: 10
Action Cost: 1

Fortifying Aura
+3 Physical and Magical Protection. Targets all allies within Range.
Difficulty Rating: 4
Duration: 3 turns
Range: Radius 30 feet (6 spaces)
Vigor Cost: 18
Action Cost: 1

Healing Aura
Roll 3D6 +Will to Recover Endurance to all allies in range.
Difficulty Rating: 6
Duration: Instant
Range: Radius 30 feet (6 spaces)
Vigor Cost: 3
Action Cost: 2

Healing Touch
Roll 3D10 +Will to Recover Endurance.
Difficulty Rating: 2
Duration: Instant
Range: Touching
Vigor Cost: 3
Action Cost: 2

Intercession
When an ally is being attacked, you may take the Damage onto yourself instead. Can be cast only once between turns.
Difficulty Rating: 6
Duration: Instant
Range: Directional 30 feet (6 spaces)
Vigor Cost: 1
Action Cost: Free

Rank 4

Deliverance Aura
+4 Mobility. Targets all allies within Range.
Difficulty Rating: 4
Duration: 4 turns
Range: Radius 40 feet (8 spaces)
Vigor Cost: 10
Action Cost: 1

Fortifying Aura
+4 Physical and Magical Protection. Targets all allies within Range.
Difficulty Rating: 4
Duration: 4 turns
Range: Radius 40 feet (8 spaces)
Vigor Cost: 18
Action Cost: 1

Healing Aura
Roll 4D6 +Will to Recover Endurance to all allies in range.
Difficulty Rating: 6
Duration: Instant
Range: Radius 40 feet (8 spaces)
Vigor Cost: 3
Action Cost: 2

Healing Touch
Roll 4D10 +Will to Recover Endurance.
Difficulty Rating: 2
Duration: Instant
Range: Touching
Vigor Cost: 3
Action Cost: 2

Pacifying Wave
4D12 damage to target's Vigor. Once the target's Vigor reaches zero, the target will lose the desire to fight, and one point of Endurance. Costs 2 Actions and 5 Vigor.
Will Cast vs Will
Duration: Instant
Range: 40 feet (8 spaces)
Vigor Cost: 3
Action Cost: 2

Rank 5

Deliverance Aura
+5 Mobility. Targets all allies within Range.
Difficulty Rating: 4
Duration: 5 turns
Range: Radius 50 feet (10 spaces)
Vigor Cost: 10
Action Cost: 1

Fortifying Aura
+5 Physical and Magical Protection. Targets all allies within Range.
Difficulty Rating: 4
Duration: 5 turns
Range: Radius 50 feet (10 spaces)
Vigor Cost: 18
Action Cost: 1

Healing Aura
Roll 5D6 +Will to Recover Endurance to all allies in range.
Difficulty Rating: 6
Duration: Instant
Range: Radius 50 feet (10 spaces)
Vigor Cost: 3
Action Cost: 2

Healing Touch
Roll 5D10 +Will to Recover Endurance.
Difficulty Rating: 2
Duration: Instant
Range: Touching
Vigor Cost: 3
Action Cost: 2

Revival
Can restore a character who has died to 1 Endurance, provided you succeed within three days of their death.
Difficulty Rating: 8
Duration: Instant
Range: Touching
Vigor Cost: 50
Action Cost: Full Turn

Sorcery

Rank 1

Jolt
Roll 1D4 + Mind for Damage. Knocks the target back 1 Space.
Mind Cast vs Agility
Duration: Instant
Range: 40 feet (8 spaces)
Vigor Cost: 2
Action Cost: 1

Spark
Cast on an object to light that object and use as a torch, or cast on a creature for 1D6 +Mind for Damage. Also catches dry wood, cloth, and undead on fire (1D4 Damage per turn).
Difficulty Rating: 3
Duration: 1 Turn
Range: Touching
Vigor Cost: 3
Action Cost: 1

Synergy
Cast the same spell as an ally once per round, during your ally's turn at the same target. If either of you succeed, the effect of the spells are combined. You must know the spell, regardless of rank, in order to synergize. Costs 1 Action Point toward your next turn. Action cost of the spell is ignored.

Rank 2

Explosive Orb
Targets an area of 2 spaces in radius per Rank. Roll 2D6 + Mind for Damage.
Mind Cast vs Agility
Duration: Instant
Range: Directional 50 feet (10 spaces)
Vigor Cost: 12
Action Cost: 1

Jolt
Roll 2D4 + Mind for Damage. Knocks the target back 2 Spaces.
Mind Cast vs Agility
Duration: Instant
Range: 40 feet (8 spaces)
Vigor Cost: 2
Action Cost: 1

Lightning Bolt
Targets 1 additional enemy within 10 feet of the initial target. Roll 2D10 + Mind for Damage.
Mind Cast vs Agility
Duration: Instant
Range: 30 feet (6 spaces)
Vigor Cost: 10
Action Cost: 1

Spark
Cast on an object to light that object and use as a torch, or cast on a creature for 2D6 +Mind for Damage. Also catches dry wood, cloth, and undead on fire (1D4 Damage per turn).
Difficulty Rating: 3
Duration: 2 Turns
Range: Touching
Vigor Cost: 3
Action Cost: 1

Rank 3
Dispel
Cancels spells cast in an area, deals 1d12 Damage + Mind to summoned creatures, removes curses.
Duration: Instant
Range: Directional 50 feet (10 spaces)
Vigor Cost: 12
Action Cost: 1

Explosive Orb
Targets an area of 3 spaces in radius per Rank. Roll 3D6 + Mind for Damage.
Mind Cast vs Agility
Duration: Instant
Range: Directional 50 feet (10 spaces)
Vigor Cost: 12
Action Cost: 1

Jolt
Roll 3D4 + Mind for Damage. Knocks the target back 3 Spaces.
Mind Cast vs Agility
Duration: Instant
Range: 40 feet (8 spaces)
Vigor Cost: 2
Action Cost: 1

Lightning Bolt
Targets 2 additional enemies within 10 feet of each successive target. Roll 3D10 + Mind for Damage.
Mind Cast vs Agility
Duration: Instant
Range: 30 feet (6 spaces)
Vigor Cost: 10
Action Cost: 1

Spark
Cast on an object to light that object and use as a torch, or cast on a creature for 3D6 +Mind for Damage. Also catches dry wood, cloth, and undead on fire (1D4 Damage per turn).
Difficulty Rating: 3
Duration: 3 Turns
Range: Touching
Vigor Cost: 3
Action Cost: 1

Rank 4
Explosive Orb
Targets an area of 4 spaces in radius per Rank. Roll 4D6 + Mind for Damage.
Mind Cast vs Agility
Duration: Instant
Range: Directional 50 feet (10 spaces)
Vigor Cost: 12
Action Cost: 1

Jolt
Roll 4D4 + Mind for Damage. Knocks the target back 4 Spaces.
Mind Cast vs Agility
Duration: Instant
Range: 40 feet (8 spaces)
Vigor Cost: 2
Action Cost: 1

Lightning Bolt
Targets 3 additional enemies within 10 feet of each successive target. Roll 4D10 + Mind for Damage.
Mind Cast vs Agility
Duration: Instant
Range: 30 feet (6 spaces)
Vigor Cost: 10
Action Cost: 1

Magic Strike
Attack an enemy with a blade of pure energy that emits from your hand. Deals 5d6 + Strength Magic Damage. Even if the target successfully defends the attack, it will still suffer 5d6 Magic Damage.
Dexterity Cast vs Agility
Duration: Instant
Range: Touching
Vigor Cost: 18
Action Cost: 1

Spark

Cast on an object to light that object and use as a torch, or cast on a creature for 4D6 +Mind for Damage. Also catches dry wood, cloth, and undead on fire (1D4 Damage per turn).
Difficulty Rating: 3
Duration: 4 Turns
Range: Touching
Vigor Cost: 3
Action Cost: 1

Rank 5

Explosive Orb

Targets an area of 5 spaces in radius per Rank. Roll 5D6 + Mind for Damage.
Mind Cast vs Agility
Duration: Instant
Range: Directional 50 feet (10 spaces)
Vigor Cost: 12
Action Cost: 1

Jolt

Roll 5D4 + Mind for Damage. Knocks the target back 5 Spaces.
Mind Cast vs Agility
Duration: Instant
Range: 40 feet (8 spaces)
Vigor Cost: 2
Action Cost: 1

Lightning Bolt

Targets 4 additional enemies within 10 feet of each successive target. Roll 5D10 + Mind for Damage.
Mind Cast vs Agility
Duration: Instant
Range: 30 feet (6 spaces)
Vigor Cost: 10
Action Cost: 1

Magic Strike

Attack an enemy with a blade of pure energy that emits from your hand. Deals 5d6 + Strength Magic Damage. Even if the target successfully defends the attack, it will still suffer 5d6 Magic Damage.
Dexterity Cast vs Agility
Duration: Instant
Range: Touching
Vigor Cost: 18
Action Cost: 1

Spark
Cast on an object to light that object and use as a torch, or cast on a creature for 5D6 +Mind for Damage. Also catches dry wood, cloth, and undead on fire (1D4 Damage per turn).
Difficulty Rating: 3
Duration: 5 Turns
Range: Touching
Vigor Cost: 3
Action Cost: 1

Inventory

The currency in this game is called Crowns. There is only one currency type players need to be concerned with. The abbreviation for Crowns is C.

There is an optional rule that the Players and Moderator may agree upon in advance to use Attribute requirements for equipment. This rule is only optional and you may not wish to use it your first time playing. Attribute requirements are for certain weapons or armor that require a character to have a specific Attribute at a certain level in order to use. If the character does not meet this requirement, he may carry or trade the item, but may not use it in combat. What this does is ensures a certain degree of commitment on the part of the character to a specific fighting style in order to use the equipment of that style. Melee weapons and armor require more Strength, while Ranged weapons require more Dexterity.

Name	Cost	Requirement

Accuracy

Daggers and Swords are not the most powerful of weapons, but their light weight make them the most accurate. Since swords and daggers have both an edge and a point, they count as both Cutting and Piercing damage types.

Dagger 1D6 Dmg, +3 Atk	-10 C	
May be thrown, concealed, used in offhand, and used in grappling.		
Short sword 1D8 Dmg, +2 Atk	-25 C	*Strength 7*
May be used in offhand. Handle is too short to be held with both hands.		
Broadsword 1D10 Dmg	-50 C	*Strength 9*
Handle is too short to be held with both hands. May be used with Dual Wielding.		
Long Sword 1D10 Dmg, +1 Atk	-75 C	*Strength 9*
May be held with one or both hands. May be used with Dual Wielding.		
Greatsword 1D12 Dmg, +1 Atk, +1 Range	-100 C	*Strength 11*
Two Handed, Cannot be disarmed.		

Critical Damage

Axes are comparable with swords in terms of their normal damage output, but lack the accuracy in favor of being able to cause Critical Hits more often. +1 Crit Modifier means that if your normal Critical Hit Damage is multiplied by 2, using an axe increases your multiplier to 3. Axes deal only Cutting damage.

Small Axe 1D6 Dmg, +1 Crit Modifier	-50 C	*Strength 7*
May be thrown, concealed, and used in offhand.		
Broad Axe 1D8 Dmg, +1 Crit Modifier	-75 C	*Strength 9*
May be held with one or both hands, or with Dual Wielding		
Battle Axe 1D10 Dmg, +2 Crit Modifier	-125 C	*Strength 11*
Two Handed, Cannot be disarmed.		

Bashing

Hammers, Maces, Flails and Staves ignore all Armor's Protection rating, except Plate. Because of their weight, blunt weapons cannot be held in the offhand.

Cudgel 1D6 Dmg	-10 C	
Hammer 1D8 Dmg	-25 C	*Strength 7*
Mace 1D10 Dmg	-50 C	*Strength 9*
Morning Star 2D8 Dmg	-90 C	*Strength 7*
Critical Failure 1-3 (15%)		

War Hammer 1D12 Dmg   -100 C   *Strength 11*
        Two Handed, cannot be disarmed.

Reach
Polearms are defensive weapons, not particularly powerful, but safer to use. Staves count as Bashing weapons, while Spears and Lances count as Piercing weapons.

Wooden Staff   1D6 Dmg, +1 Def   -10 C
        Concealable as walking stick
Quarterstaff 1D6 Dmg, +1 Def   -25 C
        Two Handed, cannot be disarmed.
Longspear 1D8 Dmg, 2 Range   -50 C   *Strength 7*
        One or Two Handed, May be thrown.
Halberd 2D4 Dmg, 2 Range   -75 C   *Strength 7*
        One or Two Handed, May be thrown.
Lance 1d10 Dmg, 2 Range   -100 C   *Strength 9*
        One or Two Handed.

Ranged
Ranged weapons require ammunition to be fired. All Ranged weapons deal Piercing damage.

Slingshot 2D4 Dmg, 8 range (40 feet)   -10 C   *Dexterity 7*
Short Bow 1D8 Dmg, 10 range (50 feet)   -25 C   *Dexterity 9*
Long Bow 1D10 Dmg, 15 range (75 feet)   -50 C   *Dexterity 11*
Crossbow 1D12 Dmg, 10 range (50 feet)   -75 C   *Dexterity 7*
        Takes 1 Action to load before firing.
Blunderbuss 2D8 Dmg, 8 range (40 feet)   -100 C   *Dexterity 7*
        Takes 2 Actions to load before firing.

Ammunition
Ammunition pouches carry an infinite amount of ammo for ranged weapons, unless the Moderator decides otherwise.

Pouch of Pellets   -5 C
        Used with Slingshots.
Quiver of Arrows   -20 C
        Used with Short Bows, Longbows, and Crossbows.
Ammo Belt   -30 C
        Used with Blunderbusses.

Shields
Buckler +1 Defense +2 Attack   -10 C
        Used in Grappling.
Heater Shield +3 Defense   -25 C   *Strength 7*
Kite Shield +4 Defense -1 Move   -50 C   *Strength 9*
Tower Shield +6 Defense -2 Move   -75 C   *Strength 9*
   May be held next to one or more allies for increased Defense. +1 Defense per ally next to you.

Armor
Leather Armor +2 Prot   -25 C
        May be worn under Scale, Chain, or Plate armor for additional Protection.

Scale Mail +6 Prot	-50 C	*Strength 7*
-5 Defense		
Chain Mail +5 Prot	-75 C	*Strength 7*
Partial Plate Armor +8 Prot	-90 C	*Strength 9*
Full Plate Armor +12 Prot, -1 Move	-100 C	*Strength 11*

Accessories

Backpack   -40 C
   +5 Inventory Slots that require no Str to access, may be worn with armor.
Traveler's Robe   -20 C
   +2 Inventory Slots that require no Str to access, may be worn with other armor, except Full
   Plate.
Red Cap   -25 C
   +1 to Eloquence rolls.
Monocle   -25 C
   +1 to Perception rolls.
Manual of Health   -50 C
   +1 to First Aid and Surgery rolls.

Magical Items

Circlet of Reason   -75 C
   +1 to Cunning Rank.
Amulet of Attraction   -75 C
   +1 to Eloquence Rank.
Magistone Sapphire Ring   -100 C   *Will 9*
   Can store up to 30 Vigor, to be used at any time instead of your personal Vigor.
Crystal of Purity   -100 C   *Will 9*
   Imbued with the Purify spell, Rank 1.
Flaming Sapphire   -100 C   *Mind 9*
   Imbued with the Fireball spell, Rank 1.

Miscellaneous

Notebook   -10 C
      For ledgers, letters, etc…
Pen and Ink   -10 C
      For writing on smooth, medium to white surfaces. Like paper or parchment.
Chalk   -5 C
      For writing on any medium to dark surface.
Sewing Needle   -5 C
      For making stitches in clothing or for surgery.
Thread   -5 C
      For making stitches in clothing or for surgery.
Ointment   -10 C
      Used in Surgery to heal wounds.
Glass Jar   -5 C
      Used to contain liquids or small objects. Comes with a lid.
Fine Lockpick   -30C   *Dexterity 9*
Breaks on a roll of 1 during use.

Recovery Items

Healing Poultice Restore 1D10 Endurance. -30 C
  May be used in combat
Minor Health Potion -50 C
Restores 2D10 points to Endurance, May be used in combat
Medium Health Potion -75 C
  Restores 3D10 points to Endurance, May be used in combat
Major Health Potion restores Endurance to full -100 C
  May be used in combat
Anti-Venom Cocktail -60 C
Removes all known poison from your system. May be used in combat
Simple Food Ration -5 C
  Recover +10 Endurance while Resting.
Good Food Ration -10 C
  Recover +20 Endurance while Resting.
Extravagant Food Ration -20 C
  Recover +30 Endurance while Resting.
Fresh Water -0C
  Recover +10 Vigor while Resting.
Fruit Juice -10C
  Recover +20 Vigor while Resting.
Ginseng Tea -20C
  Recover +30 Vigor while Resting.

Recipes

The following recipes are for use with the crafting skill. They have been optimized for crafting multiple items with no leftovers, however players may choose to use only a fraction of their materials to make less. For example: 1 Metal and 1 Leather is enough material to make 2 Daggers, but a player may wish to only make 1 Dagger, and so use only ½ the Metal and Leather available. This would leave a remainder of the materials used, which may be discarded or stored for later use.

The Difficulty Rating given with each recipe is for crafting only one object. If a player wishes to craft multiple objects, the materials used must be tallied and the DR checked for each object individually. Remember that if a craft fails, the materials are retained unless one of the failed dice is a 1, in which case the crafting attempt is so badly botched that the materials used are ruined beyond use.

Blade Forms
Dagger Recipe – Makes 2 Daggers
1 Metal
1 Wood or Leather
DR: 4 Blacksmithing

Longsword Recipe – Makes 2 Longswords
2 Metal
1 Wood or Leather
DR: 7 Blacksmithing

Hatchet Recipe – Makes 2 Hatchets
1 Metal
2 Wood
DR: 4 Blacksmithing

Bludgeon Forms
Quarterstaff Recipe – Makes 1 Quarterstaff
1 Wood
DR: 3 Crafting

Bow Forms
Longbow Recipe – Makes 1 Longbow
1 Wood
1 String
DR: 6 Crafting

Shaft Forms
Arrow Recipe – Makes 5 Arrows
1 Metal
1 Wood
15 Feathers
DR: 5 Crafting

Shield Forms
Tower Shield Recipe – Makes 1 Tower Shield
2 Wood
1 Metal
1 Leather
DR: 7 Blacksmithing

Armor Forms
Leather Jacket Recipe – Makes 1 Jacket
3 Leather
3 String
DR: 4 Crafting

Potions
Anti-Venom Cocktail – Makes 1 Potion.
1 Winterleaf   -20 C
1 Drake Root   -20 C
1 Moonflower   -20 C
1 Ocean Seed   -20 C
1 Jar   -5 C
DR: 6 Alchemy

Liquid Fire – Makes 1 Potion.
1 Saltpeter   -25 C
1 Quicklime   -25 C
1 Phosphors   -25 C
1 Water   -5 C

1 Jar (disposable)   -5 C
DR: 8 Alchemy

Poultices
Healing Poultice – Makes 1 Poultice
1 Stardust Herb   -20 C
1 Cotton Gauze   -5 C
DR: 2 Alchemy

Tools
Cheap Lockpick – Makes 2 Lock Pick sets.
Breaks after 3 failed uses.
1 Metal
DR: 4 Blacksmithing

Fine Lockpick – Makes 2 Lock Pick sets.
Breaks only on a critical failure.
1 Metal
DR: 6 Blacksmithing

Sturdy Lockpick – Makes 2 Lock Pick sets.
Never breaks.
1 Metal
DR: 8 Blacksmithing

Suggestions for the Moderator

This section is for someone who has never moderated a role playing game, or for someone who has, but isn't sure how to start a game. Assuming you have all the materials you will need to play, and 2-3 interested and available players, the game is ready to be played.

Firstly, you will need a scenario to play. It may work just fine to improvise your way through a game, and in fact that method has its own merit, as spontaneous game play can be more fun than sitting down to play a serious mission. Remember, fun is the reason why we play. If an improvised session just doesn't work for your group, then try a more structured approach. Try creating your own characters to inhabit the game world. Make some good guys and bad guys, make some monsters, make a couple towns, draw a map of the country with varying landmarks and scenery.

Game sessions can be as simple as amassing wealth for the Player Characters, or a mission to slay a clan of goblins threatening the village, or as elaborate as a political plot to seize the power to rule the kingdom from its rightful king, or as massive as an intercontinental war.

Now you need to introduce your plot to your players. A desperate stranger, a regal ambassador, the captain of the guard, or a mysterious wizard are all good introductory tools to have approach the PC's, bearing in mind that the person who sends the PC's on a quest does not necessarily need to be a good guy. It would be interesting for the villain the heroes fight against to be the very person they have helped from the beginning.

Next you need a challenge. A giant serpent comes up from the river to eat the villager's sheep, an assassination plot is brewing in the court system, motorcycle gangs hunt unwary travelers along the highway, or an upstart magician is waking the dead to create an unholy army. Whatever challenge you present the players, be sure that it is a good challenge but not an unfair one.

There are different ways to treat violent encounters. A small force of soldiers may be a balanced encounter for the PC's if they are weaker than the PC's, and a single warrior may be balanced if he is stronger. A few challengers of equal strength to the party would make for a good group of anti-heroes, and a single foe that is much stronger than the party would make for an appropriate villain.

When writing status sheets for enemies, unless they are unique and important to the plot, you may ensure that they will be a slightly weaker challenge by creating them without Traits, or giving them only one or two Skills. In the case of groups of enemies, if they are all the same kind, you need only make one status sheet to apply for the entire group. The theory here is that a group of individuals will be organized based on their average strength, ignoring the outlying weaklings and those of above average strength. If a group deserves an extraordinarily strong leader, then that individual may be deserving of a separate status sheet.

An untrained child might be Level Zero, with only 20 Attribute points and no skills. A grown man may be Level 1, a scrappy tavern brawler may be Level 2, an ordinary soldier may be Level 3, a stalwart knight may be Level 4, and the champion of a king could be Level 6.

How to use Fate

When players decide to use Fate, it is up to the moderator to determine what method will be used. The moderator may use any method deemed suitable, but the following are acceptable methods.

Ignore Shock This allows a character to get up on its next turn with 1 Endurance, but may take no actions this turn except Rest.

Assured Success This allows a character to roll one additional die equal to the number of points spent. For instance, if the character is attacking a big boss and missed his attack roll, the player may roll an additional d20 and add the result to the previous roll. The same rule could be applied to defense and damage rolls.

Conflict Resolution

There may be some times when a conflict or dilemma crops up while playing that these rules do not cover. Any such conflict or dilemma may be resolved by an appropriate dice roll, or by role playing through the dilemma.

The recommended dice mechanic for resolution is for the Moderator to determine an appropriate Difficulty Rating (DR) for players to roll a D100 against.

Start at 50% DR. For each element against the Character add 5% to DR, and for each element in the Character's favor add 5 to the dice roll against the DR.

To roll a 1D100, either use a 100 sided die, or two ten sided dice. Read the sides as 0-9, instead of 1-10 as would normally be done. Roll the first die for the ones digit, and the second die for the tens digit. If the roll ties or exceeds the DR the Character succeeds.

Example: Crannok the fighter wants to ride a windmill sail up to the top of the building. Starting at 50% DR, we take into account any physical properties that are for or against Crannok. He is muscular and tall (-10%), but he is also not very agile and is very drunk (+10%). Now we take into account any outside factors for or against Crannok. It has rained recently today so the windmill is wet, and it is also windy (+10%). This brings the DR to a total of 60%, so Crannok must roll a 60 or higher to succeed.

Creating Non-Humanoid Enemies

In a fantasy setting, humans are not the only intelligent life player characters may encounter. Races such as dwarves, elves, goblins, and orcs are all considered as humanoids. The level range of Level 1 to Level 10 is for humanoid creatures or any creature that may be considered mortal or of the physical realm. Creatures and beings that are physically greater than humanoid beings, legendary beasts, creatures from another world, or beings that transcend the physical realm altogether may be created by the Moderator at levels in excess of the tenth level. Giant enemies may occupy more space than an average or small sized being, and creatures that defy the laws of physics may not be destroyable in the normal way, regardless of their Attribute scores.

Describing Characters by their Attributes

Some players may wish to use their character attributes to describe their characters. Here is a suggestion on how to do so. The same rules may also apply to monsters as well.

1-2	3-4	5-6	7-8	9-10	11-12	13-14	15+
Lame	Terrible	Poor	Average	Fair	Superb	Epic	Unnatural

The Moderator could describe a fighter as having superb Strength, or a goblin as having a lame Mind without giving away their exact scores. Likewise the Moderator could describe a drunken dwarf as having terrible Will but epic Vitality.

How to Run Mobs

Some creatures who are weak will naturally band together as a mob to attack, their strength combined to wear down the strongest of fighters. Write a single status block for the foes, this represents their average strength. For each active body in the mob add 1 to Strength, Dexterity, Agility, Mind and Will. As each fighter dies, the bonuses will be depleted. Each successful attack made against a mob will count as damage against only one target, but any damage that is dealt in excess of the target's remaining Endurance will spill over onto the next target. This simulates an attack that cleaves through one foe and into the next. In this way a truly mighty warrior may overcome an entire mob of weaker foes that may still prove a challenge when they fight together. Organized army units may also be treated the same way.

Treasure

You may want to award your players with treasure, but want something beyond what is in the regular Inventory section, or maybe you don't know what to give them. Have your players roll on this table to see what random treasure they may find. Roll 1d20 for low value treasures. Roll 1d100 for treasure of any value.

Treasure Table	
Roll	Event
01-05	Nothing
06-10	You find an item worth 25 Crowns or less
11-15	You find an item worth 50 Crowns or less
16-20	You find an item worth 100 Crowns or less
21-25	You find an item worth 50 Crowns or less, 100 Crowns, and an unknown potion
26-30	You find an item worth 100 Crowns or less, 200 Crowns, and an unknown potion
31-35	You find 200 Crowns, an item worth 50 Crowns or less, and an item worth 100 Crowns or less
36-40	400 Crowns
41-45	300 Crowns, Major Health Potion
46-50	200 Crowns, Major Health Potion, Suit of Armor +1 Protection (better than current)
51-55	200 Crowns, Major Health Potion, Suit of Weapon +1 Protection (better than current)
56-60	100 Crowns, Major Health Potion, Suit of Armor +1 Protection (better than current), Weapon +1 Damage (better than current)
61-65	You find two items worth 100 Crowns or less, 300 Crowns, and an unknown potion
66-70	Inside are 3 items worth 100 Crowns or less, 400 Crowns, and 2 unknown potions
71-75	Weapon with 1 Magistone socket
76-80	Weapon with 1d4 Magistone sockets
81-85	Weapon with permanent magic enchantment
86-90	Armor with permanent magic enchantment
91-95	Weapon and armor with permanent magic enchantment
96-00	1 Magistone

Magistone		
1	White/Diamond	Positive Energy
2	Red/Ruby	Fire
3	Orange/Citrine	Earth
4	Yellow/Zircon	Wind
5	Green/Emerald	Growth
6	Blue/Sapphire	Water
7	Purple/Amethyst	Electricity
8	Black/Onyx	Negative Energy

Sample Encounters

When Bandits Attack

A caravan of merchants is traveling through Ravenwood. It is a somewhat dense forest, but bright, with rivers flowing through the ravines. The only bridges are along the main road and it is at one of these bridges that a band of murderers and thieves is lying in wait for the caravan. The PCs are traveling among the merchants and must defend themselves when bandits attack at a bridge that was burned down. The PCs win by killing the bandits, fending off their attackers, or apprehending them.

Bandit Level 1 Exp Reward 10 Endurance 26 Vigor 5 Tough 2 Leather Armor Vit 6 Str 9 +1d8 Dex 7 Agi 8 +2 attack Min 5 Wil 5	**Tactics** Try to steal as much as you can and get away without getting hurt. If you must fight, attack the weakest looking opponent.
Bandit Leader Level 6 Exp Reward 60 Endurance 127 Vigor 7 Tough 4 Vit 7 Str 10 +1d10, bashing Dex 5 +1d8, 10 spaces Agi 11 Min 5 Wil 7	**War Cry** +1 Melee Attack and Damage to allies within 6 spaces.

The Sleeping Village

When the adventurers arrive at the village, they find that everyone is in an enchanted sleep. Shortly after night falls, an undead horde shuffles out of the forest and attacks the gatehouse. Find out how to remove the curse from the villagers.

Bone Guard	Tactics Attack the nearest creature. Attack till one of you dies.
Level 0	
Exp Reward 0	Enchanted Construct This is not an undead.
Endurance 14	
Vigor 4	
Tough 6 Resist Piercing	
Vit 4	
Str 7	
Dex 4	
Agi 7	
Min 4	
Wil 4	

Zombie	Tactics Attack the nearest creature. Attack till one of you dies.
Level 1	
Exp Reward 10	Disease Carrier May infect target on successful attack. Causes 1d4 continuous damage. If an uncured victim dies, that victim will become an undead zombie after 4 days pass, and upon failing a Vitality check.
Endurance 28	
Vigor 5	
Tough 2 leathery skin	
	Animated Corpse This is an undead.
Vit 8	
Str 10	
Dex 5	
Agi 7	
Min 5	
Wil 5	

Where there's Smoke

The village fields are under attack by some kind of flame monster. If the beast is not slain, there will not be enough food for the winter.

Flaming Behemoth	Flaming Aura of flames, Radius 3, 1d4 Fire Damage per Turn.
Level 6	
Exp Reward 60	Behemoth +1 Toughness & Vitality/Level, resists Blunt Damage
Endurance 105	Paw Swipe 1d4+Str Damage. Re-roll miss once per attack.
Vigor 36	
Tough 6 Resist Blunt, Immune to Fire.	Gore Tusk 1d6+Str Damage.
Vit 15	
Str 10	
Dex 5	
Agi 11	
Min 5	
Wil 6	

Glossary

Ability Dice are the number and sides of dice you roll to determine Damage or Healing effect dealt by a Supernatural Ability. The dice are determined by the Skill you use.

Action points are used whenever a character moves, attacks, shouts, or performs some other time consuming action. When all the Actions are used up, that character's turn is over. All Human characters have 2 Action points. Action points are not gained when leveling, and points cannot be spent to increase them.

Agility is a character's swiftness and reflex, their ability to hit a Target in Melee, or defend against physical hits. Agility is applied to Physical Defense and Melee Attack.

Critical Hit is when a player rolls a natural 20 on an attack or spell. Whatever the effect would usually be is multiplied by 2.

Death if a character loses all its Endurance, and fails all its survival rolls, that character dies. Players then have 4 days to attempt to revive that dead character. After 4 days, if the character is not revived, its soul departs the body for good and cannot be revived as anything other than an undead.

Defense is important to everyone as it determines the character's guard against Melee and Ranged attacks, and some Supernatural attacks. This is checked by rolling a 20-sided die and adding Defense. If your total is higher than your opponent's then you successfully defended the attack.

Dexterity is the character's skill with his hands; this usually translates to Ranged accuracy, but might also apply to certain crafting skills as well. Dexterity is applied to the Ranged attack and Ranged Damage abilities.

Eloquence. Exploitation of gullibility through flattery. That is the essence of this skill in the sense of oral persuasion. There are other skills that your character may learn that involve different approaches to controlling people, but Eloquence is a general skill that everyone has, like fighting or shooting. Roll 1d10 per Rank of Eloquence versus your opponent's Cunning roll to determine if your target is persuaded favorably.

Endurance is the Character's physical tolerance of battering and bruising, the ability to withstand pain and injury before being rendered unconscious or dieing, such as in combat or torture. Each Level you are given 20 points to distribute between Endurance and Vigor. When Endurance reaches zero, the Character will enter a Shocked state, collapses to the ground, and cannot take any action whatsoever.

Fate is a character's luck or ability to change random outcomes in their favor. Each Level that a Character gains grants that character an additional point of Fate. How Fate is used is up to the Moderator's discretion. Each use of Fate costs one point, however, unlike Vigor, Fate cannot be recovered. Once Fate is used, it is gone forever (unless the Moderator decides otherwise).

Level depicts a character's overall strength. The higher the Level, the stronger a character is. Each Level that you gain grants one additional point to Fate.

Melee rates the character's skill in hand-to-hand combat. This is checked by rolling a 20-sided die and adding Melee Attack. If your total ties or is higher than your opponent's then your attack hits successfully. If your attack is successful, then you roll your Weapon Dice and add your Strength to determine how much Damage your attack dealt.

Mind is important for those who wish to use cunning to overcome challenges, or for those who want to use psychic powers or magic to assault their foes with. Mind is applied to Magic Attack and Magic Damage.

Mobility determines the distance which a character may travel each turn. Mobility does not increase when leveling. Mobility is measured in two ways. The first is by the real world scale of feet. The second is the in game measurement of spaces. Spaces may be measured as inches, squares, or hexagons. The actual size of the space is of little consequence so long as all the spaces are uniform in size and measurement. Any uniform space is considered to be 5 feet in game.

Player Character (PC) is the persona which a player adopts or uses when engaging in the imaginary world. Every PC is defined by their Attributes, Skills, Traits, and Equipment. Players may also describe their character in other ways, to add flavor and fullness to what would otherwise be a mere collection of facts and figures.

Protection is determined by Toughness and the equipment a character may have on him, and protects from physical damage. Some Armor may have special enhancements which protect from magic and other forms of damage. Protection does not increase when leveling, and points cannot be spent to increase it.

Recovery To recover lost Endurance, use First Aid, Healing Poultice, Health Potion, Healing Touch, or rest for a full turn without taking any action or having detrimental action taken against you. In order to rest, you must pass your turn doing nothing. You may not rest during combat, and you must not be under stressful circumstances, such as extreme heat from a volcano. Roll 1d4+Vitality to recover Endurance, and 1d4+Will to recover Vigor. You may also eat food to recover additional Endurance, and drink liquid to recover additional Vigor. Eating and drinking do not count against your inaction during resting.

Shock. While in a state of Shock, the character must undergo Recovery and Survival attempts at the start of every turn of combat. At the start of each turn, roll 1d20 and check the result against your Vitality. If the result is equal to or less than your Vitality, you recover with 1 Endurance point. If you roll over your Vitality, then you must roll 7 or higher on 1D10 per Level to stay alive. If you roll less than that then you fail the roll, and your failures stack up. If your failed rolls equal your Level, your character dies permanently (at which point a Necromancer may seek to re-animate your corpse). If you fail your Recovery roll but pass your Survival roll, your character remains unconscious and can take no action till next turn, at which point you attempt your Recovery and Survival rolls again.

Example: Bartley, a Level 1 character in a Shocked state may roll a d10 to stay alive. If he fails once, he dies. But Winston, a Level 5 character may roll 5d10, attempting to roll 7 or higher on at least one or more dice. If he fails a total of five times he dies. The point is to survive hanging on the brink of death till an ally can come to your aid.
Fate points may be spent to automatically bring your character back from a Shocked state, but remember, your Fate points are limited, and once they are used, they are gone.

Someone with an appropriate Potion, Recovery or Positive energy spells, Surgery skill, or immersing your body in a magical pool can recover you from your Shocked state.

Skills are abilities that characters are either born with or have learned. Each Rank of a Skill costs more than the Rank before it. First Rank is 1 Skill Point, second Rank is 2 Skill Points, third Rank is 3 Skill Points, fourth Rank is 4 Skill Points, and fifth Rank is 5 Skill Points. Skill costs are cumulative rather than linear. Upon reaching the full 5 ranks in a single skill you will have spent a total of 15 Skill Points.

Skill Points. Characters begin with 3 Skill points, which may be used to learn special skills, be they combat related, magical, innate or common. Three (3) more Skill points are awarded per level gained. Note that you are not required to spend these points as soon as you can, but can even wait for several levels till you spend them if you wish, saving up to train higher Skill Ranks. Skill Ranks may also be bought with Gold, but the cost is 1000 Gold Crowns per Skill Point. Characters will also gain a new Skill Point for every 1000 Experience points they gain. In this way characters that have reached their physical limits may continue to learn new things.

Strength is the Character's ability to do physical damage in melee, and carry objects in the Knapsack and on his person. There are 12 Knapsack slots total, not counting the Equipment slots, however items of like kind may be stacked in the same slot, such as Crowns and potions. The ratio of Strength to slots is 3:1. So a character with 36 Strength may access all 12 slots of his inventory, whereas a character with 18 Strength may only access 6 slots of his inventory.

Traits are special descriptors of a character that also add bonus points to Attributes and skills, or grants extra abilities. Characters gain new Traits at level 1, level 4, level 6, level 8, and a final Trait at level 10. Traits marked as Once only happen on the level they are given, otherwise they kick in each time the character levels up. Some traits grant abilities which can be used as often as the circumstances allow.

Vigor is a sub-group of Endurance, in addition to being a personal resource for spell casting and skills use, and one directly affects the other. Each Level you are given 20 points to distribute between Endurance and Vigor. Vigor is affected by minor injuries, such as bruises, contact sports, hunger, thirst, exposure to harsh elements, and lack of sleep. Casting spells and using advanced combat skills also deplete Vigor. A character's state of emotion and morale may also affect Vigor; if your team lost a sports game, another character close to your character just died, or if you just found out your arch enemy is your father, you may lose Vigor points. If Vigor falls to 10% of its maximum, the character is considered fatigued and loses 1d4 points of Endurance. Every magic spell or combat skill that consumes Vigor will further deplete 1d4 points of Endurance while in a fatigued state. Vigor can be recovered by eating, resting, seeking shelter, a rousing speech, etc…

Vitality is the base value which Endurance is based upon. Everyone starts out with at least 1 Vitality, and may add points to it as they level up, adding their Vitality to Endurance.

Weapon Dice are the number and sides of dice you roll to determine Damage dealt by an attack. Unarmed Damage rolls a d4, otherwise the dice are determined by the weapon you use.

Will is the base value which Vigor is based upon. Will is important for everyone because it determines a character's resolve to remain in combat against overwhelming adversity and defend against magic and psychic attacks.

Player: _____

Name:_____

Race: _____Gender: _____

Class: _____

Level: _____ Experience: _____

Description

Endurance

10%	25%	50%	75%
Current		Maximum	

Vigor

10%	Current	Max

	Weapon/Armor	Atk/Def	Dmg/Prot	Dice	Notes
Main Hand				d	
Offhand				d	
Body				d	

Actions Per Turn	
Fate Points	
Critical Range	-20
Critical Multiplier	x
Accessory	
Accessory	
Money	

Physical Defense
Agility	
Shield	

Protection
Armor	
Tough	

Mobility
Feet   "
Armor	-
Shield	-

Attributes

Vit		Increases Endurance, Roll d20 =< Vit to resist Poison, Disease, and Shock.
Str		Melee Damage, (Climbing, Swimming, Carry) Str/2=
Dex		Ranged Attack, Ranged Damage, Shooting, Throwing, Grappling.
Agi		Melee Attack, Hand-to-Hand and Missile Defense, Reflexes.
Min		Magic Attack and Effect, Psychic Defense, Focus against distraction.
Wil		Magic Attack and Effect, Supernatural Defense, Morale,

Knapsack

Name: Qty:	Name: Qty:	Name: Qty:
Dscrptn:	Dscrptn:	Dscrptn:
Name: Qty:	Name: Qty:	Name: Qty:
Dscrptn:	Dscrptn:	Dscrptn:
Name: Qty:	Name: Qty:	Name: Qty:
Dscrptn:	Dscrptn:	Dscrptn:
Name: Qty:	Name: Qty:	Name: Qty:
Dscrptn:	Dscrptn:	Dscrptn:

Skill Points: ____

Cunning   -Rank ●OOOO

Eloquence   -Rank ●OOOO _____-Rank OOOOO

First Aid   -Rank ●OOOO

Perception   -Rank ●OOOO _____-Rank OOOOO

_____-Rank OOOOO _____-Rank OOOOO

_____-Rank OOOOO _____-Rank OOOOO

_____-Rank OOOOO _____-Rank OOOOO

_____-Rank OOOOO _____-Rank OOOOO

_____-Rank OOOOO _____-Rank OOOOO

Traits

Lv1_____

Lv4_____

Lv6_____

Lv8_____

Lv10_____

Add_____

Add_____

Skill Sheet

Name	Effect	Range	Counter	DR	Vigor	Action