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Legends of Lanasia

The Roleplayng Game (Beta)

by

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Introduction

Overview

Legends of Lanasia is a fantasy, pencil and paper RPG. It is set in a new environment that will allow players unique roleplaying and adventure opportunities. The system is designed to be easy to learn, easy to remember and fun to play. The characters will exist in a world that is both different and vaguely familiar. There are elves, trolls and humans, but they do not act or even exist as you would expect. Learn a new world, learn a new system and have fun doing it!

What are we trying to do?

The goal of this game is to create a system where each character can be unique and different, without creating conflict between players in the same group. The idea is to experience a whole new game where elves are not enigmatic and haughty, where humans are not average, where dwarves are not rude and drunk and where your best friend just might be an ork. We are giving the players and Judges the tools they need to play and understand the situations they encounter and a level of mystery to speculate on other possible encounters.

Concepts

Legends of Lanasia is a roleplaying game. The play style is between improvised theater and make believe. Players will gather and one will begin telling a story. Other players will explain what part their character is playing in the adventure and this rulebook will be used to resolve situations where there is no obvious outcome.

This setting is a fantasy setting. Everything is geared towards reproducing your favorite fantasy scenes from books, comics and movies. Bear this in mind when deciding what your character can and cannot do or what another character may or may not try.

This game is designed so that a group of hack and slashing characters should be fun to play, but deep enough that legitimate roleplaying is encouraged. One way this is accomplished is by reducing the amount of emphasis on "character class," your character will be more of a collection of skills and knowledge than a title. Two warriors may meet on the field of battle and neither may have a skill in common. This rejection of stereotypes is a common theme in this game world. The idea of a dwarf Archer or a goblin Archmage should not make Legends of Lanasia players laugh or even think twice. Furthermore, the idea of good and evil has been revisited. The idea that all orks are evil and that all elves are good has been challenged in a meaningful way. If the Judge tells you that your character notices a goblin in the woods, you will not know if your character is in danger or not until you investigate further.

As a final note, not only are we going for a fantasy setting, but a heroic setting. The players' characters are the stars of the story, and the rules reflect this. So, have fun and defeat evil wherever you find it!

Definitions

The term player represents the real-life person, sitting at the table playing Legends of Lanasia and the Judge too. While a character is a fictional entity imagined by the players as an element of the story being told. Most players run their characters as an on-going element of the story, the rest are extras played by the Judge.

The group will give one player the temporary title Judge. It is their job to play the parts of all the other characters in the game world. They also will roll for those characters and adjudicate rules questions. The Judge is not the boss, but they will decide what the result of a roll means in the game world. They will also decide which characters can speak or act at which times.

Characters are defined by several, different numbers. Some numbers are called Abilities, these represent a character's raw potential in the game world. Other numbers are called Stats, these numbers are calculated based on your character's Abilities and determine mundane things like running speed. Another type of number is called Skills, Skills represent a character's knowledge, training and experience about a particular subject. You can use the experience you gain to improve these. The last type of number that affects characters often, is called a modifier. These numbers change the rolls you will have to make when your character tries to affect the game world.

When characters get hurt, they will be affected by marking down points of Damage on their character sheet. Damage represents cuts, scrapes, blood loss and broken bones. There are resistance stats to reduce how much Damage a character takes as well as recovery stats that help you remove Damage from your character sheet. And, of course, armor can help, be careful though, armor may reduce how much Damage you take, but you may end up moving slower and being hit more often.

Mechanics

By and large, you will be rolling two (2) six-sided dice (the kind you find in a craps game) for all of your actions that could fail. Most skill checks will be uncontested, meaning that you will be rolling against a Target Number to succeed. Occasionally, you will be making a contested roll, where more than one character is rolling and the characters will compare their modified values to see which character won the contest.

Unmodified 12 – Any time the Judge asks a player to roll and they get a 12 on the dice without modifiers, they will automatically succeed. The Judge will decide how well they succeed, but it will at least be a marginal success, even if it would not succeed with all the modifiers taken into account.

Unmodified 2 – By and large, a two rolled on two dice before modification represents a failure. This is not a spectacular failure necessarily, but even if their modifiers would have brought them success, circumstances have caused you to fail.

Fumbles – Certain skills allow for a fumble, this is a catastrophic failure. If you roll an Unmodified 2 on a skill that can fumble, you must roll again. This time roll two dice and add your permanent luck stat. If the result is 12 or higher, you fail as per non-fumble skills. Otherwise, your character has made a serious error: broken their tools, fallen down, dropped a valued item, etc. Usually, this will not result in a serious injury to your character or their friends, but it will probably result in a disadvantageous position for your character.

Scale of 10 – Understanding your character's capabilities is fairly easy. Their Abilities and Skills are rated from zero (0) to ten (10), ten being the best.

Normal Target Number of 12 – Average Difficulty tasks are completed by rolling two dice, modifying for abilities, skill and circumstance. Any total of 12 or higher would succeed. Average tasks are defined as a serious undertaking for a character that is trained in that skill. For example, an Armorsmith making an Iron-plate helmet would be an Average task, meaning it is a serious endeavor that an untrained character might not even be able to attempt and which a skilled character might still have a chance to fail.

Luck – Characters have a Luck Stat, usually between one and 10. At any time, before or after a roll is made by any player, you can spend one of your character's Luck points to lower or raise that roll by one. If you declare to spend the luck before the dice are rolled, the first time anyone spends luck, they get one more bonus modifier. Once you declare that Luck is spent, it is gone and cannot be refunded. However, your Luck will be replenished to your full, original total each time you are awarded XPs.

Destiny - Characters will also have a Destiny Stat. Spending a point of this Stat allows a character to introduce a new element to the story (i.e., Character, subplot, item, quest, scene detail, etc.). Characters are awarded Destiny points for advancing the current story. In this way, players are rewarded for participating in telling the story with the Judge.

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This game uses the metric scale - distance, height and depth will be in meters (about 40 inches), mass will be in kilograms (about two and a quarter pounds) and volume will be in liters (a little more than a quart). Most combat grids will be one meter across and combat rounds are one second long.

World Data

Demographics

Legends of Lanasia takes place on a world known as Lanasia. This name was conceived in a long-forgotten era. Even the most learned scholar knows but a tiny portion of the history of Lanasia before the common era. Magic and Prayer are powerful forces, but few even have a clue how they truly work. A handful of very persistent researchers have some ideas, but few have been able to fully piece together this mystery. There are several countries spread across the known lands of Lanasia, but none has histories that go further back than 1,000 years. Most of these kingdoms are homogenous with over two million people living in them permanently. This includes over 20 big cities of 6,000 or more people and several thousand villages of 100 to 500 people.

Affinity, Magic and Prayer

All magic derives its power from summoning. Even the illusions of the Mage are light and other sensations summoned and molded by the magic user. Where they are summoned from, most people are unclear. Mages are common, every village or town with 400 or more people will have at least one Mage. Even the smaller villages are likely to have a Witch that dabbles in magic. Mages can create illusions, summon mundane items, summon magic items, summon otherworldly creatures, banish summoned items and creatures and very knowledgeable Mages can control the minds of others. But, Mages cannot control people's emotions, enhance or degrade things, summon the spirits of the dead or read people's minds.

Priests wield power equivalent to Mages, but it is a different kind of power. The power of a Priest's Prayer is derived from their faith. Priests can heal or harm others, enhance or degrade items and people, they can amplify emotions and eventually gain enough power to control minds. But they cannot create or summon things, read minds, summon the spirits of the dead or create illusions. Any village of any size will have at least one Priest. Any village or city of 400 or more people will have several Priests to support the different deities of the local pantheon.

Mages and Priests serve their community, but some people leave their community and meditate on their affinity with the power around them. This talent is called Affinity and it derives from a power emanating from the center of Lanasia. The wielders of this power are called Mystics. Mystics follow a different path. They use their techniques in a manner dictated by their personal philosophies and beliefs in the hope that others will be inspired and live their life by the Mystic's example.

Travel

Travel in this fantasy world is rare. Many people will be born, live and die in the same village or city. Merchants, Caravan drivers, Caravan guards, Messengers and Diplomats are common exceptions. Some countries have restrictions on travel. Those that do will require a travel permit to get past any government checkpoints. The Blood League, The Clans of Katsukoto-Oni, Esplean, The Kingdom of Brighton, Kingdom Under the World, Land of Magma and Wasbudon are examples of countries that would impose travel restrictions. These countries impose restrictions on travel in order to better collect taxes, prevent espionage or to suppress insurgents from spreading or communicating. Even in countries with unrestricted travel, strangers are generally distrusted. Although friendly travelers bringing news from far away places are eventually welcomed by most locals. In this low tech era, travelers are the only source of news about other places that most people have.

Legal systems

Typically, in each area, one person will be in charge, such as a Duke, Count, Governor or Mayor. This person will be in charge of dispensing justice in that area as well. This will not normally be a jury

trial, instead they will hear what evidence they think is appropriate and make a ruling. Sometimes both sides will be considered fairly and evenly, but many times more credence will be given to a noble or privileged individual. These rulings usually cannot be appealed. For rich characters, most penalties will be assessed as a fine or seizure of property. However, characters that cannot afford such penalties will be exposed to rather draconian measures. Thieves may have a hand removed, be imprisoned for years or worse.

Economics

Most countries use silver coins as their currency. These coins are about 1.5 to 2.5 cm across (about half an inch to an inch) and about six of them will be enough money to get basic food and shelter for a day. Some smaller villages will prefer to barter over silver coins, but most people will still accept silver.

Gold coins are minted in some countries. They are roughly the same size as a silver coin, but are worth between 150 and 200 silver coins. Most villagers will not accept gold coins as they will not be able to trade it in for coins they can use in their everyday transactions.

Copper coins are known in some countries as well, these coins are valued at 20 copper to one silver. Usually, most villagers will keep a tab and copper coins are not traded. Only in the case of extremely small purchases where a tab is not possible are these coins ever traded.

By and large, most people will charge strangers premium prices, increasing what they would normally charge a customer by as much as double. Most local vendors cannot see any advantage in pricing competitively with someone that will probably never be seen again. Even caravan drivers that are likely to return will get a little extra surcharge for being an outsider, but they will probably get a better price than a total stranger will.

The Economy of Lanasia is driven by the trafficking in rare commodities. Silks from one country might be exchanged for spices in another country while rare fruits and grains might be abundant in a third country. This ebb and flow of commerce is what keeps merchants in business.

FROZEN OCEAN



LANASIA

DRAGON OCEAN

FAR OCEAN

Nations of Lanasia

Legend

Primary inhabitants: 50% to 70% of the people of this nation are these types of people.

Government: The type of government recognized by the nation.

Skill Bonuses: Characters raised in this nation get +2 to their skill rolls for these skills.

Skill Penalties: Characters raised in this nation get -2 to their skill rolls for these skills.

Ability Bonus: Characters raised in this nation get a bonus to the listed ability.

Special Ability: Characters of the same race as the primary inhabitant for this nation will have this special ability. Even if raised in another nation.

Factions: This is a listing of internal groups of this nation that are attempting to sway the general population directly or indirectly.

Typical titles: The player's are free to name their profession however they choose, these are just Examples of the profession names commonly used in this nation.

Warrior: The typical name of anyone who chooses to fight for this nation

Mage: Any formally trained Mage who serves the community

Witch: A Mage who is self taught or has picked up spells haphazardly

Scholar: Anyone who relies on their knowledge for employment

High Priest: A Priest who serves their nation

Village Priest: A Priest who serves their community

Mystic: Any character with the Affinity Talent

Noble: Any leader of the community, whether of noble birth or elected by the community or through some other process

Thief: Any criminal

Typical names: Typical names of characters from this nation.

Allies: This is a list of the allies recognized by this nation's government.

Enemies: This is a list of enemies recognized by this nation's government. The bold ones are enemies for political or philosophical reasons while the rest are geographic rivals.

Pantheon: These are not the only deities of the land (Though the might be), but are certainly the most common. The last deity listed is considered a dark aspect in this nation's pantheon.

Aerie

Primary inhabitants: High elves

Government: Republic

Skill Bonuses: Barter, Gamble, Invention, Missile, Pick Pocket, Teaching

Skill Penalties: Armorsmith, Hide, Interrogation, Intimidation, Lore, Trapping

Ability Bonus: +1 to Cunning (SoA)

Description:

High elves have many different skin and hair colors. Most city dwellers wear silk robes, while most villagers wear cotton clothes of various styles. As with all elves, they average about 1.5 to 1.8 meters (five to six feet) tall.

High elves place a high value on all knowledge and skill. The harder that knowledge is to attain, the more it is respected.

High elves honor Avatars of the Experts, a Pantheon of ideal experts in their field.

The high elves value the individual, especially the individual that works for the good of the society. High elves respect an individual's talent, regardless of any usual Moral attachment to that talent. So long as it is used to benefit the Republic of Aerie. Every individual is considered equal in the eyes of Aerie society.

No high elf would consider accepting goods or services for free, or rendering them for free.

Factions:

Republicans – These are high elves that feel that the Senatorial system is just fine, they are currently in control of the government and have been concentrating their efforts on resisting any reforms.

Reformers – These Aerie are pushing for reform in government. They feel that the magic of Aerie could be used to create a true democracy where every citizen has a voice in government.

Imperials – Ages ago, Aerie was the capital of a long, forgotten empire. This faction wants a return to this golden era. Most of their efforts are made in secret, as the idea of a nobility is contrary to modern Aerie ideals.

Typical titles:

Warrior: Officer

Mage: Mage

Witch: Mage

Scholar: Scholar

High Priest: Priest

Village Priest: Shaman

Mystic: Mystic

Noble: Senator

Thief: Rogue

Typical Names

Female	Male
Ariyana	Collin
Carla	Dillon
Daisy	Mark
Michaela	Stephen
Stariyana	Thomas
Valerie	Tyler

Allies: Mountain Kingdom (barbegazi), Empire of the Dwarfs (high dwarfs), Raemicia (humans), Fisher Kingdom (leshii)

Enemies: Clans of Kotsukoto-Oni (cyclops), Empire of Light (hill dwarfs), Fathers of the Seas (squonks), Elvengard (river elves), Elvish Kingdom (dark elves), Kingdom of the Earth (dwarfs), Kingdom under the world (gnomes), Nation of Oni-Sasuki (ogres)

Pantheon:

Master of Archery – Of all of the disciplines of war and physical prowess, none requires such skill and practice as Archery

Engineer – Master of complex disciplines and concepts, the Engineer approaches all problems logically

Teacher – All Experts look to the teacher for knowledge and inspiration

The Doctor – No Expert works to serve society more than The Doctor

Mathematician – The Mathematician is the one that can understand the formula that is life

Master Thief – No less an Expert than the others, his skills and knowledge gets him what he desires with little or no effort

Blood League

Primary inhabitants: Vampires

Government: Elitism

Skill Bonuses: Pick Pocket, Resistance, Slashing, Stealth, Trapping, Will

Skill Penalties: Barter, Dual Wielding, Medicine, Occult, Perform, Teaching

Ability Bonus: +1 Faith (SC)

Special Ability: If attacking a living creature with Unarmed or Grapple and a Bite is declared. An unmodified roll of 12 will also serve as a meal for the attacker. Receiving a 12 result from any attack but Unarmed or Grappling will result in the loss of a meal.

Description:

Vampires look like humans, but have enlarged Canine teeth, pale skin, and pointed ears. Vampires must drink blood, but do not have any other traits commonly associated with vampires. Usually, they drink from bloodskins (specially treated silk wineskins). Most vampires will fill them with cow or oxen blood, but any blood will do. Vampires usually dress in silk and fine leather and wear some sort of trademark that identifies their profession.

Vampires do not respect any knowledge unless it is taught by the best in that field of knowledge.

Vampires have a pantheon of Gods they worship with sincere devotion.

The Elite of the vampires lead. The best in each field is leader of that segment of society and rules in conjunction with the other leaders. Commonly misunderstood, and feared by many, this race of bloodsucking humans is otherwise unimposing. If you did not see one feeding, you would never know their terrible secret or suspect any of their actions or intentions.

Vampires can find it hard to secure their future as their hunger distracts them for so much of their life.

Factions:

Inner Circle – This is a group of Elites that conspire to control the future of the Blood League

New Guard – The New Guard rails against the Inner Circle, constantly challenging their vision and authority

Scarlet Band – These fanatics believe that their meal must come from a live victim. They must

operate in secret, as most vampires find this act repugnant

Typical titles:

Warrior: Champion

Mage: Mage

Witch: Wizard

Scholar: Expert

High Priest: Priest

Village Priest: Shaman

Mystic: Mystic

Noble: Elite

Thief: Thief

Typical Names

Female	Male
Alma	Ferdinand
Gabriella	Guillermo
Isabella	Guitierrez
Marta	Pasquale
Rolanda	Phillipe
Sara	Sancho

Allies: Kingdom of Gob (goblins), Kingdom of Brighton (war elves), Empire of Light (hill dwarfs), Fathers of the Seas (squonks)

Enemies: Raemicia (humans), Fisher Kingdom (Ieshii), Kazulday (trolls), Elvish Kingdom (dark elves), Elvish Tribes (forest elves), Mountain Kingdom (barbegazi), Western Empire (human)

Pantheon:

General of Heaven

Celestial Sage

Avatar of The One

Merchant of Blood

Advisor to Heaven

Eternal Trickster

Kingdom of Brighton

Primary inhabitants: War elves

Government: Feudal

Skill Bonuses: Animal Handling, Charisma, Intuition, Pick Pocket, Slashing, Style

Skill Penalties: Alchemy, Intimidation, Invention, Melee, Repair, Stealth

Ability Bonus: +1 Integrity (SoC)

Description:

War elves have dark skin and light hair. Peasants and commoners typically wear wool clothes while the more affluent war elves wear fine cotton.

War elves mostly respect Military science, but other knowledge has managed to flourish in the Kingdom of Brighton

The gods of the war elves serve to give them courage and perseverance in battle.

In the Kingdom of Brighton, many Dukes vie for power. They use political and military means to achieve their ends. The strongest Duke is crowned King and then the contest continues unabated.

The future of any war elf is secured by his strength, skill and cunning

Factions:

Duke Albus – Albus is Duke of the North. He is a man who always looks to the future

Duke Drake – Drake is master of the eastern domains. His Mages are uncontested

Duke Moreland – Moreland's Knights are uncontested masters of the south.

Duke Robert – Robert is a schemer, who controls the west. He has a mind for strategy and an eye for people.

The Conclave – This group is secretly trying to promote democracy. There are democratic to the core and all of their actions are determined by the group.

Typical titles:

Warrior: Knight

Mage: Mage

Witch: Warlock

Scholar: Sage

High Priest: Priest

Village Priest: Druid

Mystic: Mystic

Noble: Duke

Thief: Assassin

Typical Names	
Female	Male
Anne	Albus
Elizabeth	Arthur
Joan	Charles
Margarette	Leon
Pamela	Theodore
Valerie	Robert

Allies: Western Empire (human), Isle of Lore (samebitos), Blood League (vampires), Wilderlings (wilderling elves), Nation of Oni-Sasuki (ogres)

Enemies: Kingdom of Elveny (wood elves), Elvish Kingdom (dark elves), Esplean (vilkatas), Elvengard (river elves), Kazulday (trolls), Mountain Kingdom (barbegazi), Elvish Tribes (forest elves), Tribe of Oni-Sulu (orks), Kingdom of Gob (goblins)

Pantheon:

Lord of Might – Encouraging the strong and skillful to rule

Master of Guile – The first domain to preside over is the mind

God of Fortitude – True strength is derived from faith and will

Courageous Elf – The society of the war elves is maintained by the courage of the individual

Charity – No future can exist for the war elves if it is not secured for all

Cowardly Assassin – He may attain victory, but at what price?

Empire of the Dwarfs

Primary inhabitants: High dwarfs

Government: Empire

Skill Bonuses: Artisan, Dual Wielding, Forgery, Invention, Persuasion, Will

Skill Penalties: Arcane Lore, Athletics, Dodge, Resistance, Survival, Teaching

Ability Bonus: +1 to Cunning (SoA)

Description:

This is an old dwarfish empire. Many different dwarfs constitute its citizens. Most dwarfs grow 1.2 to 1.5 meters (four to five feet) tall at maturity. All high dwarfs adopt a very elaborate style of dress with many colors and layers throughout.

High dwarfs have many well-respected and time-honored learning traditions.

High dwarfs demand deep spiritual devotion from themselves.

The high dwarfs pride themselves on their long-standing traditions. High dwarfs have a system for everything and they fear no other person or Kingdom. It is not quite a bureaucracy, but instead a system of long-standing traditions.

High dwarfs love to plan. Any plan they make will be detailed and convoluted.

Factions:

Democrats – Inspired by other democracies across Lanasia, these high dwarfs are trying to rally people to their cause

Hous Nobilis – There exists an inner circle of nobles that work hard to uphold the integrity of the empire. Publicly, in secret and communally they work together

Sanctum Sanctorum – The various sects of the Imperial religious community vie for popularity and political power. Struggling to get their Priest appointed High Priest to the Emperor.

Unitarians – This religious group believes that the numerous gods of the Empire are all the same god.

Typical titles:

Warrior: Officer

Mage: Mage

Witch: Witch

Scholar: Sage

High Priest: Priest

Village Priest: Priest

Mystic: Monk

Noble: Governor

Thief: Thief

Typical Names

Female	Male
Constance	Alexandro
June	Justin
Mary	Julian
Octavia	Martin
Portia	Naru
Tyanna	Simon

Allies: Kingdom of the Eye (triclops), Aerie (high elves)

Enemies: Elvengard (river elves), Wilderlings (wilderling elves), Nation of Oni-Sasuki (ogres), Clans of Kotsukoto-Oni (cyclops), Elvish Tribes (forest elves), Kingdom of Gob (goblins)

Pantheon:

God of Will – Followers of the God of Will believe that all strength is derived from the will to use it

God of Meditation – Deep contemplation is the key to all knowledge and skill

God of Faith – Faith is the foundation of all spiritual endeavors

Goddess of Modesty – Modesty is the key to happy cooperation

God of Charity – Charity ensures the future of the entire Empire

God of Anger – The God of Anger is worshipped by those who are unhappy with society, or their place in it

Dwarfish Tribes

Primary inhabitants: Mountain dwarfs

Government: Warlordism

Skill Bonuses: Cartography, Dodge, Intuition, Resistance, Theology, Weaponsmith

Skill Penalties: Armorsmith, Artisan, Disguise, Escape Artist, Stealth, Trapping

Ability Bonus: +1 Perception (MA)

Description:

Mountain dwarfs are fair and wiry. All mountain dwarfs wear robes, the color and quality of these robes can tell you an awful lot about a mountain dwarf.

Mountain dwarfs respect knowledge and cunning.

Even their religion is centered on the attainment of ultimate knowledge. Many mountain dwarfs put faith in their religion that the current tribal chief will guide them to a more prosperous life.

Each tribe is lead by the strongest Warrior. These tribes usually consist of one village.

The mountain dwarfs value worldly possessions but not above all things.

Factions:

Assassin's Guild – These mountain dwarfs spy on the enemies of the Tribes. After they identify key people that are working against the Tribes, they assassinate them.

Clerics – The Clerics are a group of Priests that have united to create a uniform code of conduct and religious practice.

Gurus – These ideologues are of vastly different religions. But they are united in the defense of freedom of religion and respect for the Priesthood.

Warrior's Enclave – There is an organized group of Warriors among the Tribes to promote the profession as ideal leaders.

Typical titles:

Warrior: Warrior

Mage: Mage

Witch: Guru

Scholar: Sage

High Priest: Priest

Village Priest: Guru

Mystic: Monk

Noble: Noble

Thief: Thug

Typical Names	
Female	Male
Alliyah	Alan
Ferrah	Andrew
Ida	Drewson
Jaedah	Hal
Sharon	Homer
Tina	Tighnotton

Allies: Fisher Kingdom (Ieshii), Mountain Kingdom (barbegazi)

Enemies: Land of Magma (low dwarfs), Empire of Light (hill dwarfs), Kingdom of Gob (goblins), Isle of Lore (samebitos), Free States of Elves (sag elves)

Pantheon:

Eternal Fate – This is the knowledge that certain things will happen to you due to your past deeds

Ultimate Knowledge – True understanding of the universe

Contemplative Meditation – The skill required for true spirituality

Sincere Brotherhood – All society and community is based on brotherhood

Modest Charity – No money has value, if it is not applied in modest charity

Ignorance and Illusion – The lack of knowledge and understanding can undo us all

Kingdom of the Earth

Primary inhabitants: Battle dwarfs

Government: Kingdom

Skill Bonuses: Animal Handling, Charisma, Intimidation, Tactics, Unarmed, Weaponsmith

Skill Penalties: Barter, Disguise, Locksmith, Medicine, Occult, Slashing

Ability Bonus: +1 to Strength (PC)

Description:

These are lithe dwarfs with wiry frames and dark skin. Battle dwarfs are conscious of everything they do. They wear the skins and furs of the animals they kill for food as clothing.

They do not usually develop interest in mental disciplines until later in their lives.

They see heaven as a sublime version of the world they live in. With a Celestial Emperor living on high, watching and judging everything they do.

The King keeps order in the land and this unquestioned authority is reflected and replicated throughout society. For instance, law does not allow an Apprentice, to question the authority of his Master. Mountain dwarfs are brutally honest, some outsiders can perceive these dwarfs as rude and uncivilized barbarians.

Most battle dwarfs care not for money or the future; their motivation is to serve their lord. However, most leaders in this society take a long view of their plans and attempt to look out for the greater good of society.

Factions:

Clan Leaders – Each warrior clan has a leader, and they are usually in direct competition. However, they will unite if their positions are threatened.

Loyalists – This is the majority of battle dwarfs. They support the King unconditionally.

Ring of Darkness – The King's brother Tim is plotting to overthrow the King. The Ring of Darkness supports him clandestinely.

Sifus – Sifus are the Priests of the Oracle. They are on a campaign to convert the common people to their religion.

Typical titles:

Warrior: Warrior

Mage: Mage

Witch: Warlock

Scholar: Sage

High Priest: Priest

Village Priest: Witch

Mystic: Monk

Noble: Chief

Thief: Assassin

Typical Names	
Female	Male
Ana	Art
Barta	Charly
Gwanna	Ken
Lin	Roger
Mai	Ted
Sue	Wu

Allies: Fathers of the Seas (squonks), Elvish Kingdom (dark elves), Kingdom of Gob (goblins)

Enemies: **Western Empire (human), Raemicia (humans)**, Kingdom under the world (gnomes), Empire of Light (hill dwarfs), Land of Magma (low dwarfs), Kingdom of the Earth (dwarfs)

Pantheon:

General Quan – this is the chief Deity of Warriors. Many Generals in our world model their behavior after General Quan's legendary exploits

Celestial Advisor – This wise old deity serves to reinforce the scholarly disciplines in heaven and is relied upon heavily by all gods

Emperor of Heaven – Master of Heaven and Earth. All beings serve him

Concubine Wife Menghis – Legendary first Wife, and peacemaker, in Heaven, many an incident has been smoothed over by her charm and persistence in achieving peaceful ends

Oracle Ku Bulai – Sees all Past and Present

Han the Usurper – Lurks in the shadows of Heaven trying to find away to rest power from the Gods

Elvengard

Primary inhabitants: River elves

Government: Tribal

Skill Bonuses: Athletics, Awareness, Escape Artist, Resistance, Sail, Survival

Skill Penalties: Artisan, Charisma, Medicine, Missile, Persuasion, Pick Pocket

Ability Bonus: +1 Prowess (PA)

Description:

Their skin and hair is usually the color of tree bark. In battle these elves fight nude or occasionally in a leather thong. Normally, they wear wool or furs depending on their station in life.

River elves spend their time learning the fastest, smartest way to get ahead in life.

Their gods are all aspects of nature.

River elves live by a code of brotherhood. A true river elf will value an acquaintance from a neighboring village more than any stack of gold. But, tempers run hot in Elvengard and vendettas are usually continues along blood lines lasting for generations.

River elves have a reputation as bloodthirsty barbarians. However, it is easy to discover that river elves are motivated by profit. If they can achieve their ends through violent means cheaper than peaceful means, then violence will rule the day. If not they will act with utmost respect and dignity.

Factions:

Crimson Flood – The Crimson Flood is a band of Warriors that rule through might alone. Each season, the strongest Warrior among them plans a raid and then they plunder and loot that target

Honor Guard – This band of Warriors is dedicated to avenging all slain unjustly. They focus mostly on tribal chiefs being slain because of baseless accusations, but will look into any injustice.

Silver Circle – Elvengard is a land isolated by rivers, ice and mountains. River elves need commerce to survive and river elves crave wealth. The Silver Circle has banded together to protect that commerce.

Storm Warriors – While the Crimson Flood are externally focused, Storm Warriors are focused on

the internal security. Attacking bandits, rogue Generals and aggressive foreigners.

Typical titles:

Warrior: Elf of the Sword

Mage: Warlock

Witch: Witch

Scholar: Advisor

High Priest: Priest

Village Priest: Shaman

Mystic: Mystic

Noble: Master

Thief: Robber

Typical Names	
Female	Male
Ellen	Bjorn
Erika	Cormak
Freda	Elrik
Lana	Jorgen
Olga	Magnar
Sally	Ragyar

Allies: Elvish Tribes (forest elves), Clans of Kotsukoto-Oni (cyclops), Nation of Oni-Sasuki (ogres), Wilderlings (wilderling elves)

Enemies: Empire of the Dwarfs (high dwarfs), Aerie (high elves), Kingdom of the Eye (tricrops), Kingdom of Brighton (war elves), Elvish Kingdom (dark elves), Western Empire (human), Mountain Kingdom (barbegazi)

Pantheon:

God of Storm – Draws his strength from and gives his strength to the rivers and sees of the world

God of Stars – Lord of the skies

God of Rivers – The source of life for the venerable river elves

Goddess of Life – The source of life for the universe

God of Death – The ultimate future for all life

God of Ocean – The end to which all must go

Kingdom of Elveny

Primary inhabitants: Wood elves

Government: Feudal

Skill Bonuses: Dual Wielding, Engineering, Escape Artist, Lore, Perform, Tactics

Skill Penalties: Athletics, Grappling, Pick Pocket, Teaching, Theology, Trapping

Ability Bonus: +1 Wisdom (SA)

Description:

Wood elves have Skin that is uneven and brown like tree bark and so is their hair. To a wood elf, fancy or stylish clothes is a sign of ego or weak character, so most wood elves wear cotton or wool attire.

They regard all knowledge with esteem, but Military Science rules in the Kingdom of Elveny.

Wood elves are deeply devoted to their family and their religion reflects that.

Wood elves respect nature and serve their King. They live for their honor and duties. You can count on a wood elf that is on your side and should beware the wood elf that is your foe.

Wood elves strive hard to secure a future for their families.

Factions:

Conservatives – This group of wood elves likes things just as they are. They strive to fight change and maintain the status quo

Expansionists – Expansionists look to the borders and see enemies. They feel that striking first and striking early is the ultimate key to success

Loyalists – Most loyalists are nobles who benefit from the feudal system of the wood elves, but there are others who just appreciate their place in life. These loyalists are working to uphold the values and traditions of nobility

Youth movement – Young leaders are emerging in Elveny and these wood elves want to stir things up, make a difference and carry the torch of a new generation. Will they succeed or succumb to the establishment?

Typical titles:

Warrior: Knight

Mage: Mage

Witch: Witch

Scholar: Advisor

High Priest: Priest

Village Priest: Monk

Mystic: Mystic

Noble: Count

Thief: Highwayman

Typical Names

Female	Male
Bertha	Albert
Gwyn	Frederik
Helga	Otto
Marion	Peda
Sandra	Sherman
Zelda	William

Allies: Elvish Kingdom (dark elves), Free States of Elves (sage elves)

Enemies: Western Empire (human), Esplean (vilkatas), Kingdom of Brighton (war elves), Empire of Light (hill dwarfs), Wilderlings (wilderling elves), Kingdom of Gob (goblins)

Pantheon:

Father

Mother

Grandfather

Grandmother

Brother

Sister

Free States of Elves

Primary inhabitants: Sage elves

Government: Democracy

Skill Bonuses: Arcane Lore, Engineering, Lore, Missile, Persuasion, Pick Pocket

Skill Penalties: Dodge, Intuition, Repair, Slashing, Tracking, Will

Ability Bonus: +1 Motivation (EA)

Description:

Most sage elves have gray skin and white hair. Sage elves dress differently according to their profession. Nobles wear fine pantaloons and jerkins, mages, priests and scholars wear robes, warriors wear leather or armor and peasants wear whatever they can afford.

Sage elves value knowledge above all else, all other endeavors are considered secondary to the acquisition of knowledge.

The Gods of the sage elves are great Masters of their disciplines.

Sage elves are very independent and an expert is trusted almost implicitly with matters of their expertise. Individuals that meet sage elves may consider them pompous or boastful, but you will soon discover that they will treat you with great regard if you are an expert in any field.

Sage elves become very contemplative when it comes to money or planning for the future. They take nothing lightly, not even commerce.

Factions:

Galvanian League – This is a league of states who have sworn to defend each other against all external threats

The Hegemony – This is a trade association intending to promote commerce and prevent price fixing and monopolistic practices

Independents – Individual leaders of various Free States vehemently oppose all associations, guilds, pacts or any measure that limits their state's freedoms

One face, one race – Many sage elves feel that the division of their land into tiny, bickering Free States is what has prevented them from becoming more effective in Lanasia

Typical titles:

Warrior: Warrior

Mage: Sorcerer

Witch: Witch

Scholar: Teacher

High Priest: Priest

Village Priest: Priest

Mystic: Mystic

Noble: Citizen

Thief: Rogue

Typical Names

Female	Male
Alicia	Andros
Angelica	Derrick
Edna	Nickolas
Patricia	Petros
Rhoda	Salminion
Theresa	Sylvio

Allies: Tribe of Oni-Sulu (orks), Kingdom under the world (gnomes), Kingdom of the Eye (triclops), Kingdom of Elveny (wood elves)

Enemies: Esplean (vilkatas), Western Empire (human), Nation of Oni-Sasuki (ogres), Mountain Kingdom (barbegazi), Isle of Lore (samebitos), Dwarfish Tribes (mountain dwarfs), Kingdom of the Earth (dwarfs)

Pantheon:

Aoaninus (Athlete) – Unequalled in physical Strength or prowess. The Athlete is an Icon to those with similar aspirations

Yiatpos (Doctor) – The Doctor has mastered all disciplines of biology and science. He uses this knowledge to benefit the living

Qiaooooqos (Philosopher) – Turning the contemplative mind to matters of the soul. The Philosopher truly knows all

Noamkos (Politician) – Building a better society through knowledge and hard work

Iotopikos (Historian) – Ensuring the future and the past for all that care to learn

Aypotnus (Peasant) – Ignorant of all things the Peasant tends his land for eternity

Elvish Kingdom

Primary inhabitants: Dark elves

Government: Monarchy

Skill Bonuses: Dodge, Dual Wielding, Lore, Occult, Tactics, Tracking

Skill Penalties: Acrobatics, Athletics, Charisma, Grappling, Invention, Locksmith

Ability Bonus: +1 to Wisdom (SA)

Description:

These tall slender elves are fair of skin and hair. The strongest among them develop wiry powerful muscles. Many dark elves are vegetarians and would not wear leather, most will wear clothes made from renewable resources like wool or hemp. There is nothing dark about these Elves. The name derives from the thick canopy that enshrouds their home forests with darkness.

Most learned scholars in the Elvish Kingdom are experts in nature and natural sciences. But dark elves have a long scholarly tradition nonetheless.

The dark elves' love of nature extends to their religion. All of their deities are a personification of powerful natural forces.

Most dark elves work for the betterment of their community. Whether that community is a village, a city or an army, they strive to improve the whole community. Selfish crimes are treated more harshly than crimes that benefit more than one individual.

Dark elves work for a better future, but care little for money.

Factions:

Arboreal Abbey – The Abbey's only concern are the trees of the Dark Forest. All of their efforts and ideals are centered on cultivating and protecting the Dark Forest

Celestial Conclave – Members of the Conclave feel that the stars are but a reflection of the Astral World and look there for guidance and inspiration

Ministry of the Moon – This Ministry changes its message every week. During the Full Moon, honesty and openness is conveyed. During the New Moon members are directed to look inward. The Waxing Moon is a time of buildup and fostering friendship. The Waning Moon signals the beginning of marshaling forces and examining assets and liabilities

Sect of the Sun – Though the dark elves live in darkness, some have learned to value and even worship the life giving sun.

Typical titles:

Warrior: Warrior

Mage: Druid

Witch: Witch

Scholar: Advisor

High Priest: Druid

Village Priest: Witch

Mystic: Mystic

Noble: King

Thief: Assassin

Typical Names	
Female	Male
Bridgette	Allan
Catherine	Hal
Felicia	Marlin
Morgan	Peck
Sheila	Roger
Talya	William

Allies: Clans of Kotsukoto-Oni (cyclops), Kingdom of Elveny (wood elves), Elvish Tribes (forest elves), Kingdom of the Earth (battle dwarfs), Tribe of Oni-Sulu (orks)

Enemies: **Western Empire (human)**, **Western Empire (human)**, **Aerie (high elves)**, Kingdom of Brighton (war elves), Blood League (vampires), Wilderlings (wilderling elves), Elvengard (river elves), Mountain Kingdom (barbegazi)

Pantheon:

God of Winds – Lords over wind, travel and communication

God of Lightning – Brings fire, light and destruction

Goddess of Life – All creatures are born from her

Goddess of Love – Leads her followers to look to other's hearts and see love

Goddess of Storms – Brings about fortune and misfortune in a single stroke

God of Death – Comes for you when your time on this world is up

Elvish Tribes

Primary inhabitants: Forest elves

Government: Rule of Houses

Skill Bonuses: Hide, Locksmith, Melee, Perform, Style, Survival

Skill Penalties: Acrobatics, Armorsmith, Artifice, Artisan, Engineering, Tactics

Ability Bonus: +1 to Prowess (PA)

Description:

Forest elves have an almost Green Skin and usually Brown hair. Every forest elf dresses lavishly bright colors, fine cloth and jewelry are the hallmark of even the poorest forest elf.

Forest elves take their time to learn a subject and almost absorb the knowledge it embodies.

Forest elves devote themselves to Heavenly avatars of the family. Each demands different behaviors and actions.

This is a conglomeration of tribes rather than a true kingdom. The Houses hold domain over forest elf society. A House is a collection of families working in cooperation. A forest elf must join a house upon becoming an adult or be treated like an outsider until they make amends. As you travel across the lands of the Elvish Tribes, laws may change drastically as you pass from the territory of one House to the next.

This nation takes the future for granted. They do not worry about the future nor accumulate wealth to provide for their futures.

Factions:

Clanta Akrobainein – This is an alliance of performing troupes, street performers and traveling circuses

Famulus Aurius – This is the merchant's guild of the forest elves

Hus Deorc – This shadowy organization is rumored to exist. If it does exist it is an organized group of thieves, spies and assassins

Pactus Darvum – This House is the strongest in all of the Tribes. They only accept Warriors from families with a good warrior tradition

Typical titles:

Warrior: Guardian

Mage: Brother

Witch: Brother

Scholar: Father

High Priest: Father

Village Priest: Brother

Mystic: Mystic

Noble: Father

Thief: Beggar

Typical Names	
Female	Male
Adrian	Alvin
Gabrielle	Bartholomew
Isabella	Drago
Martia	Mikos
Phyllis	Ren
Yvonne	Zandros

Allies: Kazulday (trolls), Elvengard (river elves), Elvish Kingdom (dark elves), Kingdom of the Earth (dwarfs)

Enemies: Empire of the Dwarfs (high dwarfs), Mountain Kingdom (barbegazi), Blood League (vampires), Tribe of Oni-Sulu (orks), Kingdom of Brighton (war elves), Wilderlings (wilderling elves)

Pantheon:

Brother – Followers of the brother are strong and defend all that are weaker

Daughter – Followers of the Daughter learn what they can to support the whole family

Father – Father's strive to maintain the family spiritually and emotionally

Mother – Mother's must reach across the chasms that people create about themselves to bring happiness to the whole family

Son – The son devotes his life to providing a future for the family

Wife – The wife only looks out for the Husband and herself

Esplean

Primary inhabitants: Vilkatas

Government: Tribal

Skill Bonuses: Animal Handling, Armorsmith, Barter, Charisma, Perform, Teaching

Skill Penalties: Acrobatics, Alchemy, Invention, Missile, Persuasion, Unarmed

Ability Bonus: +1 Faith (SC)

Special Ability: Change Shape twice per day, One Minute to perform. Gains abilities of the Animal (Use the higher of the Abilities, Stats, DMG/0, DMG/-1, Acrobatics, Athletics, Awareness, Resistance, Stealth, Survival and Tracking between the character and the totem animal), but usually cannot speak, manipulate tools or weapons. Changing back counts as one of the shape changes per day.

Description:

When not in their animal form, they appear to be normal humans. They do not pass their shape shifting ability on through a bite, but their children do inherit it. Each totem of the Vilkata adopt a different style of dress depending on the nature of their totem. Predators may wear furs or leather. Herbivores may wear natural fibers like cotton.

Vilkatas value nature above all, but much knowledge can be achieved this way.

Each vilkata may turn into a single animal. It is the animal they were born with and may never change. Usually the spirit of that animal serves to guide them throughout their religious and secular life.

Tribal Leaders (Chief, Shaman and Elders) guide each tribe to the success of the group.

Vilkatas trade or barter for goods and services, but honor gold and silver coins as necessary

Factions:

Avians – Those vilkata with bird totems usually associate with this group unless they have strong leanings towards Predators. These Esplean make great scouts, spies and lieutenants.

Communals – Whether following herbivore or pack animal totems, these vilkata are more comfortable in a tight-knit community.

The Macabre – Some vilkata that follow totems of scavengers form bands of The Macabre. Many Esplean cannot understand how you can follow the totem of lesser creatures, but the Macabre do

Predators – Warriors, leaders and master, Predators symbolize the strength of the vilkata. And everything that outsiders fear

Typical titles:

Warrior: Warrior

Mage: Witch

Witch: Witch

Scholar: Elder

High Priest: Shaman

Village Priest: Shaman

Mystic: Guru

Noble: Chief

Thief: Beggar

Typical Names	
Female	Male
Anna	Boris
Ella	Horace
Felicia	John
Gabrielle	Leonne
Katrina	Lupus
Sylvia	Rolo

Allies: Nation of Oni-Sasuki (ogres), Western Empire (human)

Enemies: Free States of Elves (sage elves), Kingdom of Elveny (wood elves), Kingdom of the Eye (triclops), Kingdom under the world (gnomes), Tribe of Oni-Sulu (orks), Kingdom of Brighton (war elves)

Pantheon:

Lion Spirit – Proud and strong. The Lion Spirit guides their followers to Righteousness

Hawk Spirit – Seeing all from the skies, the Hawk uses that knowledge to uphold nature and the world

Wolf Spirit – The pack is the spiritual community of vilkatas. The Wolf Spirit works to maintain and protect the pack

Elk Spirit – Elk travel in herds and all members of the herd work to promote the success of the herd

Raven Spirit – It is said the Raven can see the future. Follow the raven to make yours

Hunter Spirit – The hunter tracks down all and slays them for his own ends

Kingdom of the Eye

Primary inhabitants: Triclops

Government: Oracle Caste System

Skill Bonuses: Disguise, Medicine, Melee, Stealth, Theology, Unarmed

Skill Penalties: Alchemy, Animal Handling, Endurance, Locksmith, Perform, Repair

Ability Bonus: +1 Cunning (SoA)

Description:

Triclops are like normal elves in every way but the third eye in their forehead. The poor among the Triclops wear robes, while the richest wear silks and furs.

All triclops are very contemplative. This can give them very deep insight into the knowledge they have and pursue.

The pantheon of the triclops represents the major Castes of their culture.

An ancient and mystic society, an Oracle will determine a triclops' role in society shortly after they are born. And the insight of these Oracles maintains the fabric of their society. Founded on mysticism from birth, triclops put great stock in matters not of this world.

The triclops have a keen vision of the future. Their caste assures this.

Factions:

Blind Eye – The Blind Eye feel that the Oracles of the Kingdom are misguided and that the Caste system is harsh and careless

Evil Eye – This is the guild of Thieves and Assassins.

The Extraordinary – Some non-triclops inhabitants of the Kingdom of the Eye have banded together to protect the rights of other non-triclops

Inner Eye – This is a spiritual organization that is dedicated to spreading the word of the Triclops

Typical titles:

Warrior: Warrior

Mage: Mage

Witch: Mage

Scholar: Teacher

High Priest: Priest

Village Priest: Priest

Mystic: Guru

Noble: Noble

Thief: Thug

Typical Names	
Female	Male
Amy	Abe
Cally	Asa
Ingrid	Jeff
Lana	Maghar
Tanah	Shaun
Uma	Vance

Allies: Empire of the Dwarfs (high dwarfs), Kingdom of Gob (goblins), Mountain Kingdom (barbegazi), Free States of Elves (sage elves),

Enemies: **Esplean (vilkatas)**, **Kazulday (trolls)**, **Elvengard (river elves)**, Dwarfish Tribes (mountain dwarfs), Kingdom of the Earth (dwarfs), Kingdom under the world (gnomes), Isle of Lore (samebitos)

Pantheon:

Mystic Warrior – This God is strong and skillful in this world and the next

Celestial Priest – This God knows all

Heavenly Noble – Presiding over all matters spiritual, few can flaunt his authority

Eternal Farmer – Building society from the ground up

Merchant of Stars – Planner, schemer, securer of the future

Lord of Opposition – This demon lord destroy all that is made in this world and the next

Fathers of the Sea

Primary inhabitants: Squonks

Government: Ritual Oligarchy

Skill Bonuses: Endurance, Lore, Sail, Stealth, Trapping, Will

Skill Penalties: Awareness, Barter, Engineering, Forgery, Hide, Weaponsmith

Ability Bonus: +1 Strength (PC)

Description:

Most squonks grow 1.2 to 1.5 meters (four to five feet) tall at maturity. Their skin is gray and their hair is too. Their usual dress is loose clothing of any light material.

Fathers of the Sea value knowledge of the ocean only.

Squonks follow their animal spirit guides in all endeavors.

The leaders of the squonks are a group that has passed certain rituals established before history by their race. Considered primitive and backwards by other races, the squonk is really only alive at sea. Any other encounter with them will have them out of their element.

Squonks place no value on planning or money. The ocean provides all they need.

Factions:

Coral Corps – These Warriors stand against all aggression and wound any who would trespass against the Squonks

Lava League – This is a band of hot tempered pirates who raid any that pass near the coast of the squonks

The Murky – Wherever there is darkness, there is the Murky. This shadowy organization handles fencing stolen goods and divvying up jobs

Wave Men – The Wave Men are the unofficial Militia of the squonks. Usually they protect the weak, but some Wave Men can get out of hand

Typical titles:

Warrior: Warrior

Mage: Mage

Witch: Witch

Scholar: Teacher

High Priest: Priest

Village Priest: Priest

Mystic: Monk

Noble: Father

Thief: Pirate

Typical Names	
Female	Male
Emah	Al
Hana	Calhoon
Kaya	Jobu
Lulu	Kano
Meme	Naya
Paula	Tamma

Allies: Kingdom of the Earth (battle dwarfs), Nation of Oni-Sasuki (ogres), Clans of Kotsukoto-Oni (cyclops), Blood League (vampires)

Enemies: Raemicia (humans), Aerie (high elves), Western Empire (human), Kingdom under the world (gnomes), Kingdom of the Earth (dwarfs), Kingdom of Brighton (war elves)

Pantheon:

Whale – Spirit of Strong Serenity

Dolphin – Spirit of natural intelligence

Ray – Spirit of deep spirituality

Fish – Spirit of community

Tortoise – Spirit of patience and planning

Shark – Hunter of all that resides in the ocean

Fisher Kingdom

Primary inhabitants: Leshii

Government: Guilds

Skill Bonuses: Awareness, Cartography, Dual Wielding, Hide, Sail, Unarmed

Skill Penalties: Disguise, Grappling, Slashing, Tactics, Theology, Tracking

Ability Bonus: +1 Perception (MA)

Special Ability: Change shape to any living creature once per day using an Awareness Skill Roll. The leshy will not have any of the abilities of the being changed into. Changing back takes an attack and can be done on any subsequent round.

Description:

Normally, a leshy looks almost like an Albino Elf. Their eyes are normally colored though. Their Ears are very long and extend horizontally from their head.

Leshii take a very ordered approach to learning and understanding. Typically, they will limit their learning to knowledge that is vital to their Guild.

Leshii have a deep connection to nature and the elements that make up the universe. Usually they will honor different elements at different times of the day.

The Guild is the basis of all Leshy society. All leshii belong to a Guild. Most leshii do not have friends that are not members of their Guild. There is a guild for every profession. These guilds have uncontested domain over their members. The leshii are usually feared by outsiders because of their abilities. But once you get to know a leshy, you soon discover their sincere and spiritual nature.

All leshii take the long view when it comes to planning. The eternal nature of their beliefs gives them the confidence to wait when waiting is needed.

Factions:

Artisan Guild – Merchants, Artisans and Performers are all members of this wealthy guild

Elemental Guild – The elemental Priests of the Fisher Kingdom have formed this guild

Master Guild – This is a guild of Advisors, Scholars, Mages and Teachers. They have no agenda except to spread knowledge throughout the Kingdom

Noble Guild – All, Mayors and Governors are united to lead the Kingdom

Shadow Guild – Guild of assassins and thieves

Warrior Guild – Warriors, Guards and Soldiers all stand united against guilds trying to control them

Typical titles:

Warrior: Warrior

Mage: Mage

Witch: Warlock

Scholar: Master

High Priest: Priest

Village Priest: Priest

Mystic: Monk

Noble: Guildmaster

Thief: Thief

Typical Names	
Female	Male
Gina	Christopher
Helen	Ian
Kayla	Michael
Lilly	Ortos
Seline	Sylvio
Xena	Theo

Allies: Dwarfish Tribes (mountain dwarfs), Aerie (high elves)

Enemies: Empire of Light (hill dwarfs), Clans of Kotsukoto-Oni (cyclops), Blood League (vampires), Wilderlings (wilderling elves), Tribe of Oni-Sulu (orks), Isle of Lore (samebitos)

Pantheon:

Wood – This element is honored in times of building and growing

Fire – This element is honored in times of destruction or change

Water – This element is honored when lengthy duties are undertaken or long journeys are planned

Air – This element is honored when life is created or renewed

Earth – This element is honored when the future is uncertain or good fortune has been experienced

Void – This element is both feared and revered. It is the absence of all life, energy and matter

Kingdom of Gob

Primary inhabitants: Goblins

Government: Despotism

Skill Bonuses: Acrobatics, Gamble, Melee, Resistance, Stealth, Survival

Skill Penalties: Arcane Lore, Armorsmith, Barter, Cartography, Sail, Teaching

Ability Bonus: +1 to Wisdom (SA)

Description:

Goblins have green skin and usually have brown hair. And stand 1.2 to 1.5 meters (four to five feet) tall. Peasants wear whatever they can manage, wool, furs or crude leather. While more affluent goblins wear fine silks and leathers.

Obsessed with nature and living in uncertain times, they still, strive to maintain scholarly endeavors.

The elements of nature preside over the spirit of the goblins.

Goblins live in a Kingdom, but the goblin King is supreme and rules all. When he is benevolent it benefits all, when he is not all suffer. Goblins respect nature and all those that respect nature. Their leader is the strongest and smartest among them.

Goblins normally trade by barter, but will accept gold or silver for most transactions.

Factions:

Outriders – Outriders are Cavaliers commissioned by the King to patrol and protect the borders of Gob

Ring of Fire – This association of Scholars and Mages works to discover and preserve knowledge in the kingdom

Royal Guard – This “army” is a collection of Warriors and Nobles loyal to the King that act in a coordinated effort for his interests

ShadowMasters – Goblins from all walks of life have united to dethrone the King. They must work in secret until their goal is close at hand

Typical titles:

Warrior: Warrior

Mage: Vizier

Witch: Witch

Scholar: Advisor

High Priest: Minister

Village Priest: Witch

Mystic: Ascetic

Noble: Knight

Thief: Robber

Typical Names

Female	Male
Andrea	Barry
Elana	Larry
Gina	Ignacius
Marie	Oscar
Susan	Richard
Wilma	Vilak

Allies: Blood League (vampires), Kingdom of the Eye (triclops), Isle of Lore (samebitos), Tribe of Oni-Sulu (orks), Kingdom of the Earth (battle dwarfs)

Enemies: Western Empire (human), Kingdom of Elveny (wood elves), Kingdom of Brighton (war elves), Empire of the Dwarfs (high dwarfs), Empire of Light (hill dwarfs), Dwarfish Tribes (mountain dwarfs), Kingdom under the world (gnomes), Kingdom of the Earth (dwarfs)

Pantheon:

Earth – Goblins draw strength from the element of Earth

Fire – Knowledge is attained through the spark of Fire and imagination

Air – Air is the element that unites the universe

Water – Water is the element that binds life to all living things

Wood – The future of the goblins lies in the future of trees and all things wooden

Lightning – Lightning brings all of the elements together in a single destructive burst

Kazulday

Primary inhabitants: Trolls

Government: Anarchy

Skill Bonuses: Escape Artist, Grappling, Intimidation, Intuition, Melee, Survival

Skill Penalties: Athletics, Cartography, Pick Pocket, Style, Tactics, Theology

Ability Bonus: +1 Prowess (PA)

Special Ability: Once during each Hour of the Day, They can make a check against their Survival Skill and for every two full points they get above 12, they recover one damage point. This function stops once they start Dying. In addition, they cannot use this ability to gain Damage points they did not have previously. They can regrow limbs this way. The limb will be completely regrown once the damage points that caused the limb loss are recovered. This roll may be made even if the character is unconscious.

Description:

Trolls stand 1.8 to 2.1 meters (six to seven feet) tall. They have light green uneven skin. Their hair is usually brown. They have a regenerative capacity as long as they live, but cannot recover from fatal damage typically wear outlandish clothes, bright colors, exotic styles and unusual materials.

Many trolls consider themselves invulnerable and leave mental traditions to the future. Sometimes, for a future that never comes.

They respect nature and the elements of nature.

Wild bands of trolls roam the countryside doing as they please in the land of Kazulday. They only show respect for the most primitive of natural elements. Trolls are not living in anarchy because they prefer it, but because no one troll has been strong enough to mold them into a united nation.

Trolls do not plan for the future, putting too much faith in their regenerative powers.

Factions:

DethKnights – This band of ruthless warriors is building power and dominating the southwest of Kazulday and harassing the Brightonian border

Order of Steel – Order of Steel is a loosely organized group of trolls that roams major cities keeping the peace and protecting the weak

Spirit of Unity – This unified Church of Kazulday is trying to unite the country under a religious umbrella of peace

The True Center – This group advocates Troll supremacy and violently persecutes any non-troll inhabitants of Kazulday

Typical titles:

Warrior: Fighter

Mage: Witch

Witch: Witch

Scholar: Teacher

High Priest: Shaman

Village Priest: Shaman

Mystic: Mystic

Noble: Chief

Thief: Bandit

Typical Names	
Female	Male
Adelle	Anton
Gina	Carl
Lenmera	Lexa
Manya	Nate
Paula	Petinko
Senna	Tito

Allies: Elvish Tribes (forest elves),

Enemies: Blood League (vampires), Kingdom of the Eye (triclops), Kingdom of Brighton (war elves)

Pantheon:

Spirit of Earth – Representing Strength and Skill

Spirit of Air – Representing knowledge and ideas

Spirit of Water – Representing the element that binds all living creatures together

Spirit of Wood – Representing the force of life that brought the trolls into the world

Spirit of Metal – Metal ensures the future for all trolls

Spirit of Fire – Fire destroys all that it encounters

Kingdom Under the World

Primary inhabitants: Gnomes

Government: Bureaucracy

Skill Bonuses: Arcane Lore, Forgery, Intuition, Medicine, Melee, Unarmed

Skill Penalties: Athletics, Gamble, Interrogation, Perform, Repair, Tracking

Ability Bonus: +1 to Intelligence (MC)

Description:

Gnomes grow to 1.2 to 1.5 meters (four to five) feet tall, typically light of skin and dark of hair. All gnomes wear silk, pants and shirts for noble men, dresses for noble women, robes for mages, monks, priests, scholars and peasants.

All gnomes respect knowledge and skill and strive to be adept at no less than one art or science.

Gnomes strive for a place in the Heavenly Empire above.

There is paperwork, policy and procedure associated with every aspect of life. However, once the work is complete, many a gnome will go to get drunk or feast with a friend.

All gnomes will weigh the long-term and short-term risk before acting. These gnomes have existed before all recorded time. They are contemplative and prefer to wait and see than to act now when given a choice. They will act with decisiveness and cold calculating logic when they do act.

Factions:

Dog Boxers – This is an extremely well-organized group of martial artists with Masters and Dojos in every major town

Eternal Order – Some say this is an organized religious movement in the Kingdom, others a secret police force of the Kingdom

Mundane Mission – This fanatical group has rejected gnomish religion and encourages others to do the same

Sacred Scribes – This is a secret society of scholars and Mages who work to influence gnomish government in an enlightened direction

Typical titles:

Warrior: Officer

Mage: Vizier

Witch: Warlock

Scholar: Scholar

High Priest: Priest

Village Priest: Witch

Mystic: Monk

Noble: Citizen

Thief: Bandit

Typical Names

Female	Male
Able	Anthony
Jantine	Bruce
June	Kyle
Lee	Mel
May	Ron
Sue	Tom

Allies: Raemicia (humans), Kingdom of the Earth (dwarfs), Free States of Elves (sage elves), Mountain Kingdom (barbegazi),

Enemies: **Esplean (vilkatas)**, **Fathers of the Seas (squonks)**, Kingdom of the Earth (battle dwarfs), Kingdom of the Eye (triclops), Aerie (high elves), Land of Magma (low dwarfs), Empire of Light (hill dwarfs), Kingdom of Gob (goblins)

Pantheon:

Warrior Monk – An enlightened warrior is the aspiration of every soldier

Elder Monk – Wise and learned, every scholar strives to this level of excellence

Emperor in Heaven – Lords over all domains worldly and otherworldly

Advisor to the Gods – Strives to achieve peace on Heaven and Earth

Celestial Sage – Knows the future and strives to steer Heaven and Earth in the right direction

Demon King – Presides over all who have died without serving Heaven or Earth

Clans of Kotsukoto-Oni

Primary inhabitants: Cyclops

Government: Monarchy

Skill Bonuses: Athletics, Interrogation, Intimidation, Occult, Style, Trapping

Skill Penalties: Awareness, Barter, Forgery, Medicine, Weaponsmith, Will

Ability Bonus: +1 to Strength (PC)

Description:

Cyclops are 1.8 to 2.1 meters (six-to seven eight feet) tall with rough, ruddy skin and random tufts of hair appearing across their mottled skin. Their truly distinguishing feature though is the single eye on their face in the place of the usual two. Most cyclops wear finely tooled leather or exotic furs.

Cyclops honor mental disciplines and learned practices, but the harsh environment that they live in makes such endeavors difficult to pursue.

Cyclops believe in a Celestial Empire where all cyclopes that have served the Emperor of Heaven and the King of Earth go when they die.

The King of the cyclops lord over all Clans and each clan serves to achieve some goal of the cyclops race. There is a clan of Defenders, a clan of Priests, Artisans, Merchants and more. Each fulfills their purpose in cyclops society. If a Defender of the Crown confronts you, be prepared for swift and brutal action.

Cyclops society relies on bartering for most economic transactions. Nevertheless, they recognize the value of gold and silver coins as well.

Factions:

Artists – United by profession, they still have not been able to achieve any leverage with the Clan of Merchants

Defenders – The Clan of Defenders shape the nature of the other Clans. By the laws they enforce, the foreigners the allow or deny and the people they choose to defend

Merchants – The Clan of Merchants have worked hard to dominate all trade among the cyclops. Nothing can be bought or sold without going through them

Seers – Few cyclops make up this Clan, but their agenda holds sway over every other clan

Typical titles:

Warrior: Defender

Mage: Portal

Witch: Witch

Scholar: Teacher

High Priest: Priest

Village Priest: Shaman

Mystic: Guide

Noble: Chief

Thief: Bandit

Typical Names

Female	Male
Bonita	Carter
Gwyn	Gary
Jane	Montel
Marta	Pablo
Tina	Ron
Zita	Theo

Allies: Elvish Kingdom (dark elves), Elvengard (river elves), Fathers of the Seas (squonks), Empire of Light (hill dwarfs)

Enemies: Aerie (high elves), Fisher Kingdom (leshii), Raemicia (humans), Empire of the Dwarfs (high dwarfs), Mountain Kingdom (barbegazi)

Pantheon:

God Warrior – This is the defender of cyclops heaven. He fights to protect every cyclops' place their

Heavenly Scholar – Knows all there is to know. And, will teach to those who earnestly want to learn

Empress of Heaven – The spiritual center of cyclops' religious life. She sees into the hearts of cyclops and knows their intentions, not just their actions

Emperor of Heaven – Leads cyclops to glory in Heaven as the King of the cyclops leads them to glory on Earth

Heavenly Nobles – there is a pantheon of nobles that reside over the realms of Heaven.

Eternal Peasants – Working for the glory of cyclops in Heaven

Kingdom of Life

Primary inhabitants: Dwarfs

Government: Despotism

Skill Bonuses: Acrobatics, Awareness, Escape Artist, Tracking, Unarmed, Weaponsmith

Skill Penalties: Barter, Cartography, Endurance, Gamble, Persuasion, Sail

Ability Bonus: +1 to Motivation (EA)

Description:

These dwarfs have a natural skin color. It is almost the color of tree bark, with hair the color of leaves. Nobles and learned dwarfs wear robes, while lesser dwarfs usually do not wear more than a loincloth.

They have a strong scholastic tradition, but the disciplines that are valued are natural disciplines (e.g., Herbalism over Alchemy).

These dwarfs worship a pantheon of animal gods, each representing an aspect of their culture.

They prefer the shelter of nature to large impressive cities, but they still have a refined and developed culture. These dwarfs are hard to read at first, sometimes rude and insulting and at other times extremely courteous. This is because they only respect people with power and ability. All others have earned their contempt.

The dwarfs of the Kingdom of Life barter for what they need, thus validating the place in their community of every member.

Factions:

Hunter's Lodge – This cruel, secret society serves as the Kings secret police

Order of the Ox – Among the animal gods of the Kingdom, the Order of the Ox is the most organized and is sponsored by the King

Silver Ring – This band of petty criminals

Triumvirate – This secret society influences the kingdom through Advisor roles with Nobles

Typical titles:

Warrior: Warrior

Mage: Druid

Witch: Druid

Scholar: Druid

High Priest: Druid

Village Priest: Druid

Mystic: Monk

Noble: Noble

Thief: Ranger

Typical Names	
Female	Male
Anabelle	Buck
Fay	Howard
Lin	Mal
Min	Thaeyan
Olivia	Tim
Wanda	Wayne

Allies: Wilderlings (wilderling elves), Kingdom under the world (gnomes), Tribe of Oni-Sulu (orks), Isle of Lore (samebitos), Elvish Tribes (forest elves)

Enemies: Aerie (high elves), Kingdom of the Eye (triclips), Fathers of the Seas (squonks), Nation of Oni-Sasuki (ogres), Empire of Light (hill dwarfs), Kingdom of the Earth (battle dwarfs), Kingdom of Gob (goblins), Free States of Elves (sage elves)

Pantheon:

Elephant Goddess – None can overpower the Elephant Goddess. She has the unlimited strength and the wisdom to use it to benefit all

Monkey God – Smart and cunning, many people look to him as a role model

Ox God – Respecting all living creatures, no other god inspires deeper faith in their followers

Fish Goddess – Working to help all living creatures. Followers of this god inspire trust in their community

Horse Goddess – Turning her strength into hard work and benefit to her friends and family the Horse Goddess secures the future of all

Panther God – The Hunter of Gods, feared by all

Empire of Light

Primary inhabitants: Hill dwarfs

Government: Warlordism

Skill Bonuses: Acrobatics, Alchemy, Animal Handling, Armorsmith, Style, Persuasion

Skill Penalties: Artifice, Engineering, Intuition, Melee, Perform, Repair

Ability Bonus: +1 to Resourcefulness (EC)

Description:

Hill dwarfs have deeply dark skin and hair. All hill dwarfs wear silk clothes of various quality and styling depending on their means and profession.

So long as neither pride nor contempt for God is nurtured, all knowledge is valued by hill dwarfs.

Hill dwarfs are very religious and their righteousness guides them throughout their lives.

Many tribes constitute the land of the hill dwarfs. The Strongest Chief among them is the undisputed Emperor of the hill dwarfs.

Hill dwarfs do not worry about money or the future so long as they can maintain their righteousness in this life.

Factions:

Lunar cult – A new cult is emerging in the Empire of Light. They worship the moon that travels the night sky as a god

Phantasms – This is the Imperial Honor Guard and the military's Scouts and Spies

Scythe of Truth – This is an inquisition style religious group. They are Warriors who attack any who are sacrilegious or disrespect the Emperor

Typical titles:

Warrior: Knight

Mage: Monk

Witch: Monk

Scholar: Advisor

High Priest: Priest

Village Priest: Abbot

Mystic: Guru

Noble: Chief

Thief: Ranger

Typical Names

Female	Male
Alicia	Albert
Fatima	Harold
Kali	Kevin
Larah	Manuel
Reya	Sidney
Zara	Vincent

Allies: Tribe of Oni-Sulu (orks), Wilderlings (wilderling elves), Blood League (vampires), Clans of Kotsukoto-Oni (cyclops)

Enemies: Fisher Kingdom (Ieshii), Aerie (high elves), Dwarfish Tribes (mountain dwarfs), Kingdom of Gob (goblins), Kingdom of Elveny (wood elves), Kingdom of the Earth (battle dwarfs), Kingdom under the world (gnomes), Kingdom of the Earth (dwarfs)

Pantheon:

God of Justice – The Strong shall Judge the fallen

God of Enlightenment – Knowledge that upholds the Righteous is truly holy

God of Righteousness – Upright in body and mind, the Righteous stand as a beacon to all

God of Brotherhood – Life in this world would disintegrate without sincere brotherhood among all

Goddess of Charity – No money has worth to anyone if it does not serve to uphold the Righteous

Dark Lawyer – This miscreant uses the letter of the law to escape the spirit of this world and the next

Isle of Lore

Primary inhabitants: Samebitos

Government: Despotism

Skill Bonuses: Locksmith, Missile, Pick Pocket, Style, Survival, Theology

Skill Penalties: Cartography, Endurance, Grappling, Hide, Intimidation, Tactics

Ability Bonus: +1 Integrity (SoC)

Special Ability: Samebitos can drink salt water (but not tainted marsh water) as well as fresh water to survive. Samebitos can remain completely submerged for a number of hours equal to their Integrity, but must drink a sip of fresh or salt water every ten minutes or suffer a -1 penalty to all skills until they do.

Description:

Samebitos are elf-like with light blue skin and green hair. Many samebitos prefer not to wear clothes, but wear robes for outsiders or formal occasions.

Samebitos have a long and glorious history. Unfortunately, they have not accumulated any special societal benefits to show for this. That is because they are not concerned with anything not of the sea. All other matters are boring and mundane; and undertaken only out of necessity. But when matters of the sea are at hand, they are creative and industrious and unparalleled in skill.

Believing in a spiritual family that acts as a guide to all samebitos, they continue through life with their guide.

A single samebito rules the Isles. All samebitos serve him

The future of the Isles is in the sea. All samebitos crave the sea and nothing else.

Factions:

Baeureya – These are people dedicated to sailing the seas of the Isle of Lore. Sailing is the only thing that holds this group together

The Flow – These islanders prefer the comfort of the submarine life. Many make their homes in the lee of a reef. They embrace the water as no others can

Riptide – These Samebitos are united to bring change to the Isle. They strive to achieve democracy and personal freedom

The Tide – This is an organized band of pirates and bandits, plundering their way across the isles

Typical titles:

Warrior: Warrior

Mage: Mage

Witch: Windweaver

Scholar: Teacher

High Priest: Priest

Village Priest: Druid

Mystic: Master

Noble: Captain

Thief: Pirate

Typical Names	
Female	Male
Adrian	Angelo
Dana	Dmitri
Galatea	Kaisah
Mavis	Norton
Rhonda	Sam
Samantha	Vakros

Allies: Kingdom of Brighton (war elves), Mountain Kingdom (barbegazi), Kingdom of Gob (goblins), Kingdom of the Earth (dwarfs)

Enemies: Fisher Kingdom (Ieshii), Dwarfish Tribes (mountain dwarfs), Free States of Elves (sage elves), Tribe of Oni-Sulu (orks), Raemicia (humans), Kingdom of the Eye (triclops)

Pantheon:

Father

Mother

Brother

Sister

Son

Daughter

Land of Magma

Primary inhabitants: Low dwarfs

Government: Blood Caste

Skill Bonuses: Animal Handling, Dual Wielding, Forgery, Grappling, Hide, Interrogation

Skill Penalties: Endurance, Gamble, Intuition, Medicine, Resistance, Sail

Ability Bonus: +1 Resourcefulness (EC)

Description:

These dwarfs have fair skin and dark hair. Poor low dwarfs wear cotton or wool, while more affluent low dwarfs wear silk clothing.

All knowledge that Low dwarfs attain is granted through observing nature until it is completely understood.

Low dwarfs honor an avatar of the caste they are born into, to act as a guide throughout their lives.

Low dwarfs maintain their society through the caste system. Once born into a caste a Low dwarf can earn distinction by performing the duties of their caste with distinction. The individual has no value in low dwarf society, every inhabitant of the Land of Magma is expected to serve their caste and community even if that would cost their lives.

The Emperor sets the value of all goods and services and this value must be made.

Factions:

Abolition – These low dwarfs feel that religion is the cause of suffering in Lanasia. They are working on abolishing state support of all religions

Mafia – This is the first organized crime syndicate in Lanasia. They are ruthless and cruel

The Tet – These Warriors coordinate and cooperate to create a new Land of Magma

Transcendents – These are people from all walks of life united in their dislike of the caste system. Together they hope to lose all vestiges of it

Typical titles:

Warrior: Warrior

Mage: Mage

Witch: Mage

Scholar: Scholar

High Priest: Priest

Village Priest: Priest

Mystic: Monk

Noble: Noble

Thief: Ninja

Typical Names	
Female	Male
Ana	Chad
Juno	Joe
Misty	Ken
Mari	Lee
Peach	Ron
Sasha	Yuri

Allies: Tribe of Oni-Sulu (orks),

Enemies: Nation of Oni-Sasuki (ogres), Dwarfish Tribes (mountain dwarfs), Kingdom of the Earth (battle dwarfs), Kingdom under the world (gnomes)

Pantheon:

Warrior Spirit

Scholar's Perseverance

Priest's Soul

Noble Character

Merchant's Ambition

Butcher's Heart

Mountain Kingdom

Primary inhabitants: Barbegazi

Government: Kingdom

Skill Bonuses: Artifice, Disguise, Locksmith, Lore, Medicine, Weaponsmith

Skill Penalties: Animal Handling, Athletics, Escape Artist, Grappling, Intimidation, Stealth

Ability Bonus: +1 to Perception (MA)

Description:

Barbegazi are 1.2 to 1.5 meters (four to five feet) tall with fair skin and hair. Most of the Mountain Kingdom is cool or cold, wool and furs should be the preferred clothing, however, the barbegazi do not feel the cold and wear auburn, blue and white clothes of light materials usually.

Barbegazi place a high value on knowledge second only to the Gods.

Barbegazi worship a pantheon of Virtues, usually giving devotions to all during their time of worship.

Barbegazi society is based on their profession, sons learning from their fathers and daughters learning from their mothers in an unending chain of knowledge and wisdom. Every element of barbegazi society is governed by ancient traditions.

Barbegazi place a high value on wealth as they feel it can secure their future in this world and the next.

Factions:

Conventionalists – This organization is dedicated to maintaining traditions and values of the past

New Dawn – These Barbegazi feel that the old ways only serve those on power. And that new values and traditions must be embraced

Ultimate Purity – These extremists feel that exposure to harsh environments will improve the soul of their members

Verdant Spear – These Warriors want to change the face of the Kingdom, through force if necessary

Typical titles:

Warrior: Warrior

Mage: Mage

Witch: Mage

Scholar: Sage

High Priest: Priest

Village Priest: Priest

Mystic: Mystic

Noble: Count

Thief: Bandits

Typical Names	
Female	Male
Aligia	Finniux
Jen	Jaruzu
Kalayo	Kochah
Peg	Qualla
Stella	Raln
Zelanora	Zharanol

Allies: Aerie (high elves), Isle of Lore (samebitos), Kingdom of the Eye (triclops), Kingdom under the world (gnomes), Dwarfish Tribes (mountain dwarfs)

Enemies: Clans of Kotsukoto-Oni (cyclops), Elvish Tribes (forest elves), Tribe of Oni-Sulu (orks), Raemicia (humans), Blood League (vampires), Free States of Elves (sage elves), Elvish Kingdom (dark elves), Kingdom of Brighton (war elves), Elvengard (river elves)

Pantheon:

Uttepnaveia (Goddess of Pride) – Give her followers the strength to declare their abilities to the world

Bappos (God of Courage) – Gives his followers the knowledge that they will endure in this world or the next

N'veupa (God of Will) – Gives his followers the power to resist all temptations

N'pnepehne (Goddess of Charity) – Gives her followers that which they give to the needy

Ya'aya (Goddess of Foresight) – Gives grace to all those who plan ahead and secure their own futures

Cn'na (God of Power) – Brings glory to those who strive to achieve

Nation of Oni-Sasuki

Primary inhabitants: Ogres

Government: Oligarchy

Skill Bonuses: Athletics, Awareness, Dodge, Gamble, Resistance, Tracking

Skill Penalties: Arcane Lore, Artisan, Dual Wielding, Engineering, Forgery, Interrogation

Ability Bonus: +1 Integrity (SoC)

Description:

Normally standing 2.1 to 2.4 meters (seven to eight feet tall) with burly muscles and daunting features, ogres are imposing by almost any physical standard. Their skin varies from light to ruddy dark, and their hair can be almost any color. Ogres wear the furs of the animals they hunt.

The ogres have a long, scholarly tradition, but few outsiders know this as they usually attack or flee before discovering this.

Ogres believe in a single heavenly tribe, which they will join after death. Their gods are honored members of that tribe.

Each village of the ogres is lead by a group of Elders, membership into this group is determined by the Elders. Therefore, order and stability is brought about by the Elders and their followers.

Ogres value what the Elders value. If the Elders value gold and silver, they will produce it through all means necessary. If not, they will trade or barter for goods and services.

Factions:

Fulcrum – Originally formed as a means of communication between Elders, their role has expanded to include scouting, spying and fighting

Knouen Horun – This secret society was formed to discover, maintain and spread knowledge to all people

Ultimate Ascension – This is one of the most dangerous factions in the Nation. The leaders of this cult are obsessed with death as the only route to heaven

Undertow – These Ogres have seen through the flimsy structure of power within the Nation. They see that the Elders hold all the power and feel that is wrong.

Typical titles:

Warrior: Warrior

Mage: Seer

Witch: Shaman

Scholar: Elder

High Priest: Priest

Village Priest: Shaman

Mystic: Guru

Noble: Elder

Thief: Bandit

Typical Names

Female	Male
Amy	Chuck
Eilene	Keith
Melba	Monte
Pam	Quellez
Sharona	Sam
Tallya	William

Allies: Esplean (vilkatas), Fathers of the Seas (squonks), Elvengard (river elves), Kingdom of Brighton (war elves)

Enemies: Empire of the Dwarfs (high dwarfs), Raemicia (humans), Land of Magma (low dwarfs), Free States of Elves (sage elves), Clans of Kotsukoto-Oni (cyclops), Aerie (high elves), Kingdom of the Earth (dwarfs)

Pantheon:

Warrior of Heaven – Defends the tribe from all threats

Teacher to the Gods – Leads the tribe to a better tomorrow through knowledge and wisdom

Shaman in Heaven – Maintains the spiritual center for the Tribe of Heaven

Chief of Heaven – Leads them to a better tomorrow

Mother of All – Provides a future by providing life in this world

Father of All – Claims the life of all those born into the world

Tribes of Oni-Sulu

Primary inhabitants: Orks

Government: Rule by contest

Skill Bonuses: Alchemy, Disguise, Interrogation, Missile, Resistance, Tracking

Skill Penalties: Artisan, Awareness, Charisma, Engineering, Sail, Slashing

Ability Bonus: +1 Resourcefulness (EC)

Description:

Orks are 1.5 to 1.8 meters (five to six feet) tall, with ruddy brown skin and hair. Most Orks wear light cotton or just loin clothes in the summer, but some professions wear leather as a mark of their trade or finer clothes to impress outsiders.

Orks have a great respect for knowledge, but the harsh living conditions mean few orks have the time or ability to pursue scholastic endeavors.

Orkish religion demands faith and purity of all orks

Once each spring the leader of an ork tribe must answer all challenges. The ork that can stand all challenges is the new Chief. All positions in orkish society are determined by some similar form of contest.

All orks plan for the future by preparing for the tests of their profession.

Factions:

Flight of Destiny – This is a band of Warrior Chiefs who wish to unite the tribes under a banner of war

Harmony – This secret society is working to abolish the tests and competitions because they feel it creates hatred and rivalry among orks

Independants – These orks feel that each Tribe should be an independent City-State

N'ponncho – The name of the Trade Capital of the Tribes as well as a growing faction that feels that N'ponncho should be the actual capital of the Tribes

Typical titles:

Warrior: Warrior

Mage: Mage

Witch: Mage

Scholar: Teacher

High Priest: Priest

Village Priest: Priest

Mystic: Mystic

Noble: Chief

Thief: Thief

Typical Names	
Female	Male
Aiylah	Borzin
Bankoh	Cherzai
Lanpra	Golvin
Palru	Kalbor
Sarna	Vextar
Zancha	Ziltran

Allies: Land of Magma (low dwarfs), Empire of Light (hill dwarfs), Free States of Elves (sage elves), Kingdom of the Earth (dwarfs), Kingdom of Gob (goblins), Elvish Kingdom (dark elves)

Enemies: Esplean (vilkatas), Fisher Kingdom (Ieshii), Mountain Kingdom (barbegazi), Elvish Tribes (forest elves), Isle of Lore (samebitos), Western Empire (human), Kingdom of Brighton (war elves), Wilderlings (wilderling elves)

Pantheon:

Npoga (God of Endurance) – Teaches their followers to gain strength by enduring life's trials

Paerymbe (God of Meditation) – Through calm concentration all knowledge can be acquired

Bepa (Goddess of Faith) – All that is holy is of her grace

Unotpoyia (God of Brotherhood) – Through brotherhood all problems and differences can be resolved

Eyyov'n (Goddess of Willpower) – Through will and perseverance the future is assured

Yonnya (God of Assassins) – All is undone by the thrust of his knife

Thief: Raider

Raemicia

Primary inhabitants: Humans

Government: Empire

Skill Bonuses: Arcane Lore, Engineering, Forgery, Missile, Repair, Teaching

Skill Penalties: Dodge, Endurance, Stealth, Style, Survival, Will

Ability Bonus: +1 to Motivation (EA)

Description:

This Empire has stood for recorded history and every type of human is a citizen there. All Raemicians wear robes of varying color and quality depending on their own tastes.

These people place a high value on knowledge and discipline

The Pantheon of the Empire is broad with Gods for every taste and preference

This is the oldest human settlement, built on wars and battles long forgotten. They pride themselves on their accomplishments in magic and science. The Emperor reigns over all the land.

The gold and silver coins of the Empire carry the head of the Emperor on them.

Factions:

Antenians – This is a religious cult that worship the old gods.

Campaigners – These Warriors want to promote war as the primary means of dealing with enemies

Parliamentary – This group works in secret to re-establish the Senate and return Raemicia to its former glory

Valians – These humans look to the borders and see naught but enemies. They promote defensive fortifications & protecting the citizenry at all costs

Typical titles:

Warrior: Centurion

Mage: Sorcerer

Witch: Witch

Scholar: Teacher

High Priest: Priest

Village Priest: Priest

Mystic: Mystic

Noble: Citizen

Typical Names

Female	Male
Alba	Alexander
Aretha	Anthony
Corrin	Jaenas
Guyah	Marcus
Latricia	Saemas
Patricia	Thomas

Allies: Kingdom under the world (gnomes), Aerie (high elves),

Enemies: Fathers of the Seas (squonks), Blood League (vampires), Clans of Kotsukoto-Oni (cyclops), Nation of Oni-Sasuki (ogres), Kingdom of the Earth (battle dwarfs), Mountain Kingdom (barbegazi), Isle of Lore (samebitos)

Pantheon:

God of Storms – He stands with such might as to move storms and hurl lightning bolts

God of Wisdom – He has infinite knowledge and wisdom to use it to great effect

God of Life – All life throughout the universe is born by him

God of Mercy – Society is maintained through the mercy derived by him

God of Earth – The Future depends on his domains

Demons – These creatures undermine all the Gods create and do

Wasbudon

Primary inhabitants: Hobgoblins

Government: Warlordism

Skill Bonuses: Acrobatics, Endurance, Invention, Locksmith, Occult, Repair

Skill Penalties: Animal Handling, Dodge, Gamble, Interrogation, Missile, Unarmed

Ability Bonus: +1 to Intelligence (MC)

Description:

Hobgoblins stand 1.5 to 1.8 meters (five to six feet) tall. Among warriors, the strongest rules the land and defends it against all enemies. Poor hobgoblins wear wool and furs, while wealthy hobgoblins wear silks and furs.

Hobgoblins value knowledge and seek to find it in their friends and family.

Hobgoblins are very religious. They strive to follow their spirit guide and walk in his footsteps.

Hobgoblins live in a harsh society where the smartest and strongest rule the weak

All hobgoblins feel that there is no future that you did not build with your own hands.

Factions:

The Elite – This group of Scholars, Mages and Priests wishes to foster the idea that some hobgoblins are innately better than others

Eternal Hope – This is a movement that has been growing quietly to unite Wasbudon under one leader

Orthodoxy – Lately, a growing number of hobgoblins have been feeling that their brethren are losing touch with their religion

The Syndicate – The Syndicate has modeled their organization after the Mafia of the Low Dwarfs

Typical titles:

Warrior: Warrior

Mage: Mage

Witch: Witch

Scholar: Teacher

High Priest: Priest

Village Priest: Priest

Mystic: Mystic

Noble: General

Thief: Bandit

Typical Names

Female	Male
Ada	Alexy
Fiona	Calvin
Nadia	Joseph
Olga	Leonard
Regina	Scicero
Tanya	Victor

Allies: Raemicia (humans),

Enemies: Kingdom of the Earth (battle dwarfs), Kingdom of Gob (goblins), Elvish Kingdom (dark elves), Fathers of the Seas (squonks)

Pantheon:

Woodsman – At home in nature, strong, skillful. Most hobgoblins strive to achieve this stature

Teacher – No knowledge is achieved without a Teacher

Priest – This Spirit Guide teaches hobgoblins to nourish the soul of all

Mayor – The Mayor brings unity and goodwill through leadership

Craftsman – The craftsman builds a future for all with his bare hands

Thief – The thief robs the future of all with his bare hands

Western Empire

Primary inhabitants: Humans

Government: Religious Oligarchy

Skill Bonuses: Armorsmith, Artifice, Artisan, Forgery, Teaching, Trapping

Skill Penalties: Dual Wielding, Escape Artist, Intimidation, Invention, Lore, Persuasion

Ability Bonus: +1 to Faith (SC)

Description:

These are humans, just like any other. Every color and creed of human has settled some part of this empire. Imperial edict dictates modest dress, exposed flesh is considered shameful. Most faithful humans of this realm wear clothes of modest cut and color.

This Empire was built on a scholarly tradition, but the people have turned their backs on such unfaithful reason.

These are very religious people. They have a pantheon, but every member of this society feels that their god is just an aspect of the single god the whole empire serves.

The government is run by the religious leaders that carry both religious titles and political titles. Breaking a tenant of the state religion is tantamount to breaking the law. And all commerce and work is to stop during normal mass periods.

The Empire is very money conscious and Tithing and Taxes are collected at the same time.

Factions:

Auditors – This is a group of independent Priests who travel from church to church ensuring that tithes, and taxes are being properly collected and spent

Evangelists – The Western Empire is a very male-centered society. The Evangelists are working to change this

Martyrs – These fanatical Warriors will die to preserve the Empire and the religion it represents

Mobilization Movement – This faction feels that the best defense is a good offense and that the Empire needs to take the war to its enemies

Typical titles:

Warrior: Knight

Mage: Mage

Witch: Mage

Scholar: Scholar

High Priest: Priest

Village Priest: Priest

Mystic: Monk

Noble: Cardinal

Thief: Heathen

Typical Names

Female	Male
Alma	Argentus
Christine	John
Jane	Josef
Mary	Patrick
Sarah	Simon
Theresa	Thomas

Allies: Kingdom of Brighton (war elves), Esplean (vilkatas)

Enemies: Kingdom of Elveny (wood elves), Free States of Elves (sage elves), Elvish Kingdom (dark elves), Blood League (vampires), Elvengard (river elves), Tribe of Oni-Sulu (orks)

Pantheon:

Holy Crusader Avatar – This is the aspect of God who fights to defend good and all that is Holy

Saintly Monk Avatar – This is the aspect of God that upholds the concepts and traditions of the Righteous

Pope of Heaven – This aspect of God has domain over all of Heaven and Earth

Devoted Farmer Avatar – Sustaining Heaven and Earth with the fruits of his humble labor

Saints of Heaven – Moving forward with Faith in God

Demon Lord – Lord of all other otherworldly domains. He rules in Earth and Hell

The Wilderlings

Primary inhabitants: Wilderling elves

Government: Anarchy

Skill Bonuses: Alchemy, Awareness, Disguise, Endurance, Trapping, Unarmed

Skill Penalties: Artifice, Artisan, Cartography, Perform, Persuasion, Weaponsmith

Ability Bonus: +1 Intelligence (MC)

Description:

Wilderling elves have mottled skin and hair. There is not standard mode of dress for wild elves. Wilderlings are so individualistic as to sell all their clothes and buy new if they discover another dressed as them/

They do not regard knowledge and discipline as important things. Nevertheless, smart and cunning wilderlings exist to daunt the smartest of other lands.

The Gods of the wilderlings are wild and untamed forces of nature.

These Wild Elves are savage and ferocious. There is no way to make a treaty or pacify their leader. Each wilderling acts of their own volition or they act as a mob. No one leader has tamed these wild elves. The only law that seems universal is that no individual may be restrained. Most areas of the Wilderlings interpret this as physical restraint making jails, prisons and asylums immoral in the eyes of wild elves, but some areas have taken this common belief to extremes outlawing contracts, marriages, definitions and other non-physical forms of restraints.

There is no future for the wilderlings but what is in their hands and on their back.

Factions:

There are no major factions to speak of in the Wilderling

Typical titles:

Warrior: Warrior

Mage: Wizard

Witch: Witch

Scholar: Teacher

High Priest: Priest

Village Priest: Witch

Mystic: Guru

Noble: Leader

Thief: Robber

Typical Names

Female	Male
Bethany	Albert
Galya	Ben
Jill	Gerald
Peg	Oberon
Olivia	Penda
Wanda	Seth

Allies: Kingdom of the Earth (dwarfs), Empire of Light (hill dwarfs), Kingdom of Brighton (war elves), Elvengard (river elves)

Enemies: Empire of the Dwarfs (high dwarfs), Fisher Kingdom (leshii), Elvish Kingdom (dark elves), Kingdom of Elveny (wood elves), Elvish Tribes (forest elves), Tribe of Oni-Sulu (orks)

Pantheon:

Goddess of Fire – Going where it pleases and destroying what it may. The power of Fire is undeniable

God of Tornado – What makes a tornado appear and how does it act? No one knows

God of Thunder – Thunder strikes fear in all

God of Storm – Society is built and broken by storms

God of Lightning – Some have seen the future in the flash of a lightning bolt

Goddess of Snow – Snow is the eternal killer

Personalities

King Albert

Wood elf King. Albert is an aggressive King. He ruthlessly maintains his borders with grand displays of military force. This has brought him into conflict with the Western Empire as of late. For all his grandstanding, he still has the foresight to listen to his trusted advisors.

Quote: "Who are you and what are you doing in my kingdom?"

Rumors: The posturing at the border with the Western Empire is a diversion from the actual campaign against the war elves

Personality: Pompous

Motivation: Securing the future of Elveny

Goal: Military Security

Alfred

Wilderling Warrior. Alfred is a melee master, he can kill a person with any item he lays his hands on. He is an angry, ruthless and frustrated fighter. Alfred has never been able to fight for a cause and he has never been able to find a challenging opponent.

Quote: "You are not worthy of my blade"

Rumors: He will continue to wander the lands until he finds a worthy foe

Personality: Aggressive

Motivation: Combat

Goal: Retire an old happy warrior

Chief Anna

Vilkata Chief. Anna has attained the position of Chief by being a fearless Warrior and strident protector of her tribe. She prefers to fight barehanded, but has been known to handle a broad sword when necessary.

Quote: "So long as my heart beats, I will kill any who threaten my village!"

Rumors: She has an elite group of spies that patrol the borders looking to anticipate trouble before it enters the village

Personality: Solemn

Motivation: Finding a husband

Goal: Happiness

Czar Anthony

Gnome Czar. Anthony ascended the throne of the Kingdom Under the World through craft and artifice. He has excelled in many departments of the government and has gained the trust of many Citizens of the Kingdom.

Quote: "I question your motives"

Rumors: He has arcane silver blade for his champion

Personality: Underhanded

Motivation: Survival

Goal: Peace

Argentus

Human Priest. Argentus is a devout Priest and serves the Western Empire to the fullest of his abilities while following all the precepts of his religion. This usually prevents him from engaging in any kind of military action, but instead attending to soldiers after the battles.

Quote: "If I could only get some mandrake, I could show others how to heal the troops as well"

Rumors: Argentus may be a contender for Pope in about 20 years

Personality: Humble

Motivation: Religion

Goal: Service

Carl

Troll Mercenary. Carl has served many military forces. He wields a glaive with ease. He has helped many an army turn the tide of battle.

Quote: "Reinforce the right side, they are about to push through!"

Rumors: Carl is slowly building up a company of loyal men to serve under him

Personality: Friendly

Motivation: Greed

Goal: Establishing a kingdom

Queen Cattia

Dark elf Queen. Cattia protects her elven brethren and the forests they reside in as well. Her main concern as of late has been raids from river elves.

Quote: "The God of Death take those river elves if they raid my domain again!"

Rumors: Cattia is working with any Mage who will aid her to come up with magical shore defenses against river elf raids

Personality: Cautious

Motivation: Protective

Goal: Peace

Empress Constance

High dwarf Empress. Constance has led the high dwarfs through an era of lasting peace. She has been able to maintain this peace through careful negotiations with neighboring countries.

Quote: "If we can just keep those goblins at bay, we can have peace"

Rumors: Constance is preparing a military build up as we speak

Personality: Devious

Motivation: Domination

Goal: Protect her authority

Cormargon

Dark elf Druid. This Priest of the Elvish Kingdom teaches all layelves to respect all life while striving to protect life in his home city and across the Kingdom.

Quote: "Perhaps someone can reason with those bandits?"

Rumors: Cormargon protects Cattia's heir from everyone, including Cattia

Personality: Curious

Motivation: Compassion

Goal: Peace

Dana

Samebito Pirate. Dana is an able sea Captain that has turned her skill to robbing the high seas.

Quote: "Any who wants to square off against me is more than welcome to try!"

Rumors: Sage elves are giving safe harbor to Dana in return for immunity from her raids

Personality: Ambitious

Motivation: Power

Goal: Raise a navy to conquer the Isle of Lore

Lady Dierdre

Wood elf Knight. With her mighty Zweihander, she cleaves through all opposition to her Lord. Dierdre has never doubted the justness or judgment of her noble leaders.

Quote: "Father, guide me to victory against any who would raid Merchants in my fair land!"

Rumors: Dierdre has been fooled into committing political assassinations by her lord's advisor

Personality: Bold

Motivation: Honor

Goal: To die a famous and honorable Knight

General Drewson

Mountain dwarf Warlord. Drewson is an ambitious General, he has been quietly accumulating power for some time now. He is a master of the axe, and has used his axe and shield to protect his position from rival warriors.

Quote: "If only I had an Adamantine Axe, I could sever the rivalries that divide this great nation!"

Rumors: In addition to his army, Drewson has a group of spies and assassins

Personality: Bold

Motivation: Ambition

Goal: Unification of the tribes

Elrik of the swords

River elf of the Sword. Swift elf and Master of the long knives, his speed and precision ensures he will lead his own raids some day.

Quote: "I will lead my own raid soon, will you stand with me or against me?"

Rumors: Elrik does not lead his own raids so that he can charge from the front line.

Personality: Calculating

Motivation: Conflict

Goal: Satisfy his blood lust

Chieftain Erika

River elf Master. Erika has accumulated a vast fortune. She has a rather brisk trade in dry goods. While other river elves are out plundering and pillaging, she is trading expensive, luxury items for fresh and cured foods. She trades goods with rival warlords thereby ensuring her own safety and the supply of food into Elvengard.

Quote: "Harm me and my other customers will surely strike you down!"

Rumors: Erika has a Band of Blood sworn to avenger her should anything happen to her

Personality: Shrewd

Motivation: Profit

Goal: Domination of Elvengard

Mother Florence

Forest elf Priestess. Florence has seen many battlefields. At first, she merely tended to the wounded, but recently she has been blessing the faithful and cursing the enemies. Her friends are concerned this has somehow changed who she is as a Priestess and a person.

Quote: "Tell me where they are and I will rain down such a curse on them!"

Rumors: She has been training Monks, Nuns and Priests for battle

Personality: Guarded

Motivation: Righteousness

Goal: End of all war

Master Tanah

Triclops Priest. Tanah is a Priestess and Oracle. She claims to use his powers to better the kingdom, but many feel that this is just a ruse to line her own pockets with silver.

Quote: "Surely I can be of more use in the capital?"

Rumors: Tanah has refused to help those who could not support her church

Personality: Cold and distant

Motivation: Prestige

Goal: Become High Priestess of the Kingdom of the Eye

King Gob

Goblin King. Victor Gob III is an uncertain King. His recent defeat against the high dwarfs has undermined his confidence. And he becomes defensive and cruel-hearted to anyone that tries to advise him. Lately his court has been nearly barren, because those that have come calling have generally regretted it. He has also become even more secretive, a sign the high dwarfs have come to interpret as a prelude to war.

Quote: "I don't think that will work, come back when you have it right!"

Rumors: A High Dwarf Priest has infiltrated the royal palace and is secretly causing the King's malaise.

Personality: Worrisome

Motivation: Authority

Goal: Gain confidence

King Grimlax

Barbegazi King. Grimlax is respected above all servants of the Mountain Kingdom. He maintains his authority through careful use of Priests, Mages, Advisors and Generals. Never allowing any one of these to know too much or have too much influence.

Quote: "Are you sure? Mage Rain advised against a troop build up on the northern border..."

Rumors: Grimlax has so many concerns, he is not able to devote the proper attention to any one of them.

Personality: Guarded

Motivation: Security

Goal: Weaken the Forest Elves military and expand border in that direction

Guitierez

Vampire Elite. Guitierez is an Elite Mage of the Blood League. He will use his art to defend the League and studies to advance his arcane knowledge when not engaged by his fellow vampire.

Quote: "When I locate the Tome of Yppes, my plans will be complete"

Rumors: Guitierez trades magical knowledge for favors with Mages in neighboring nations

Personality: Driven

Motivation: Magical knowledge

Goal: Lead the next generation of Mages successfully

Gwanna

Battle dwarf Warrior. Gwanna is known for her skill with horse and spear. On or off a horse she is a deadly adversary with the spear. She has served her lord faithfully for many years now and will continue to do so in heaven.

Quote: "If we had a spy in their camp, we could assure our victory"

Rumors: Gwanna has been using her stipend to hire people to find her sister, Chan

Personality: Loyal

Motivation: Heaven's will

Goal: Maintain her honor

Gwyn

Cyclops Chief. Gwyn rules her village with harmony and productivity as the aim.

Quote: "Surely, we can come up with a solution that will benefit the whole village."

Rumors: She is working with the Nation of Oni-Sasuki to protect her village from the Defenders

Personality: Coy

Motivation: Village prosperity

Goal: Defense from without and within

Emperor Jaenas

Human Emperor. Jaenas is the Emperor of Raemicia. The Senate has been abolished for over two hundred years, so Jaenas had to ascend to the throne through military might. Since he became Emperor, he has been working to disarm the peasants and prevent governors or other possible insurgents from raising an army like he did over a decade ago.

Quote: "What do you mean we only recovered 150 swords from the Idukka province, we issues 200 swords..."

Rumors: He is actually redistributing the arms and armor to better defend against an anticipated attack from the Blood League and Mountain Kingdom

Personality: Gregarious

Motivation: Peace

Goal: stability in his empire

Jantine

Gnome Mage. Jantine is a vizier of the court of Arcturus. She is a master Summoner and knows the right extra-dimensional creature for the current dilemma.

Quote: "Kolthon of the Ethereal Kingdom will surely serve well in the coming battle"

Rumors: Jantine has gone mad and a creature she summoned long ago manipulates her from behind the scenes

Personality: Haughty

Motivation: Magical knowledge

Goal: Glory

Emperor Josef VIII

Human Emperor. Josef VIII is Emperor of the Western Empire. He is also Pope of the Imperial Church. He has served as a Priest and Cardinal and easily inspires confidence of all citizens of the Western Empire.

Quote: "It is through his will that we war against the wood elves."

Rumors: Josef has been raiding the Brighton border

Personality: Solemn

Motivation: Solidarity

Goal: Keeping the Generals focused on matters outside of the empire

Sage Julian

High dwarf Scholar. Julian is a master of the past. Forgotten lore, arcane histories and occult tales are all within his sphere of knowledge.

Quote: "Knowledge is only valuable if it is shared."

Rumors: Julian trades occult knowledge with all comers. Even enemies of Empire

Personality: Talkative

Motivation: Acquisition of knowledge

Goal: Become the most knowledgeable of Lanasia

Kalayo

Barbegazi Mage. Kalayo is a Mage that comes up with a Magic strategy for each battle. She weaves a cleaver combination of summoning, illusion and magical fire to help the barbegazi army against their foes.

Quote: "I am certainly not the greatest, but I do my best to protect the Mountain Kingdom from the Western Empire."

Rumors: Kalayo has summoned gremlins to spy on the Western Empire

Personality: Crabby

Motivation: Security

Goal: Defend Mountain Kingdom

Empress Kali

Hill dwarf Empress. Kali is a ruthless Empress. She has shown no mercy to any incursions into her empire.

Quote: "If I find the one who raided my border, they will pay with their life!"

Rumors: She is also employing the Black Guard who spies on citizens of the Empire

Personality: Soothing

Motivation: Prove herself

Goal: Maintain her title

Patriarch Kano

Squonk Leader. Along with the Matriarch, Thearch and the Archon, Kano rules the squonks. By and large, Kano's duties involve adjudicating disputes between archipelagos, advising the Archon on matters of international politics and preparing for war.

Quote: "Just exactly how is our navy prepared from invaders?"

Rumors: Kano is recruiting spies and assassins in the Kingdom of Life

Personality: Stoic

Motivation: Reputation

Goal: Peace

Guildmaster Kaylas

Leshy Mage. Kaylas is a Mistress of illusion. Her access to change shape to things she would later create as an illusion grants her the ability to make uncannily realistic illusions.

Quote: "That's not how the slither of a snake feels, THIS is how it feels..."

Rumors: Kaylas has been to every nation of Lanasia

Personality: Inquisitive

Motivation: Knowledge

Goal: Ensure the future of leshy Mages

Ken

Low dwarf Warrior. Master of dual blades and the horse, he has served his lord since he was a child and would gladly die for him.

Quote: "You will die before you take another step into my home land!"

Rumors: Ken is either very sickly or has been spying on neighboring countries

Personality: Stern

Motivation: Honor

Goal: Joining his Master in heaven

Father Kinsey

Forest elf Leader. Kinsey has led his house to success for over a decade, he is just now starting to think about a successor. Tradition mandates that he picks a successor from a family other than his own, but so few of them are worthy of the post.

Quote: "At this point even a non-forest elf could prove worthy to be my successor..."

Rumors: Whoever is the first designated successor will actually be bated off by violent contenders to show their true colors

Personality: Polite

Motivation: Future

Goal: root out and weaken any factions that would oppose his successor

Lahkhee

Wilderling Wizard. Lahkhee is a trickster, she uses a mixture of psychology, illusion, summoning and banishment to taunt, confuse and defeat her enemies. Lahkhee is a haughty elf and will extract revenge on anyone that crosses her. No slight small or personal is left unanswered. But her revenge is delayed until she can concoct the perfect retribution.

Quote: "You may not remember me, but I remember you!"

Rumors: There is a subtle pattern to her trickery and revenge

Personality: Airy

Motivation: Pride

Goal: Respect

Lenmera

Troll Bandit. Lenmera has been able to muster up a small force of bandits. Usually she and her men ride along the borders of Kazulday attacking villages, merchants and caravans.

Quote: "Just hand over the loot, you don't want to get hurt do you?"

Rumors: Some of the stuff she steals goes to support her home village

Personality: Unafraid

Motivation: Greed

Goal: Becoming better than she is

Lin

Dwarf Priestess. Lin is a devoted Priestess that curses the enemies of the Kingdom of Life.

Quote: "I think I know just how to thwart those villains!"

Rumors: Lin worships the Panther and knows only how to do harm

Personality: Excitable

Motivation: Service

Goal: Protect the Kingdom

King Maghar

Triclops King. Maghar is a fair and just ruler. His son, Arjoqua, has been carefully led through the footsteps of his father, he is a different man entirely. Some feel that his son changed drastically after his defeat and ransom at the hands of a mountain dwarf General.

Quote: "How can we lead Arjoqua to enlightenment?"

Rumors: Maghar is cultivating his nephew Saiton to replace him instead of his son

Personality: Measured

Motivation: Peace

Goal: Stability

Captain Meme

Squonk ship Captain. Meme is the leader of a galleon, she and her crew can carry a small cargo, but earn most of their living escorting and protecting proper cargo carrying vessels.

Quote: "Load the ballista bolts! We won't reach our destination if we are unarmed!"

Rumors: Meme is scouting enemy ports for weaknesses in defense

Personality: Brash

Motivation: Survival

Goal: Prove herself an excellent Captain

Chief Monte

Ogre Chieftain. Monte is a huge ogre that holds sway over three whole villages. This mountain of an ogre wields his massive iron club with great effectiveness and is not afraid to use it.

Quote: "Tell them if they don't like it, they can talk to me!"

Rumors: Monte is getting advice from a Seer for his strategic planning

Personality: Deliberate

Motivation: Power

Goal: Rule the Nation

Montel

Cyclops Defender. Montel is a skilled and aggressive Warrior. He feels that might makes right and will do anything to defend the Clans.

Quote: "Don't tell me what is right or wrong! I am a Defender!"

Rumors: Montel is receiving protection money from those he is meant to Defend

Personality: Bestial

Motivation: Power

Goal: Retire wealthy

Natasha

Goblin Warrior. Natasha is a Lieutenant in the Royal Guard, she is a master of stealth and the rapier. Her key to success in war times has been to be her own scout. Sneaking into enemy territory and then using the information she finds to come back with a brilliant battle plan.

Quote: "If you want something done right, do it yourself!"

Rumors: When not at war, the Guard spies on the people of the Kingdom

Personality: Sly

Motivation: Perfection

Goal: Compete with the best

Archon Nicholas

Sage elf Archon. As democratic leader of the Free States of Elves, Nicholas oversees relations with other nations of Lanasia. His style and tact has served him well at home and abroad.

Quote: "It makes sense for the Tribes and the States to stand united against outside influences..."

Rumors: His right hand man is in charge of discrediting any democratic opposition to his re-election

Personality: Suave

Motivation: Popularity

Goal: Continued rule

King Norton

Samebitos King. Norton is master of the seas of the Isle of Lore. His armada is an indomitable force on the water.

Quote: "Where have all the fish gone? There is trouble afoot!"

Rumors: He also has an army that is preparing to invade the Fisher Kingdom

Personality: Boisterous

Motivation: Power

Goal: Prove his military might

Ortos

Leshy Warrior. Ortos is a master of Martial Arts and dual wielding. He has faced all manner of foes armed and unarmed and emerged victorious every time. He has already been invited to be a Guildmaster, but has refused in order to improve his skills and remain where he feels he can be the most benefit to his guild.

Quote: "When I step up as Guildmaster, no one will doubt my proper place there..."

Rumors: The current Guildmaster is his puppet until he officially takes the title

Personality: Boastful

Motivation: Proving himself

Goal: Perfection

Chief Pekrom

Ork Chief. Pekrom is the Chief of the capital trade city of N'ponncho. He is a strong enough Warrior to overcome challenges from all comers. But he is clever enough to honor and respect foreign and native Merchants alike.

Quote: "If you are a Warrior and seek a challenge, seek me out. Lay a hand on a merchant and you will die..."

Rumors: His father Romnor has any potential chief ambushed in the weeks leading up to the trials to decide the new Chief

Personality: Pompous

Motivation: Power

Goal: Invade Mountain Kingdom

Priest Pietre

Hobgoblin Priest. Pietre is a Priest of Wasbudon, He is a spiritual guide to other hobgoblins and blesses armies facing foreign invaders and heals both sides of battles involving violence among hobgoblins.

Quote: "I don't care whose side he is on, he does not deserve to die!"

Rumors: Pietre has learned many esoteric feats or prayer and may be able to grant immortality...

Personality: Boisterous

Motivation: Compassion

Goal: Connect in a real way to the Priestly avatar he worships

Quellez

Ogre Guardian. Quellez is an expert with bow and broad sword. Quellez and the other Warriors in his squadron patrol the borders of the Nation's territories from all intruders.

Quote: "Do not try my patience or I shall try my blade on your throat..."

Rumors: Quellez is on the cusp of becoming a Chieftain

Personality: Gruff

Motivation: Providing for his family

Goal: Protect the Nation

Robert

War elf Duke. Robert comes from a long line of Nobles that have ruled the territories of Meda since time immemorial. His Generals have served his family faithfully for centuries. Robert is an excellent strategist and a master at manipulating Brightonian politics. Many feel that he could become the King that unites Brighton.

Quote: "If you attack the Duke to the North, I'll attack the Duke to the South and we won't have to worry about reinforcing our rears..."

Rumors: Robert is secretly gathering a group of Mages from other countries to create a magical battery to deploy in battle

Personality: Warm

Motivation: Power

Goal: Sovereignty over Brighton

Rolanda

Vampire Thief. Rolanda is an expert Thief that has not yet proven she is elite. Still she has a natural talent at his craft.

Quote: "If they really needed it, they would guard it better:

Rumors: Rolanda is also an assassin

Personality: Slick

Motivation: Money

Goal: To be the master of a harem of pretty men

Rolo

Vilkata Shaman. Rolo is the spiritual leader of his tribe and feels it is his duty to steer his people to success and harmony with all of their surroundings.

Quote: "Be as the stream and be flexible and persistent in the face of adversity..."

Rumors: Rolo is not a Priest, but a Mage who calls himself Shaman

Personality: Caring

Motivation: Enlightenment

Goal: Raise the Awareness of all he meets

Emperor Roy

Low dwarf Emperor. Roy is directly descended from the original Emperor of the Land of Magma. Roy has carefully maneuvered the various low dwarf factions against each other to keep any one from being able to challenge his authority.

Quote: "I'd give you access to the trade route, but what would Lord Ray think?"

Rumors: Roy has a group of followers that spread dissention between the Lords and other factions

Personality: Egalitarian

Motivation: Paranoia

Goal: Conquer Kingdom of the Earth

Saemas

Human Sorcerer. Saemas is a Raemician Mage that has mastered ritual magic. If you can do it quickly, it is probably not worth doing as far as Saemas is considered.

Quote: "Come back in a day and I will have it for you. Don't mind if I am acting strangely, I will have just finished the ritual."

Rumors: Saemas has summoned ethereal beings to help with his rituals

Personality: Flighty

Motivation: Perfection

Goal: Understanding the universe

Sorcerer Scydia

Sage elf Mage. Scydia is a wizened and aging Sorcerer, however, he has taught a generation of sage elf Mages the art of Magic Fire. He and his disciples are securing the future of the Free States of Elves.

Quote: "If I can find the Cyclopedia of Sirtia, I could burn away the ignorance of the world."

Rumors: He has made treks into the desert to get in touch with his inner flame

Personality: Obsessed

Motivation: Fire

Goal: Learning and spreading knowledge

Stariyana

High elf Mage. Stariyana is an expert at banishing, she has won many a battle for her Governor by banishing the weapons of her foes leaving them relatively helpless.

Quote: "The armor and weapons summoned by our foes will trouble you know more..."

Rumors: She may have learned how to banish astral entities as well

Personality: Excitable

Motivation: Justice

Goal: Senatorship

King Thaeyan

Dwarf King. Thaeyan is an accomplished King, he controls every aspect of his kingdom while fending off demands of neighboring nations.

Quote: "If we can keep the high elves and squonks at each other's throats, we will be safe"

Rumors: Thaeyan has sent spies into The Kingdom of the Eye

Personality: Conniving

Motivation: Safety

Goal: Expanded territory

Thomas

High elf Senator. Thomas serves the government of Aerie on the Senate. He leads many committees and serves as the lead representative from the capital.

Quote: "We have to secure our borders and encourage trade!"

Rumors: Thomas is funding the formation of a secret army

Personality: Gregarious

Motivation: Power

Goal: Control of Aerie

Master Tighnotton

Mountain dwarf Priest. Master Tighnotton has achieved enlightenment and is spreading the word of his discovery to earnest aspirants.

Quote: "Walk upon your own path to enlightenment my friend."

Rumors: Tighnotton has converted other priests to his beliefs

Personality: Calm

Motivation: Evangelism

Goal: Spreading the word

Lady Valerie

War elf Knight. Valerie serves Duke Albus. She has led Elves to war against rival Dukes with great success. She is a master of sword and lance.

Quote: "I'll skewer any who oppose Albus!"

Rumors: She will replace Albus when he dies

Personality: Furious

Motivation: Combat

Goal: Forging her destiny

Vextar

Ork Caravan Guard. Vextar is a shrewd and calculating Warrior. He studies the fighting arts here and abroad and will excel as a Warrior some day.

Quote: "I do, in fact, worship Paerymbe. I feel that knowledge is the key to success."

Rumors: Each caravan Vextar guards, he approaches the other guards to join his company when he forms it

Personality: Thoughtful

Motivation: Knowledge

Goal: Perfection

General Volan

Hobgoblin Leader. Volan is the closest Wasbudon has to a leader. Although many warlords hold sway over various parts of Wasbudon, Volan is usually able to coordinate with other Generals. Partly because he and his army are stronger than other warlord's, and partly because he is a clever schemer he is very successful at getting what he wants.

Quote: "The way I see it, you have two choices..."

Rumors: He kills anyone he suspects of betrayal

Personality: Moody

Motivation: Pride

Goal: Ruling Wasbudon

Chief Wu

Battle dwarf Chief. Wu is an odd dwarf, rude to his allies, intimidating rivals and scheming against his enemies. He is adept with a scimitar, however, he rarely gets to use it as his foes usually never find themselves in a position to use their weapons.

Quote: "You fell into my trap, because I knew you would betray me!"

Rumors: Wu secretly trains with the weapons masters of his rivals

Personality: Blustery

Motivation: Power

Goal: Rule the Kingdom of the Earth

Zara

Hill dwarf Priestess. Zara is a high Priestess of the Empire of Light. Nearly all hill dwarfs look up to her as a spiritual leader.

Quote: "Through righteousness, we can overcome any adversary."

Rumors: Zara has a cadre of Monks trained for war

Personality: Thunderous

Motivation: Sanctity

Goal: Religious unity

Skills

Mechanics

The skill system is designed to mimic real-life experiences without bogging down the game in minor details and get on with the telling of the story at hand. To do this, the number of rolls required is kept to a minimum (reducing the chance of Unmodified 2 coming up) and usually there is a provision to turn a failure into a success if the character has more time to spend on the task. Most rolls will be against a Difficulty Target Number. This number will be the result of modifiers applied to a base difficulty. Then, two dice are rolled, the Ability Skill Modifier for that Skill is applied then the skill level is added and compared to the Target Number, matching or exceeding that number is a success. In other cases, two characters will roll, one character will not modify their roll except for their ability skill modifier and their skill level; the other character will modify for ability skill modifier, skill level and any other circumstantial modifiers (e.g., for Stealth the stealthy character will not get situational modifiers, but the searching character would get the situational modifiers for stealth applied to their roll). In either case, rolling four or more points higher than the Target Number results in an improved success. The player and Judge can discuss how this result is improved.

Skill Level meanings

Skill Level Meanings Table	
Level	Meaning
1-2	Very shallow level of knowledge, maybe your character has only read about the subject
3-4	Familiar, your character has some training or some experience, but not both
5-6	Competent, your character is well rounded in this skill. They have explored all of the most common uses of this skill
7-8	Expert, your character has training, theoretical knowledge and practical experience
9-10	Master, your character has perfected their ability to use this skill

Base Difficulty Numbers

Easy: 6

Example: Changing a bandage

Simple: 9

Example: Disinfecting wounds

Average: 12

Example: Performing minor surgery (safely removing an arrow from the torso)

Challenging: 15

Example: Setting a broken bone

Difficult: 18

Example: Setting a bone of a struggling patient

Very difficult: 21

Example: Performing major surgery (Appendectomy)

Imposing: 24

Example: Performing major surgery on a struggling patient

Impossible: 27

Example: Performing major surgery with a improvised tools

Modifiers

These modifiers are applied to the difficulty number, not the character's roll. Therefore, negative modifiers are good, positive modifiers are bad.

10% extra time spent: -1

50% extra time spent: -3

100% extra time spent: -6

25% less time spent: +3

50% less time spent: +9

75% less time spent: +15

Re-working previous creation: -6

No consequence of failure: +1

Dangerous consequences for failure: +3

Low quality tools: +3

No tools: +9 (if the attempt is possible at all)

High quality tools: -3

Skill Listing

Acrobatics

Description

This skill is used any time a character needs to balance, climb, leap, tumble, survive a fall or perform any sort of gymnastics. Judges, bear in mind that a character with a high skill level in Acrobatics will be able to do things that the player and the Judge would not know how to do (like doing gymnastics in a confined space)

Ability: Prowess (PA)

Difficulties

Balancing: Average

Leap, standing: 10 + 2 per meters of distance equal to a character's Walk

Leap, running: 6 + 2 per meters of distance equal to a character's Walk

Jumping, standing: 12 per meters of height equal to a character's Walk

Jumping, running: 9 per meters of height equal to a character's Walk

Tumbling: Challenging

Tumbling in combat: Difficult

Gymnastics: Challenging

Gymnastics in combat: Difficult

Falling: 3 for 3 meters and +3 for every additional meter of height

Note: If a character makes their fall roll, they take no damage, but will have to make a stun save if they have enough Damage.

Time and Tools

Acrobatics is based on performing these tasks without tools. Certain tools like poles, ropes or specialty equipment can give bonuses. Typically, Acrobatics take one to five seconds.

Unskilled Use

Simple acrobatics tasks can be attempted unskilled, however, most tumbling and gymnastics cannot be attempted untrained.

Failure/Fumble

Failure rolls usually indicate a problem at the beginning or end of the maneuver. If this is a risky situation (like jumping over a ravine) the character will get a second easier roll to save themselves (catching a ledge, teetering back from the ledge before jumping, etc.). Fumbles are possible with this skill, they should not be fatal, but a twisted ankle or a non-lethal fall would be appropriate.

Alchemy

Description

This represents the art of combining minerals and plants to create a potion, salve or agent. Typically, levels one through six can be referred to as herbalism and can be practiced by most people that are interested in learning. While levels four through 10 are considered more traditional Alchemy and are usually only practiced by learned scholars.

Ability: Perception (MA)

Difficulties

Disinfectant: Simple

Pain reliever: Average

Note: -1 to all skills, +2 to stun save

Burn ointment: Simple

Curative: Challenging

Note: Removes 3 Damage plus the patient's Rec

Salve: Average

Note: Removes 1 Damage plus the patient's Rec

Healing potion: Difficult

Note: Removes 5 Damage plus the patient's Rec

Revitalizer: Very Difficult

Note: Removes 5 Damage plus the patient's Rec. Revives patient from Dying state to unconscious.

Mild Poison: Average

Note: Causes 3 Damage per hour for 3 hours. Resist vs. 12 to take no effect

Poison: Challenging

Note: Causes 3 Damage per minute for 6 minutes. Resist vs. 15 to take 3 Damage per hour for three hours

Strong Poison: Difficult

Note: Causes 3 Damage per second for 12 hours. Resist vs. 18 to take 3 Damage per minute for six minutes

Armor restorer: Very Difficult

Note: Each application restores 1 DR lost from the Armor's original DR

Lightstone: Challenging

Note: Equivalent to a torch, is continuously luminous for 1 month

Time and Tools

This skill requires tools, any attempt to perform Alchemy without tools would incur some kind of penalty. Herbalism would require pots, kettles, mortar, pestle and various implements. Alchemy requires many precisely built tools: scales, containers, glassware, tweezers and other instruments. Once the ingredients are assembled, preparation and mixture of a recipe usually takes 10 minutes per difficulty number.

Unskilled Use

Alchemy cannot be used unskilled. But the products of alchemy can be.

Failure/Fumble

Failing usually ruins the recipe and results in the loss of the original ingredients. Fumbles are possible, resulting in small explosions, hazardous fumes or damaged tools. No one should die from the fumble, but you may need to clear the room or replace other ingredients in your lab or tools.

Animal Handling

Description

This is a character's skill in training and riding animals. Any time a character wants to approach, break in, train, ride an animal, calm a spooked animal or breed an animal this skill is used, Judges,

bear in mind that a character with a high skill level in Animal Handling will be able to do things that the player and the Judge would not know how to do (like tame an alligator)

Ability: Cunning (SoA)

Difficulties

Approaching an animal: Simple

Breaking in an animal: Challenging

Training: Average

Riding: Simple

Riding in combat: Challenging

Calming a spooked animal: Average

Breeding: Average

Animal has become familiar with handler: -3

Domesticated animal: -3

Herbivore: +0

Omnivore: +3

Carnivore: +3

Monster: +6

Smaller than a horse: -3

Larger than a cow: +3

Larger than an elephant: +6

Time and Tools

Tools are required to use Animal Handling. A crop, a whip, a tether, food, treats or other tools used to guide the animal are required. Missing some or all of these tools will have an affect on the difficulty of the task. Typically, Animal Handling takes one hour per difficulty number.

Unskilled Use

Characters may attempt this unskilled with fairly, docile animals. But, the more exotic and aggressive animals requires some level of skill.

Failure/Fumble

Moderate failure, generally, can be treated as a success if the character is willing to spend a little extra time on training. The time that the training is increased by should be about 10% per point that a character misses the roll by. Character's can fumble while using Animal Handling unskilled.

Arcane Lore

Description

Arcane Lore is the study of magical knowledge, including recognizing magic effects and magic items, names of famous Mages, names of beings and objects in the Ethereal World and magical history.

Ability: Intelligence (MC)

Difficulties

Remembering history of magic: Simple
Recognizing a spell from its text: Average
Recognizing a spell being cast: Challenging
Recognizing a magic item: Simple
Knowing the attributes of a magic item: Difficult
Recognizing a famous living Mage: Difficult
Recognizing an historic Mage: Average
Remembering a name from the Ethereal World: Very Difficult
Recognizing a being from the Ethereal World: Difficult
Recognizing an object from the Ethereal World: Very Difficult
Remembering Ethereal history: Imposing
Advanced Ethereal knowledge: Impossible

Time and Tools

Depending on the subject, a book may be required. It is at the Judge's discretion as to what tomes may be needed. Recognizing Arcane Lore as you view it is instantaneous, while researching will take an hour afterwards and a day if the correct materials are not readily available.

Unskilled Use

By its very definition unskilled use should be extremely restricted. It is recommended that unskilled characters be limited to recognizing magic items.

Failure/Fumble

If the character has the right books or materials to learn a fact, then failure simply represents a success that takes longer than required if the character has the extra time to spend. Add 10% extra time for each point that a character misses their roll by. Fumbles are not possible with this skill.

Armorsmith

Description

This is the art of crafting and forging armor from raw materials, including wood, cord, leather, metal pieces and metal plates.

Ability: Strength (PC)

Difficulties

Leather armor piece: Simple
Leather mail armor piece (i.e., Studded, Banded, Scaled or Splint): Average
Chainmail piece: Challenging
Iron plate piece: Average
Steel plate piece: Difficult
Wooden shield: Simple
Metal shield: Challenging
Tower Shield: Difficult
Low quality materials: +3

High quality materials: -3

Secretly constructed: +3

Government mandated construction: -3

Multiple Armorsmiths involved: +25% time required, -3

Time and Tools

Tools are required to create armor. A hammer, a hard surface, a fire and some fine tools are required. Lacking these would incur a serious penalty if the attempt can even be made. Leather armor requires an hour per piece, leather mail requires three hours per piece, chainmail requires 4 hours per piece, Iron plates usually take two hours per piece, steel plates require three hours per piece and shields require 10 minutes per difficulty number. Add the time before modifying the difficulty number for multiple Armorsmiths.

Unskilled Use

Armorsmith cannot be attempted unskilled.

Failure/Fumble

If the character has the spare time, failure represents a success that takes extra time. 10% per point a character misses their Target Number. Fumbles are not possible with this skill.

Artifice

Description

Artifice is the skill of making religious and holy items. This includes holy symbols, holy water, incense and any other items required by a character's religion.

Ability: Wisdom (SA)

Difficulties

Holy symbol: Simple

Holy symbol, precious metal: Average

Holy water: Average

Holy Books: Difficult

Scriptures: Challenging

Note: Holy scriptures on one page or pamphlet

Incense: Challenging

Time and Tools

This cannot be attempted without the right tools. Making a holy symbol requires an hour, while other preparations require about three hours. Making a scripture would require 4 hours and a book would require about 24 hours of labor.

Unskilled Use

Unskilled use cannot be attempted except for the most rudimentary of holy symbols.

Failure/Fumble

Failure represents a loss of the materials used to make your artifact. Fumbles are not really possible.

Artisan

Description

This skill includes blacksmithing, brewing, butchery, calligraphy, carpentry, cobbling, cooking, dying, gardening, glass crafting, jewelry crafting, masonry, milling, mining, pottery work, sculpting, sewing, tailoring, tanning, weaving, woodwork, writing or any type of mundane crafting skills.

Ability: Cunning (SoA)

Difficulties

The Judge should base the difficulty on the complexity of the item being made, the quality of the materials on hand and the tools being used.

Time and Tools

The Artisan skill requires tools, any attempt to craft items without the proper tools will be at a penalty if the Judge decides it can even be attempted at all.

Unskilled Use

Crude, rudimentary items can be attempted unskilled, but sellable or tradable quality items require at least some skill.

Failure/Fumble

Failure usually represents the item taking longer to create than planned. Each point that a character misses their Target Number by represents an increase of 10% in the required time. The ingredients and the final item are ruined if the character does not have the extra time to spend. Fumbles are not really possible.

Athletics

Description

Athletics represents the characters training and experience in athletic activities. This skill is used whenever a character is sprinting, jumping, climbing, swimming, lifting, throwing and other physical activities. Athletic throwing cannot be done accurately, the goal is to achieve distance in this sort of training.

Ability: Strength (PC)

Difficulties

Leaping, standing: 10 + 2 per meters of distance equal to a character's Walk

Leap, running: 6 + 2 per meters of distance equal to a character's Walk

Jump, standing: 12 per meters of height equal to a character's Walk

Jump, running: 9 per meters of height equal to a character's Walk

Sprinting: 2 per meter per round equal to a character's Walk

Swimming: 7 for 1 meter per turn equal to a character's Walk, +2 for each additional .1 meter equal to a character's Walk

Lifting: 8 for 25 kg (55 lbs.), +1 for each additional 25 kg (55 lbs.)

Throwing: 7 for 30 force points and +1 for each additional 6 force points. To determine the force required for a throw, multiply the mass of the object thrown in kg by the distance in meters.

Time and Tools

The difficulty numbers are based on attempting the feat without any equipment. Bonuses can be applied if equipment is used.

Unskilled Use

Unskilled use is acceptable in all uses of Athletics.

Failure/Fumble

Failed lift attempt results in nothing lifted, all others result in performance reduced by the amount per Difficulty that the character missed by (e.g., a player rolling a 14 on a standing high jump will jump 1.17 m high). Fumbles are not really possible with this skill.

Awareness

Description

Characters use Awareness in picking one thing out of a large number of things, spotting hidden things, noticing minute details, incongruous details or anything worth noticing. Judges, bear in mind that a character with a high skill level in Awareness will be able to do things that the player and the Judge would not know how to do (like notice a mouse from a kilometer away)

Ability: Perception (MA)

Difficulties

The difficulty of noticing an object is determined by the Judge. Spotting another character would require a contested roll against whatever skill they are using to conceal themselves (probably Stealth).

Detecting a Prayer being performed before the effect takes place: $20 + \text{The Priest's Talent Level} - \text{The Prayer's Difficulty Level}$

Detecting a Spell being cast before the effect takes place: $20 + \text{The Mage's Talent Level} - \text{The Spell's Difficulty Level}$

Detecting an Illusion: $\text{The Mage's Talent Level} + \text{The Spell's Difficulty Level}$

Detecting a Technique being used before the effect takes place: $20 + \text{The Mystic's Talent Level} - \text{The Prayer's Difficulty Level}$

Time and Tools

Most Awareness rolls can be made without slowing down a character's movement or attacks.

Unskilled Use

Characters can use Awareness unskilled.

Failure/Fumble

Any time a character needs to roll for Awareness, they will notice something, the total of the roll indicates. Characters that fumble will see something that is not there.

Barter

Description

This represents the character's skill at estimating an item's or service's value, judging what another character would pay for it and factoring in incidental costs like storage and transport.

Ability: Motivation (EA)

Difficulties

Most of the time, Barter will be a contested roll, where two characters will roll against each other. Some people with something to sell can use Will, Intuition or Intimidation instead of Barter, while some buyers can use Intimidation, Awareness, Charisma, Will or Intuition to resist a seller's Barter skill.

Time and Tools

Tools are not required.

Unskilled Use

You can try and use Barter if you do not have the skill, it is not advised though.

Failure/Fumble

Characters that use Barter instead of other skills can influence the price. Reduce the price by 3% per point that you beat the seller's roll by and increase the price by 10% per point that you miss the roll by. Characters cannot really fumble with this skill.

Cartography

Description

Cartography is the skill of reading, making and deciphering maps.

Ability: Motivation (EA)

Difficulties

Reading an ordinary map: Simple

Deciphering a complex or incomplete map: Challenging

Deciphering a coded map: Difficult

Making an easy to use map: Average

Making a detailed map: Challenging

Coding a map: Very Difficult

Time and Tools

Generally, you can read an hour's worth of travel from a map by reading it for about a minute. Making a simple map can be done in 10 minutes, while a complex or coded map should take about an hour per 2500 km².

Unskilled Use

Reading simple maps may be attempted unskilled, all other uses of Cartography may not be attempted unskilled.

Failure/Fumble

Failing a roll while reading a map will result in about an hour's travel time lost. Failing a roll while making a map could result in an inaccurate map unless the author tests it thoroughly. Characters cannot really fumble with this skill.

Charisma

Description

Characters with Charisma have leadership skills. Whether it is men in battle or the congregation at a church, some people need to be led. Use this skill when you want to persuade groups of people or affect people's beliefs. Charisma can be used to bring a sympathetic crowd in line with you. It can be used to spur soldiers into action or to prevent an enemy from hurting the character. Sympathetic characters might be spurred on to risk the things they value, neutral and antagonistic characters cannot. Aggressive groups cannot be convinced to change sides, but they can have their current aggressions halted or have their opinion of the Charismatic character improved. This skill also covers

managing an organization and the art of seduction. If a single member of a group wanted to resist the effects of Charisma, they could make a contested roll using Intuition, Will or Charisma.

Ability: Wisdom (SA)

Difficulties

Group: The difficulty of persuading or changing a group's viewpoints is equal to the square root of the size of the group (for example 400 people would have a difficulty number of 20)

Similar view points -3

Contrary viewpoints: +3

Opposing viewpoints: +6

Trust: -3

Mistrust: +3

Enemies: +6

Time and Tools

Usually tools are not required.

Unskilled Use

This skill cannot be used unskilled.

Failure/Fumble

Typically failure results in the group's feelings being unaltered. However, fumbling can reverse the opinions of the group.

Disguise

Description

This represents a characters skill in costume, make-up, voice acting, body language and other elements of disguise. Judges, bear in mind that a character with a high skill level in Disguise will be able to do things that the player and the Judge would not know how to do (like disguise a massive male cyclops to look like a petite female gnome).

Ability: Cunning (SoA)

Difficulties

Non-descript disguise (e.g., peasant): Simple

Actual identity: +6

Only have picture of specific character: +3

Major skin tone difference: +3

Major height difference: +3

Major hair difference with no wig: +3

Major voice difference: +3

Different sex: +3

Different facial hair without appliqué: +3

Time and Tools

Disguise difficulties are based on having the right tools and materials. Attempting to create a disguise without the right tools and materials will incur a penalty if the Judge even decides it is possible at all. Once the research is complete, it only takes about an hour to perfect the disguise.

Unskilled Use

This cannot be used unskilled.

Failure/Fumble

Although a character cannot fumble, characters that fail will generally believe they have succeeded. This will result in a contested roll against the observers Awareness or Intuition.

Dodge

Description

Dodge represents a character's ability to avoid injury in dangerous situations. This can be an attack or avoiding falling objects, sprung traps or hazardous walkways. Judges, bear in mind that a character with a high skill level in Dodge will be able to do things that the player and the Judge would not know how to do (like dodging a barrage of 100 arrows).

Ability: Wisdom (SA)

Difficulties

Typically, the difficulty number will be the same as the modified roll of the attacker. For non-combat uses of Dodge, the Judge can determine the difficulty number.

Time and Tools

Dodge assumes that the character is not using tools. If the Judge approves, certain equipment may prove to grant a bonus.

Unskilled Use

Characters cannot attempt to Dodge unskilled.

Failure/Fumble

Failure will result in the character suffering the effects of being hit by whatever it was they were dodging. Characters do not have to worry about fumbling a Dodge roll, it is not possible.

Dual Wielding

Description

Characters with the Dual Wielding skill can wield two weapons simultaneously. The level of Dual Wield will improve a character's Defense Value if they are Dual Wielding Defensively. When used offensively, the character will use the lower of Dual Wield and the skill of the second weapon being wielded.

Ability: Cunning (SoA)

Difficulties

Their normally will not be a difficulty number for the use of this skill.

Time and Tools

A one-handed weapon in each hand is required to use this skill.

Unskilled Use

Dual Wielding cannot be used unskilled.

Failure/Fumble

Failure represents missing with an attack and a fumble is not possible on a Dual Wield roll, but the weapon skill in question may make fumbles possible.

Endurance

Description

Endurance is a character's ability to perform any other skill for extended periods of time. This skill is used for any kind of skill, physical or non-physical.

Ability: Faith (SC)

Difficulties

Physical skill (PA or PC): 3 for 1 hour and +1 for each additional 3 hours

Mental skill (MA or MC): 3 for 1 hour and +1 for each additional 3 hours

Other skills: 7 for 8 hours, +1 for each additional 8 hours

Calm environment: -3

Extremely stressful environment: +3

Using Endurance in a group: -3

Time and Tools

No more tools are required than the tools needed to perform the original skill.

Unskilled Use

Characters can attempt Endurance unskilled.

Failure/Fumble

Failure means that the character will doze off, fall asleep or just plain forget what they were doing before the full time has elapsed. Fumbles are not possible.

Engineering

Description

This represents a skill in Siege warfare. Specifically creating and using the weapons and defenses of Siege warfare. Engineering is also used as architecture for the construction of castles, forts and other fortifications. Anything else that would be considered modern engineering would probably use the Invention or Artisan skill. For construction of most Siege defenses, manpower is required. To lead the work crew, use the lower of Engineering and Charisma.

Ability: Motivation (EA)

Difficulties

Designing a Barricade: Simple

Constructing a Barricade: Easy

Finding a weakness in a Barricade or series of Barricades: Average

Designing a series of Ditches that will enhance defense: Average

Building Ditches as designed: Simple

Analyzing a series of Ditches for weaknesses: Challenging

Designing a Rampart: Average

Creating a Rampart: Simple

Sapping Rampart: Difficult

Sapping a wall: Challenging

Designing a Tunnel: Challenging

Building a Tunnel: Average

Dismantling a Tunnel: Challenging

Designing a Siege Weapon: Challenging

Building a Siege Weapon: Challenging

Dismantling a Siege Weapon: Average

Designing a Tower: Difficult

Building a Tower: Difficult

Analyzing a Tower for weaknesses: Average

Designing a Keep: Very Difficult

Note: A keep has outlying buildings but no outer wall.

Building a Keep: Very Difficult

Analyzing a Keep for weaknesses: Challenging

Designing a Fort: Imposing

Note: A Fort has an outer wall but no Donjon

Building a Fort: Imposing

Analyzing a Fort for weaknesses: Difficult

Designing a Castle: Impossible

Building a Castle: Impossible

Analyzing a Castle for weaknesses: Very Difficult

Low quality materials: +3

High quality materials: -3

Well trained labor: -3

Secretly constructed: +3

Government mandated construction: -3

Multiple Engineers involved: +25% time required, -3

Time and Tools

Tools are absolutely required to use this skill. Designing usually takes about an hour per level (3 meters of height or depth), building usually takes about 1 man-hour per cubic meter per design element (i.e., earth, stone, wood, décor, masonry and metal) (e.g., a four-story square tower with a basement and 10 meter long walls would be 7,500 man-hours, while a 100 meter ditch one meter wide and one meter deep would be 100 man-hours).

Unskilled Use

This cannot be attempted unskilled.

Failure/Fumble

Failure represents an extra amount of time required (+10% per point that the Target Number was missed by). Fumbles are not an issue with this skill.

Escape Artist

Description

This skill is a measure of a character's ability to escape from a tight situation. This includes escaping being tied up or bound, grappling holds and locks, or any place that is locked from the outside. Judges, bear in mind that a character with a high skill level in Escape Artist will be able to do things that the player and the Judge would not know how to do (like escape from a prison cell that is locked from the outside)

Ability: Strength (PC)

Difficulties

Escaping a grappling hold or lock: Attack roll of the grappler

Escaping rope bonds: Simple

Escaping leather bonds: Average

Escaping metal bonds: Challenging

Escaping a bamboo or reed hut: Simple

Escaping a wooden building: Average

Escaping a stone building: Challenging

Escaping an underground building: Difficult

Escaping an iron-barred cell: Very Difficult

Time and Tools

These difficulty numbers reflect an attempt without any tools. At the Judges discretion, tools could increase the character's chances.

Unskilled Use

Characters cannot attempt to use this skill without any experience or training.

Failure/Fumble

Failure represents a failed escape attempt. Fumbles are not possible.

Forgery

Description

Forgery is the skill a character uses to create copies of letters, documents, seals or other identifying items.

Ability: Intelligence (MC)

Difficulties

Forging a coat of arms: Easy

Forging a seal: Simple

Forging a travel pass: Average

Forging government papers: Challenging

Forging a letter: Difficult

Forging from description: +3

Forging from seeing original: +0

Forging from having an original: -3

Time and Tools

Tools are required to use Forgery.

Unskilled Use

Forgery cannot be attempted unskilled.

Failure/Fumble

Failure represents a lower Target Number for an observer to notice the Forgery. Fumbles are not possible.

Gamble

Description

This represents a character's ability to estimate odds, determine profitable payouts and estimate when to bet more or less money. Playing the house is a normal roll. Before the roll, declare how much money the character is gambling, For each point you make the roll by, that amount is increased by 10%.

Ability: Faith (SC)

Difficulties

Break even after playing a fair game for an hour: Simple

Working with a spotter: -3

Rigged game: +3 (or possibly more)

Playing against other gamblers: Contested roll

Time and Tools

Typically you should roll for each hour of gambling. The items required to play the game is obviously required, but no tools are required by the gambler.

Unskilled Use

Characters can attempt Gambling unskilled, but it is not recommended.

Failure/Fumble

Each point that you fail the Target Number by represents a loss of you original bet by 10%. Fumbles are not possible.

Grappling

Description

This is the skill you use for any combat involving tackles, holds, pins and throws. The target has to be within 1 meter range in order to be grappled. All Grappling attacks are against the target's modified Defense or Contested against Grappling, Dodge or Escape Artist.

Ability: Integrity (SoC)

Difficulties

Trip: +4

Note: Target will be prone, but undamaged (If their Stun Save is not N/A a Stun Save is required though)

Tackle: Base Attack Stats are Accuracy +0, DMG: 0, Stun: +0

Note: Attacker and Target will be prone

Body hold: +1

Note: Target will be considered partially restrained against all other characters (besides the attacker).

Throw (from hold or lock): Base Attack Stats are Accuracy +3, DMG: 1, Stun: +0

Head hold: +2

Note: Target will be considered partially restrained against all other characters (besides the attacker).

Leg hold: +3

Note: Target will be considered partially restrained against all other characters (besides the attacker).

Arm hold: +3

Note: Target will be considered partially restrained against all other characters (besides the attacker).

Throw: Base Attack Stats are Accuracy -2, DMG: 1, Stun: +0

Body pin: +3

Note: Target will be considered partially restrained against all other characters (besides the attacker).

Arm lock: +2

Note: Target will be considered partially restrained against all other characters (besides the attacker).

Wrist lock: +3

Note: Target will be considered partially restrained against all other characters (besides the attacker).

Leg lock: +4

Note: Target will be considered partially restrained against all other characters (besides the attacker).

Attempting a Lock/Pin after a hold: -3

Time and Tools

Grappling assumes you are unarmed. It is possible that some weapons or tools might give you a bonus to Grappling at the Judge's discretion.

Unskilled Use

Grappling can be attempted unskilled.

Failure/Fumble

Failing results in a failed attack and fumbles are not possible.

Hide

Description

Hide represents your character's ability to conceal the location of objects. This includes, camouflage, sleight of hand, creation and use of hidden pockets and compartments and the art of hiding things in plain sight. This skill can be used to hide tracks as well, a single individuals tracks would be considered a +0 Hide attempt, while a groups tracks would be considered a +6 attempt (with an additional +1 for each individual in the group over six counting the Hider). Judges, bear in mind that a

character with a high skill level in Hide will be able to do things that the player and the Judge would not know how to do (like hiding an elephant in plain sight on a bright day).

Ability: Wisdom (SA)

Difficulties

Normally, there is no Difficulty number for this skill, instead your modified skill roll becomes the Difficulty Target Number for others to spot it using Awareness or Lore.

Hiding tracks in beneficial terrain: -3

Note: Muddy, blowing snow drifts, etc.)

Hiding tracks in challenging terrain: +3

Note: Powder Snow, Desert without wind, etc.

Item is plain: -3

Item is eye catching: +3

Note: This can be a reflective object, garishly colored, ornately decorated or simply beautiful or ugly.

Item is tiny or smaller than an eye: -6

Item is small or smaller than a fist: -3

Item is medium-sized or bigger than a house cat: +3

Item is large or bigger than a man: +6

Item is huge or bigger than a cow: +9

Time and Tools

Typically, something is required to conceal an item, whether it is cloth, branches, paints or dyes or actual tools, there should be a significant penalty to Hide attempts made without the proper tools. The Judge may even declare that no attempt can be made. The time Hide attempts require, depends on the difficulty modifiers above, use the table below:

Hide Time Requirement Table			
Time	Visibility		
Size	Low	Normal	High
Tiny	1 seconds (-9)	16 seconds (-6)	49 seconds (-3)
Small	16 seconds (-6)	49 seconds (-3)	100 seconds (+0)
Average	49 seconds (-3)	100 seconds (+0)	169 seconds (+3)
Medium	100 seconds (+0)	169 seconds (+3)	256 seconds (+6)
Large	169 seconds (+3)	256 seconds (+6)	361 seconds (+9)
Huge	256 seconds (+6)	361 seconds (+9)	484 seconds (+12)

Unskilled Use

Characters can attempt to use Hide unskilled, but the time required to hide is doubled.

Failure/Fumble

Failure usually cannot be determined until someone comes to look for the hidden object. A fumble results in the character believing an item is well hidden when it is not.

Interrogation

Description

Interrogation can be used by a character to get information from another character. Interrogation includes friendly interviews, formal questioning and harsh interrogation methods used during war times. Any time a character asks another character for information, it is Interrogation. Using Interrogation is an opposed roll against, Will, Intuition or Endurance/Resistance if some sort of torture is being used. Judges, bear in mind that this skill cannot be used to make a character reveal something they do not know, but it could be used to make a character reveal information that it is not in their best interests to reveal.

Ability: Resourcefulness (EC)

Difficulties

- Common knowledge: -6
- Harmless information: -3
- Private information: +0
- Vital information: +3
- Personal secrets: +6
- Organization's secrets: +9
- Possible benefits for cooperating: -3
- No consequences for cooperating: +0
- Minor consequences for cooperating: +3
- Major consequences for cooperating: +9
- Life-threatening consequences for cooperating: +15
- Character is sympathetic: -3
- Character is opposed to interrogator: +3
- Character is isolated: -3
- Minor consequences for not cooperating: -3
- Major consequences for not cooperating: -6
- Life-threatening consequences for not cooperating: -9

Time and Tools

Except for torture obviously, no tools are required to interrogate a character. Each round of Interrogation requires about one minute.

Unskilled Use

Characters can attempt to Interrogate unskilled, though it is not suggested.

Failure/Fumble

Failure results in no information being revealed. Characters that fumble may reveal private or confidential information to the character being questioned.

Intimidation

Description

Characters use this skill when they want to instill doubt and fear in another character. This can be accomplished with a look, body language, brandishing a weapon or the right words. Generally, this will be a contested roll with the target using Intimidation, Will or Intuition to maintain their composure.

Ability: Strength (PC)

Difficulties

General Intimidation: +0

Note: Judge will determine how the character reacts if this roll succeeds.

Stopping a character in their tracks: -3

Note: In combat, the character will lose their next attack.

Forcing a character to back down from a fight: +3

Forcing a character to carry out an action: +6

Note: Character will not longer be intimidated when the task is completed

Forcing a character to flee the area: +0

Intimidator has some local authority: -6

Brandishing a weapon: -3

Possible benefits for cooperating: -3

No consequences for cooperating: +0

Minor consequences for cooperating: +3

Major consequences for cooperating: +6

Life-threatening consequences for cooperating: +9

Character is sympathetic: -3

Character is opposed to interrogator: +3

Time and Tools

No tools are required to intimidate a character, but brandishing a weapon may help. Typically, a character can try to intimidate another in a few seconds or less (in combat, this does not take a character's attack, but is not resolved until the End Phase of the round in which a character finishes saying or doing whatever they are doing to intimidate).

Unskilled Use

Characters can try to use Intimidation unskilled, but it is not recommended.

Failure/Fumble

Failing simply means the character will have to do or say something else in order to intimidate that character. Characters cannot fumble this skill, unless they try it unskilled.

Intuition

Description

This represents a character's ability to sense what a character is trying and willing to accept in regards to: Barter, Charisma, Interrogation, Intimidation, Perform and Persuasion. Optimally, allowing them to react in a manner that is unaffected by other characters. This skill can be used in a more active capacity to try to understand another character better, it would be opposed by Intuition, Will or Perform.

Ability: Perception (MA)

Difficulties

This is usually used as an opposed roll against another character.

Time and Tools

No tools are required to use this skill, usually it is used reactively to other character's actions, to use it more actively should only take a minute if both characters are talking, up to 15 if one of the characters are not being very social.

Unskilled Use

Intuition cannot be used unskilled.

Failure/Fumble

Failure using the skill reactively means the character will be influenced by the other character's desires. Failure using the skill actively means no information is acquired. Characters cannot fumble this skill when used reactively, but can fumble when trying to use it actively on another character.

Invention

Description

In this era of Lanasian history, modern science and engineering is unheard of. Some enterprising characters have been able to make baby steps towards these grand bodies of knowledge. These characters are using the classic skill of Invention. This skill is used any time a character wants to do something new. Whether that is doing something characters already do, but with a new process, improving something that exists already or creating something new altogether characters with the Invention skill are vital to the eventual birth of Science and Engineering.

For the design and construction of weapons, characters will use Weaponsmith, exceptions would be weapons that require a degree of engineering, such as spring-loaded weapons or devices that squirt liquids.

Designing and making armor will use Armorsmith. Again, there are exceptions, for instance, armor that conceals or that uses technology not yet invented would use Invention.

For the creation of potions, poisons and compounds, characters will use Alchemy. Characters can use Invention to find new ways to apply or use these chemicals though.

Many items are created using Artisan. Invention could be used to improve those items. And it would be used to create new items, but then the construction would still use Artisan.

Siege weapons and earthworks are designed and created using Engineering.

Locks are created and built using Locksmith.

Traps would be created using Trapping.

Ability: Motivation (EA)

Difficulties

Modifying an existing item (e.g., adding a feature): Average

Modifying an existing practice (e.g., using a pulley instead of brute force): Challenging

Modifying an existing Technology (e.g., improving the creation of metal alloys): Difficult

Creating a new item: Very Difficult

Creating a new method: Imposing

Creating a new Technology: Impossible

Abundance of resources: -3

Very limited resources: +3

Just designing, not building a prototype: -3

Ability to test as you build prototype: -3

This is a Beta version, do not distribute for any reason

More than one inventor involved: +50 % time, -3

High quality resources: -3

Low quality resources: +3

Time and Tools

Invention requires many tools. In most cases, it requires a full set of tools required by multiple skills. Including blacksmith's tools, carpentry tools or other things depending on what is being invented. Also, invention springs from knowledge, requiring the Inventor to have many books or access to experts in many diverse fields. Normal construction time is one day (i.e., at least 10 hours spent solely on the invention process per day) per difficulty number (apply the difficulty modifier first, then the time modifier if another Inventor is helping).

Unskilled Use

Invention cannot be attempted unskilled.

Failure/Fumble

Failure represents a loss of all of the materials that went into the creation of the prototype, which will also be ruined. Fumbles results in the loss of more resources than were originally committed.

Locksmith

Description

This is the skill at designing, creating and defeating locks of various designs.

Ability: Motivation (EA)

Difficulties

Design Simple lock: Simple

Note: Characters can make a lock from an established design. For each two full points that the character's roll exceeds the design Target Number by, the difficulty to defeat the lock is increased by one point (e.g., a character designing a Cryptic lock gets a 26, the difficulty to defeat it becomes 23)

Create Simple lock: Simple

Defeat Simple lock: Simple, modified by the design

Design Advanced lock: Average

Note: Advanced locks could be combination locks, locks with unusually shaped keys and locks where the key has to be turned more than 90 degrees.

Create Advanced lock: Challenging

Defeat Advanced lock: Challenging, modified by the design

Design Cryptic lock: Very Difficult

Note: A cryptic lock is one that is not operated in the usual way (e.g., the key is three royal gems that need to be turned to face the capital).

Create Cryptic lock: Very Difficult

Defeat Cryptic lock: Very Difficult, modified by the design

Time and Tools

Tools are required to design, build and defeat locks. The Judge may want to impose high penalties for attempting any Locksmith task without the right tools, if they allow a roll at all. Designing a lock takes 10 minutes per difficulty number. Creating a lock takes 10 minutes per difficulty number, Defeating a lock takes 10 seconds per difficulty number.

Unskilled Use

No part of this skill may be attempted unskilled.

Failure/Fumble

Failing a design roll will result in a design with a difficulty Target Number equal to your final, modified roll. Failing a creation roll, will either result in a loss of materials or an extra amount of time spent equal to 10% per point you missed by. Failing a disarm roll, merely means the character wasted some time trying to disarm the lock, they may try again, taking the full amount of time to defeat it. Characters fumbling a design roll will have a design that does not work and cannot be built. Fumbled Build rolls result in the loss of materials and some other serious consequence (broken tool, destroyed design, etc.). Finally, fumbling the defeat roll indicates that the character does not know this design and cannot attempt to disarm it again until their skill level goes up.

Lore

Description

Lore is a catch-all skill, it represents many facets of the character's knowledge. Lore includes: Accounting, Agriculture, Archeology, Architecture, Astrology, Astronomy, Critical thinking, Deductive reasoning, Economics, Games, Geography, Geology, Heraldry, History, Languages, Logic, Mathematics, Meteorology, Philosophy, Political Science, Reading, Sciences, Surveying, Writing and Knowledge of Laws, Etiquette and Customs. Mostly, this skill is used to show what a character knows and not so much what they can do. Below is a table of Language knowledge based on the level of Lore a character has:

Languages known through Lore Table		
Lore	Fluent Languages	Literate Languages
0	1	0
1	2	1
2	3	2
3	4	6
4	5	12
5	6	20
6	7	30
7	8	42
8	9	56
9	10	72
10	11	90

Note: Fluent languages are languages that the character can speak fluently and read and write fluently. Literate Languages are those that the character can understand (including reading, writing and speaking), but cannot pass as native or even very fluent. There is a Modern, Ancient and Arcane language for each country (e.g., Human, Ancient Human, Arcane Human, Raemician, Ancient Raemician and Arcane Raemician), as well as Ancient Lanasian, Arcane Lanasian, Lanasian, Draconyx (language of Dragons), Fae (Language of Fairies), High Lanasian, Merrowan (Language of the Merrow), Middle Lanasian, Nymyx (Language of Nymphs), Olde Lanasian and Old Eastern Imperial. The trade language and common tongue of the current era is Lanasian and most magic and religious texts are in Arcane Lanasian, High Lanasian or Ancient Lanasian.

Ability: Integrity (SoC)

Difficulties

The Judge should determine the difficulty of knowing a particular fact, modifying for access to research materials and experts.

Time and Tools

Occasionally, Lore may require research materials, but by and large, the skill is based on the character recalling the knowledge from memory. Similarly, a skill check should take less than a second, unless research is required.

Unskilled Use

Characters may attempt Lore rolls unskilled.

Failure/Fumble

Failure represents that the character does not know the particular fact rolled for, characters can roll again, if they gain another level of Lore or can access research materials (even if they are the same materials that they used to roll the first time). A fumble indicates that the character has remembered a fact incorrectly.

Medicine

Description

Characters with Medicine can aid other characters in recovery from Damage. With the right tools, characters can also help fight infection, disease and poisons.

Ability: Wisdom (SA)

Difficulties

Stabilize Bleeding: Simple, the die roll is modified by the patient's Stun Modifier

Disinfect wounds: Simple, Very Difficult for tainted weapons

Set Bones: Challenging

Minor surgery: Average

Note: this would entail removing a foreign object, etc.

Major surgery: Very Difficult

Note: In this era, this would be procedures like tracheotomy or removing appendix/tonsils. More complicated surgeries are not even possible.

Minister wounds: Average, modified by the patients Skill Modifier

Note: Used to remove any serious Wounds from the character (broken bones, etc.)

Relieve patient: Average, the die roll is modified by the patient's Stun Modifier

Note: May be attempted once per day, success indicates character may remove Damage equal to their REC stat,

Scrounged tools: +6

Minimal Medical equipment: +3

High Quality, fully stocked medical equipment: -3

Cooperative patient: -3

Struggling patient: +3

Time and Tools

At least some equipment is required to attempt to use a character's Medical skill. Stabilizing bleeding patients and disinfecting wounds takes about a minute, All other procedures except major surgery take 30 minutes and major surgery takes an hour.

Unskilled Use

Characters cannot attempt Medical rolls unskilled.

Failure/Fumble

Failure represents a setback, usually this is corrected by spending 10% extra time per point missed, but will result in the patient taking 1 Damage (DR cannot be applied to this) if the character cannot spend the extra time. Fumbles are not possible.

Melee

Description

This represents a character's proficiency in Melee weapons (i.e., non-Slashing and non-Missile weapons). This is a catch-all category that covers spears, clubs, staves, maces, flails, rapiers, improvised weapons (e.g., chairs) and any hand to hand weapon that is not a slashing weapon.

Ability: Strength (PC)

Difficulties

Typically, the difficulty is the modified Defense of the target. Striking an inanimate object is an Easy task.

Time and Tools

A weapon is required to use this skill, even if that weapon is the severed leg of your foes. Each use of Melee generally takes the attack phase of a Round.

Unskilled Use

Melee may be attempted unskilled, but it is not recommended.

Failure/Fumble

Failure represents a missed attack. Fumbles are a real concern with this skill.

Missile

Description

This is a gauge of a character's skill in Archery, Throwing and Marksmanship. Any weapon that is used at range and relies on accuracy uses Missile.

Ability: Perception (MA)

Difficulties

Typically, the difficulty is the modified Defense of the target. Hitting an inanimate object is an Easy task.

Time and Tools

A missile weapon is required to use this skill, even if that weapon is a rock picked up off the dusty road. Each use of Missile generally takes the attack phase of a Round. Reloading can take more time though.

Unskilled Use

Characters can attempt Missile attacks unskilled.

Failure/Fumble

Failure represents a missed attack. Generally a Failed Missile attack does not have enough force to harm an innocent bystander. Fumbles are a concern with Missile.

Occult

Description

Occult represents a character's knowledge of the monsters and denizens of Lanasia.

Ability: Intelligence (MC)

Difficulties

Recognizing signs of a Monster: Average

Recognizing a description of a Monster: Simple

Knowing the powers of a Monster: Easy

Knowing the weakness of a Monster: Challenging

Advanced knowledge of a Monster: Difficult

Recognizing signs of a Denizen: Average

Recognizing a description of a Denizen: Simple

Knowing the powers of a Denizen: Easy

Knowing the weakness of a Denizen: Challenging

Knowing the culture and customs of a Denizen: Difficult

Knowing the history of a Denizen's people: Very Difficult

Research Materials: -3

Time and Tools

The difficulties are determined assuming the character does not have access to any tools or research materials. The ability to use them would grant a bonus. Unless researching through books, the check is instantaneous, not affecting attack rates or movement rates.

Unskilled Use

Occult cannot be used unskilled.

Failure/Fumble

Characters that fail their check, cannot try again unless they gain another level of Occult or have access to research materials (even if they are the same materials that the character already had access to when making the failed roll). Characters cannot fumble this roll.

Perform

Description

Characters with the Perform skill can act, choreograph, create instruments, dance, juggle, orate, perform jokes, perform stunts, play instruments, read lips, read poetry, seduce others, sing, stage fight, write jokes, write plays, write poetry, write songs and other performance arts

Ability: Prowess (PA)

Difficulties

Small Audience (one to 100 people): Simple

Each additional 100 people in audience: +1

Attempting to sway Audience: +6

Audience is skeptical: +3

Audience is hostile: +6

Audience is sympathetic: -3

Additional performers: -1 per additional performer

Audience is paying for performance: +3

Well-prepared performance area: -3

Note: Amphitheater for music/singing, dressed stage for acting, etc.

Inappropriate forum for performance: +3

Note: Crowded marketplace for dancing, noisy crowds for singing, etc.

Lacking correct props or instruments: +3

Time and Tools

Depending on the performance, tools or instruments may be required. Writing takes a day per difficulty number. Once written, they take time to perform depending on how they were written.

Unskilled Use

Characters can attempt unskilled use, but it is not recommended.

Failure/Fumble

Failure represents a poor performance, attempts to sway the audience have the opposite effect. Only unskilled performers can fumble.

Persuasion

Description

This is a character's skill at influencing the feelings and actions of other characters. Character's that do not want to be influenced would use Intimidation, Intuition or Will in a contested roll.

Ability: Cunning (SoA)

Difficulties

Temporarily changing feeling: +0

Changing the long-term feelings: +3

Permanently changing feelings: +6

Note: This is permanent until exposed to another Persuasion attempt

Performing a single action: +3

Changing long-term planned actions: +6

Changing character's life ambitions: +9

Similar view points -3

Contrary viewpoints: +3

Opposing viewpoints: +6

Trust: -3

Mistrust: +3

Enemies: +6

Cheap Bribe: +0

Note: The difference between a cheap bribe and a good bribe is dependant on the financial circumstances of the target. But, generally, is not dependant on the financial circumstances of the character using Persuasion.

Good Bribe: -3

Note: This bonus is contingent on the target receiving the bribe before the roll is made.

Time and Tools

Typically, there are no tools required to persuade others, and few that will help. Most persuasion attempts can take 30 seconds to a minute. At the Judge's discretion, this can be reduced to 10 seconds. Of course, depending on what the character has to say and do in order to persuade their target, it may take longer.

Unskilled Use

Characters can attempt to persuade others unskilled.

Failure/Fumble

Failure generally represents lost time and a failed attempt at persuasion. Characters can attempt to use Persuade again, but may receive a penalty depending on what they said or did in previous Persuade attempts. Fumbles are possible with the result generally being the opposite of what was originally requested.

Pick Pocket

Description

Pick Pocket is surreptitiously taking items from another character. This includes, cutting a purse and catching what falls, removing things from pockets and other feats of dexterity. A successful roll indicates that an item was pilfered and that the mark is not aware. Marks get to make one roll, they can use Awareness, Intuition or Pick Pocket to catch the thief in the act. Judges, bear in mind that a character with a high skill level in Pick Pocket will be able to do things that the player and the Judge would not know how to do (like steal a character's ring while they are wearing it).

Ability: Prowess (PA)

Difficulties

The difficulties listed are to obtain the item, to get away unnoticed, the mark still gets a roll to detect the Pick Pocketing character.

Item not on person: Easy

Purse or pouch on belt: Easy

Held in arms: Simple

Note: Resting on the forearms in a bundle.

Pocket outside clothes: Simple

Note: Including items strapped to the outside of clothing or in open containers like quivers.

Pocket on inside of clothes: Average

Wood or Iron Chest on back: Average

Backpack or sack: Difficult

Held in hands: Very Difficult

Worn, small: Imposing

Worn, large: Impossible

Time and Tools

Some moves require a knife or other tools, some do not. The Judge will decide if tools are required based on your description of what your character is attempting. It would take a minimum of 11 seconds (minus your level of Pick Pocket in seconds) to pick one marks pockets, possibly more depending on what your character tries.

Unskilled Use

Characters can try to pick pockets unskilled, but it is not recommended.

Failure/Fumble

There are two ways each roll can fail, they have their own consequences. Failing against the Difficulty number results in no items obtained, failing to roll higher than the mark's detection roll results in getting caught in the act. Characters can fumble this skill.

Repair

Description

Repair is used to remove damage from objects. To determine a character's ability to repair an object, take the lower of either Repair or the skill used to make the item. Each point that you exceed your Target Number by, results in one point of damage being repaired. Simple items have no moving parts (like a club or frying pan), complex items have moving parts (like a crossbow or a bellows), and Ornate items require that you not only repair the damage, but restore the decorations on them (like a Masterpiece Sword or jewelry).

Note: Alchemical compounds, cartography, forgeries, traps and locks cannot be repaired.

Ability: Resourcefulness (EC)

Difficulties

Artisan, simple: Simple

Artisan, complex: Average

Artisan ornate: Very Difficult

Armorsmith, piece: Average

Armorsmith, suit: Challenging

Weaponsmith, simple: Simple

Weaponsmith, complex: Average

Weaponsmith, ornate: Imposing

Engineering: Average

Invention prototype: Difficult

Artifice, simple: Challenging

Artifice, complex: Difficult

Artifice, ornate: Imposing

Sail, simple: Average

Sail complex: Very Difficult

Sail, ornate: Imposing

Time and Tools

Tools are required, the Judge may even decide that attempting repairs without tools is not even possible. The time to repair is usually equal to the modified Target Number in hours.

Unskilled Use

Characters can attempt Repairs unskilled, they will make the roll at +0 if they have the skill used to create the item, -4 if they do not have Repair or the skill used to create the item.

Failure/Fumble

Failing this skill represents a loss of time and materials used in the repair attempt. Fumbles are possible and may result in further damage to the item being repaired,

Resistance

Description

Resistance represents the characters capacity to resist the effects of alcohol, drugs, poisons, diseases and torture.

Ability: Faith (SC)

Difficulties

Wine: Easy

Beer: Simple

Hard Liquor: Average

Each additional drink: +3

Mild poison: Average

Strong poison: Difficult

Toxin: Imposing

Mild drugs: Challenging

Strong drugs: Very Difficult

Tainted drugs: Imposing

Each addition dose of drugs: +1

Mild disease: Simple

Strong disease: Challenging

Each additional infection: -1

Virus: Difficult

Aggressive virus: Imposing

Each additional infection: -1

Fungal infection: Very Difficult

Aggressive fungal infection: Impossible

Time and Tools

No tools are necessary, though medical treatment and alchemical compounds may help with resistance or recovery.

Unskilled Use

Resistance can be used unskilled.

Failure/Fumble

Failure results in the character taking the full effect of whatever they are resisting, fumbles are not possible.

Sail

Description

Sail encompasses rowing, sailing, navigating by sea and designing and building boats.

Ability: Integrity (SoC)

Difficulties

Rigging for sailing: Average

Sailing maneuvers: Challenging

Navigation: Difficult

Note: When making navigation rolls, character should use the lower of their Sail and Cartography

Clear skies: -3

Stormy: +3

Tacking: +3

Note: Tacking is a sailing method used to go against the wind

Designing a simple boat: Simple

Note: Simple boats would be similar to canoes or row boats

Designing a complex boat: Average

Note: A complex boat would be any short-range craft such as a long boat.

Designing a ship: Challenging

Note: A ship is any vessel that has sleeping quarters, galley, room for extended provisions and is seaworthy.

Building a simple boat: Simple

Building a complex boat: Challenging

Building a ship: Difficult

Low quality resources: +3

High quality resources: -3

More than one Shipwright: +50% time, -3

Secretly constructed: +3

Government sponsored construction: -3

Ornate design: +6

Note: Includes designs with a theme, like dragon or turtle or any designs with considerable decorations

Time and Tools

Tools are absolutely required for every use of the Sail skill, from the rigging of the boat to design and construction tools. Each of the uses of Sail that can be used on the water takes about one minute to complete. Designing with the Sail skill takes about 30 minutes per point of Difficulty Target Number.

Construction will take a number of man-hours equal to the final adjusted Target Number squared (e.g., building a ship with high quality resources in secret would be - $18+3-3=18$ – squared is 324 man-hours). With multiple shipwrights, apply the difficulty bonus before the time penalty.

Unskilled Use

Except for rowing a boat, Sail cannot be attempted unskilled.

Failure/Fumble

Failing a sail roll on the water will result in a navigation error, putting the vessel off course by one degree per point that the roll failed by. Design rolls result in a design that is not seaworthy, unless the character can spend an extra 10% of time per point the roll failed by. Failing a build roll also represents a total loss of materials committed to the construction, unless the character can spend an extra 10% time per point that the roll failed by to fix the mistakes that were made. Fumbles are not an issue with Sail

Slashing

Description

This represents skill with slashing weapons, including most swords, polearms and whips. With the exception of the whip, the weapon must use a sharp edge to damage its target (the edge on the point of a spear does not count for instance).

Ability: Prowess (PA)

Difficulties

Typically, the difficulty is the modified Defense of the target. Striking an inanimate object is an Easy task.

Time and Tools

A weapon is required to use this skill. Each use of Slashing generally takes the attack phase of a Round.

Unskilled Use

Slashing may be attempted unskilled, but it is not recommended.

Failure/Fumble

Failure represents a missed attack. Fumbles are a real concern with this skill.

Stealth

Description

Characters trained and experienced at hiding themselves have the Stealth skill, for instance moving silently, covering their tracks, hiding in plain sight and avoiding detection. Like Hide, it can be used to cover your tracks, but not a group's. And it cannot be used to hide an item. Rolls for Stealth represent the Target Number to be detected using Awareness or Tracking. Judges, bear in mind that a character with a high skill level in Stealth will be able to do things that the player and the Judge would not know how to do (like hide in plain sight on a bright day).

Ability: Resourcefulness (EC)

Difficulties

Hiding tracks in beneficial terrain: -3

Note: Muddy, blowing snow drifts, etc.)

Hiding tracks in challenging terrain: +3

Note: Powder Snow, Desert without wind, etc.

Total darkness: -6

Darkness: -3

Partially lit: +0

Fully lit: +3

Extra quiet: +3

Extra noisy: -3

Upwind: +3

Downwind: -3

Moving slowly: -3

Running or sprinting: +3

Plate armor: +3

Totally unprepared to hide in plain sight: +3

Prepared to hide in plain sight: -3

Time and Tools

The difficulty numbers represent use with no tools. Some tools may give bonuses, Each use of Stealth should last about 10 minutes if the character changes their actions or a new observer is present a new roll may be required.

Unskilled Use

Stealth may be used unskilled.

Failure/Fumble

There is no way to know a character has failed until an observer has to make a roll to detect the Stealthy character. Fumbles are possible though.

Style

Description

This skill is a measure of the character's ability to select, combine and modify clothes, accessories and jewelry. It also represents a character's ability to decorate an area to create a mood or feeling there, and it is their skill in stage dressing. For each three full points that a character rolls above their Target Number, they get one point that is equivalent to luck to use on interpersonal skills. These points last until a new outfit or décor is adopted.

Ability: Intelligence (MC)

Difficulties

Selecting existing clothing: Simple

Combining existing clothes and accessories: Average

Modifying an accessory: Simple

Modifying clothing: Average

Modifying armor: Challenging

Modifying jewelry: Difficult

Decorating a small room or a normal stage: Simple

Decorating a house: Average

Decorating a tower, keep or mansion: Challenging

Decorating a castle or town: Difficult

Time and Tools

Fashions are necessary to select and combine, and tools are required to modify them.

Unskilled Use

Characters can attempt unskilled use of Fashion.

Failure/Fumble

Failure represents picking bad colors, unpopular combinations or unoriginal fashion choices. There are no fumbles in Fashion.

Survival

Description

Characters with Survival skill know ways to find food, drinkable water, shelter and fire in any environment including at sea, urban, rural, forests, jungles, deserts, arctic and swamps. Note, this skill also entails hunting, herbology, fishing, subsistence farming, scavenging, begging and any other skills required to get food, water, shelter and heat in any environment. Judges, bear in mind that a character with a high skill level in Survival will be able to do things that the player and the Judge would not know how to do (like live for weeks in a barren desert).

Ability: Resourcefulness (EC)

Difficulties

Finding a days worth of food: Average

Food in barren areas: +3

Finding a days worth of water: Average

Water in deserts: +3

Water in salt seas and oceans: +3

Water during dry season: +3

Water during rainy/snowy seasons: -3

Finding shelter: Simple

Shelter on plains: +3

Shelter at sea: +3

Shelter in rural or urban areas: +3

Note: This should be -3 if there are abandoned building in this area for some reason (e.g., Warriors are at war).

Shelter from extreme cold: +3

Shelter from extreme heat: +6

Making fire: Average

Fire in windy conditions: +3

Fire at sea: +3

Fire in arctic areas: +3

Finding Herbs suitable for Alchemy: Challenging

Time and Tools

This skill assumes the character does not have tools available. Some tools may give bonuses to the appropriate rolls (i.e., flint and steel would give a bonus to making fire). Making a fire takes a minute per modified difficulty Target Number. Finding shelter in a new area takes about an hour. Finding water takes about an hour per day. Finding food takes one to three hours at the Judge's discretion. Looking for Alchemy resources takes about an hour.

Unskilled Use

Characters can try all uses of Survival except looking for herbs unskilled.

Failure/Fumble

Failure represents a loss of the time spent foraging, characters can try again if they have the time and inclination. Characters can fumble Survival rolls, with disastrous results.

Tactics

Description

Characters with the Tactics skill have an innate understanding of the tactics and strategies of wars and battles. Characters can instantly assess the readiness of their troops and their enemy's troops when they see them or get reports about them. With tactics, a character can also discern the enemy's mood and divine their strategy. Also, this skill can be used to detect political, geographical, social, moral and military pitfalls that may occur in any engagement where both sides are fielding 8 or more Soldiers. During a battle, a character with Tactics will make two (2) rolls, one to determine any strategic pitfalls of engaging or failing to engage the enemy. The second roll is a contested roll between the leaders of each force. The loser of the roll must declare what their strategic goal is in the engagement and what their tactics will be (this should be true, though it can be changed after the loser determines that their tactics have been anticipated). The winner will then tell the enemy what he wants them to know about their strategies, goals and tactics (this need not be true).

Ability: Resourcefulness (EC)

Difficulties

The Judge should determine the difficulty of gauging any pitfalls of the current battlefield. All forces that are followers of the winner get an initiative bonus equal to the amount that they beat the loser by.

Time and Tools

Both of these rolls take place instantaneously, neither affecting the character's communication, movement nor attacks.

Unskilled Use

Tactics can be used unskilled.

Failure/Fumble

Failing a roll means either the character is not aware of the strategic implications of the upcoming battle or his men are not getting an initiative bonus. Unskilled characters can fumble this skill.

Teaching

Description

Characters with the Teaching Skill can impart their knowledge to other characters. The roll made is two (2) dice, the skill modifier for the teacher's Integrity (SoC) and the lower of either their Teaching skill or the skill being taught (e.g., A character with 8 Awareness, 6 Teaching and 3 Lore could teach Awareness with a 6 and Lore with a 3). Characters cannot train a character to a higher level than they have or higher than their Teaching skill.

Ability: Integrity (SoC)

Difficulties

10 for level 1, and +1 for each level above that

Characters distrust each other: +3

Characters are friendly: -3

More than one teacher: +50% time, -3

No teaching materials: +3

Extensive teaching materials: -3

Time and Tools

These difficulty numbers assume some sort of training aids is being used. Time required is 2 hours per level taught.

Unskilled Use

Teaching cannot be attempted untrained.

Failure/Fumble

Failing represents a loss of time (but not experience for the student), Teachers can try again if they have the time. Fumbles are not possible.

Theology

Description

The Theology skill is knowledge of religion, deities, traditions, sermons, rituals, ceremonies and rites. Theology is not related to the power of Prayer that is a Talent. Theology is used to follow religious traditions and perform religious ceremonies. Charisma would be used to spur a congregation to action, while theology would be used to spread the word of a religion.

Ability: Faith (SC)

Difficulties

Identifying foreign symbols or religions: Simple

Knowing foreign customs: Average

Knowing foreign rites, rituals or ceremonies: Challenging

Absolution: Average

Greeting: Simple

Sermon: Average

Scripture: Challenging

Note: Quoting scripture for a specific situation

Marriage: Average

Funeral: Average

Rite of passage: Challenging

Birth: Challenging

Advanced knowledge: Difficult

Faithless congregation: +3

All members of congregation are faithful: -3

Not fluent in language: +3

Non-holy day: +1

Time and materials to research: -3

Time and Tools

Holy symbols, scriptures and other things are required to properly minister to believers. The time required depends on the religion and rite being performed.

Unskilled Use

Characters cannot use Theology unskilled.

Failure/Fumble

Failure represents a slip in the ceremony. This may impact your standing in the community where you make the failed roll. Characters can fumble Theology rolls.

Tracking

Description

Tracking is the skill used to pursue another character. Whether shadowing them in a busy marketplace or following their tracks across arctic tundra, Tracking tells you which way they went and how long ago they were there. If characters are using Stealth or Hide to cover their tracks, Tracking is a contested roll. Judges, bear in mind that a character with a high skill level in Tracking will be able to do things that the player and the Judge would not know how to do (like tracking a falcon through the rain).

Ability: Integrity (SoC)

Difficulties

Tracking a single character: Average

Tracking a single animal (lion-sized or smaller): Challenging

Tracking a single animal (larger than a lion): Simple

Note: Use this difficulty for mounted characters

Each additional character/animal traveling together: -1

Line of Sight: -6

Windy: +3

Hard packed ground: +3

Mud, loose sand, powdered snow: -3

Raining or snowing: +3

Target has more boxes of Damage than levels of Stealth/Hide: -3

Heavy leather or plate boots: -3

Target is flying or floating above ground: +3

More than an hour old: +3

More than 8 hours old: +6

More than a day old: +9

More than 3 days old: +12

More than a week old: +15

Time and Tools

No tools are required, although some tools may give bonuses. Characters can use track without impairing their communication, movement or attack rates. Tracking a character for more than an hour requires that the tracker spend one minute each hour examining an area for detailed information from the tracks and signs.

Unskilled Use

Characters cannot Track unskilled

Failure/Fumble

When a character fails a Tracking roll, it means they lost the trail where the character was located when they made the roll. Characters can try again, but it will take another minute and will have to be done at +3 Difficulty from the previous roll. Characters cannot fumble this roll.

Trapping

Description

This is the skill used to detect, lay and disarm traps. From simple snare traps to spring-loaded, poison dart traps.

Ability: Perception (MA)

Difficulties

Detect Simple Traps (Awareness): Challenging

Note: Snare traps, covered pits, etc.

Detect Simple Traps (Trapping): Average

Build Simple Traps: Average

Disarm Simple Traps: Simple

Detect Complex Traps (Awareness): Difficult

Note: Traps with trigger plates, spring-loaded traps, etc.

Detect Complex Traps (Trapping): Challenging

Build Complex Traps: Difficult

Disarm Complex Traps: Very Difficult

Time and Tools

Simple traps can be made without tools, but will be easier to make with tools. Complex traps require tools. Detect traps rolls do not interrupt communication, movement or combat. Building a simple trap takes 11 minutes (minus the character's Trapping skill level in minutes). Building Complex traps takes 30 hours (minus 2 hours per level of Trapping). Disabling a simple trap takes 30 seconds (minus one second for each point that you make your Difficulty Target Number by). Disarming complex traps

takes 10 minutes (minus one minute for each point that you beat the Target Number by, with a minimum time of 30 seconds).

Unskilled Use

Trapping cannot be tried unskilled.

Failure/Fumble

Failure results in the loss of time and materials expended in making or disarming the trap, if building, the character may opt to spend an extra 10% time for each point that the roll failed by to fix the mistakes made. Characters cannot fumble detect or build rolls, but can fumble disarm rolls.

Unarmed

Description

This represents a characters skill at unarmed fighting, including martial arts, brawling, street fighting, punching, kicking, gouging, elbowing, kneeing, and head butting characters within one meter.

Ability: Intelligence (MC)

Difficulties

Typically, the difficulty is the modified Defense of the target. Striking an inanimate object is an Easy task.

Time and Tools

No weapon is required to use this skill. Each use of Unarmed generally takes the attack portion of a Round.

Unskilled Use

Unarmed may be attempted unskilled, but it is not recommended.

Failure/Fumble

Failure represents a missed attack. Fumbles are a real concern with this skill.

Weaponsmith

Description

Characters with the Weaponsmith skill are able to make weapons from raw materials.

Ability: Prowess (PA)

Difficulties

Simple weapons: Simple

Note: Clubs, staves, etc.

Hafted weapons: Average

Note: Maces, axes, etc.

Knives/Daggers: Average

Swords: Challenging

Note: Broad swords, scimitars, etc.

Two-handed weapons: Average

Note: Great swords, polearms, etc.

Simple missile weapons: Average

Note: Slings, bows, etc.

Complex missile weapons: Challenging

Note: Crossbows, compound bows, etc.

Low-quality resources: +3

High-quality resources: -3

Ornate: +6

Made in secret: +3

Government mandated: -3

More than one Weaponsmith: +30% time, -3

Time and Tools

Tools are required to make even the simplest weapons. Any weapon that is made without tools is considered an improvised weapon. The base time to make a weapon is one hour per modified difficulty Target Number (apply the difficulty modifier before the time penalty for multiple Weaponsmith).

Unskilled Use

Weaponsmith cannot be attempted unskilled.

Failure/Fumble

Failure results in a loss of the time and materials committed to the weapon, unless the character can spend 10% more time per point that the roll failed by. There are no fumbles in Weaponsmith skill.

Will

Description

Will represents a character's determination to resist other's influence. Will differs from Intuition in that Intuition represents actively trying to deduce what the other character is trying, while Will represents passively resisting while steadfastly sticking to an original plan of action or train of thought. Will and Endurance are different as one represents the ability to continually perform physical and mental activities, while Will represents resistance to influence. Will cannot be used to resist alcohol, drugs, poison or disease. But can be used to resist Interrogation, Charisma, Intimidation, Persuasion and Barter.

Ability: Faith (SC)

Difficulties

Will is almost always used as a contested roll, the difficulty would then be the modified roll of the character trying to influence your character.

Time and Tools

Tools are not necessary, and Will happens instantaneously without interrupting communication, movement or attack rates.

Unskilled Use

Will can be attempted unskilled.

Failure/Fumble

Failure represents a character being influenced by another. Fumbles are not possible.

Talents

A Talent is a character ability that is special. Talents can act like a skill, but cannot add to a skill roll. Every character will have a Talent (and never more than one), it represents something they do well. Talents are generally specialized. Talents can act in a number of ways, according to what the character needs to do their job well:

- Skill replacement – Instead of rolling using one of the listed skills, you will roll using the Talent.
- Re-rolls – The level of your Talent will allow a specific number of re-rolls to an existing skill over a specific amount of time.
- Penalty negation – You might be able to reduce Difficulty penalties for an existing skill, based on your level of Talent.
- Non-skill roll bonuses – A Talent might affect things that cannot be influenced by skill rolls (Initiative for example).
- Luck replacement – A Talent might act like luck point in regard to an existing skill.
- Build and Spend – A Talent can also work by allowing you to build special feats and then use those feats by spending points based on the level of your Talent.

Three Talents deserve special attention Affinity, Magic and Prayer. These represent a Talent to create supernatural effects. Characters will collect techniques, spells or prayers and have a chance to successfully use them based on the level of their Talent.

Affinity

It can be called Power, Psionics, Psychic Power, Mysticism, Discipline, Asceticism or anything else, the Affinity Talent enables a character to perform superhuman feats by tapping into the latent power emanating from the center of Lanasia. All techniques can only affect one person or object. All techniques take one second to perform. Techniques cannot be used to create any non-energy substance. Mental techniques cannot be used on Astral or Ethereal beings. Unlike magic or prayer, techniques are always performed successfully. However, if the technique affects another object or being, they must be successfully hit with either Unarmed skill or Missile skill, depending on the range to the target. And there is a chance that each use of a technique will drain the Mystic that uses it. After each use, roll and add your Affinity Level, if you get a number equal to or higher than the Damage Save of the technique, the Mystic will take no Damage, otherwise they will take Damage equal to their Affinity.

Technique Damage Save Calculation Table			
Technique Component	Technique Type	Normal Value	Damage Save per Difference
Power	All	Power	+0 (Physical Powers cannot affect Astral or Ethereal objects or beings)
Accuracy	All	+0	+1 (Adds Affinity to Accuracy Rolls) or -1 (Subtracts Affinity from Accuracy rolls)
General scope	All	Broad	+2 This technique can be used in any circumstance
Broad scope	All	Broad	+0 This technique applies to a specific situation
Specialized scope	All	Broad	-2 There are very few useful applications of this technique

Technique Damage Save Calculation Table			
Technique Component	Technique Type	Normal Value	Damage Save per Difference
Target: Self	All	Self	+0
Target: Object	All	Self	+1 (Cannot be used on any living being)
Target: Other	All	Self	+2 (Any being or object)
Range: Self	All	Self/Touch	+0
Range: Touch	All	Self/Touch	+1
Range: 3 m	All	None	+2
Range: 30 m	All	None	+3
Range: 90 m	All	None	+4
Range: Line of Sight	All	None	+5
Duration: Instantaneous	All	Instantaneous	+1
Duration: Concentration	All	Instantaneous	+0
Duration: 10 minutes	All	Instantaneous	+2
Duration: 1 hour	All	Instantaneous	+3
Duration: 1 day	All	Instantaneous	+4
Improve	All	None	+1 (Increases the attribute by an amount equal to Affinity)
Impair	All	None	+5 (Reduces the attribute by an amount equal to Affinity. Targets will know they have been effected and who did it after the duration is over)
Stat	All	None	+5 (Limited Stats, including: DR, Stun Mod, ENC, etc.)
Stat	All	None	+3 (More Varied Stats, including: Move, Def, Init, Luck, Reputation, Appearance, Rec, etc.)
Skill	All	None	+4
Modifier	All	None	+2 (Modifiers that normally do not get to +5 and above or -5 and below, e.g., materials quality)
Modifier	All	None	+1 (Modifiers that normally get to +6 and above or -6 and below, e.g., restraint)
Movement	All	None	+4 (200 Force points per Affinity Level. Multiply weight by meters per second to determine force points)
Mental	Mental	None	+1 (Mental techniques do not effect Ethereal or Astral beings)

Technique Damage Save Calculation Table			
Technique Component	Technique Type	Normal Value	Damage Save per Difference
Feelings	Mental	None	+4 (With Impair, it effects feelings, Otherwise, detects feelings, with Improve, it protects against detection and being effected)
Thoughts	Mental	None	+6 (With Impair, it effects thoughts, Otherwise, detects thoughts, with Improve, it protects against detection and being effected)
Control	Mental	None	+8 (With Improve, it protects against Control)
Physical	Physical	None	+1
Energy	Physical	Power	+1 (Must specify the type of energy i.e., heat, cold, shock, etc.)
Damage	Physical	0	+6 (Do or heal Damage equal to double your Affinity. When causing Damage, DR does not reduce this)

Examples

Nate is making a Mystic and he wants to be sure that they can know what is going on, so he designs Inner Eye. It is a Mental (+1) and Power-based (+0), General in scope (+2), the Target is Other (+2) and the Range is 3 m (+2), Duration is Instantaneous (+1), and can detect feelings (+4), the Damage Save will be 12. Meaning that when his character uses this technique he must make a Missile attack roll and they will know the emotions of their target. After, the character must roll and add their Affinity Talent Level, if they do not get 8 or higher, they will take one point of Damage for each level of Affinity he has. They will have to make a Stun Save if the amount of Damage calls for it, but only after learning the feelings of the target.

Scope

The Scope should be determined by how versatile the power is. For instance, a power that can be used in almost any situation, should be a Generalized scope. Broad powers are versatile and can be used in most, but not all situations. Finally, Specialized scope powers should require a very finite situation to take place or have limits on how the power can be used.

General – This technique can be used over 90% of the time. General techniques can be used in or out of combat and are flexible enough to be used almost any time.

Broad – Most techniques will be broad techniques. Any technique that can be used 11% to 89% is a broad technique. Usually, you will be able to think of a case when this technique will not be helpful or appropriate. Most combat techniques are broad. Most techniques that should not be used in combat are broad.

Specialized – These techniques are really only useful less than 10% of the time. Typically, specialized techniques will be much more effective, but can only be used in exacting circumstances.

Techniques

All-seeing eye

Damage Save: 11

Physical/Mental: Mental

Power/Energy: Power

Target: Self

Range: Self

Effect: Improve Awareness

Duration: One hour

Scope: General

Description: This technique attunes the Mystic to their surroundings.

Anticipation

Damage Save: 8

Physical/Mental: Mental

Power/Energy: Power

Target: Self

Range: Self

Effect: Improve Init

Duration: One hour

Scope: Broad

Description: This technique enables them to get the jump on their opponents.

Arc

Damage Save: 14

Physical/Mental: Physical

Power/Energy: Energy (Shock)

Target: Other

Range: 30 m

Effect: Damage

Duration: Instantaneous

Scope: Broad

Description: An arc of energy flares from the Mystic's fingers to shock their foes.

Breath of the dragon

Damage Save: 12

Physical/Mental: Physical

Power/Energy: Power

Target: Other

Range: 3 m

Effect: Damage

Duration: Instantaneous

Scope: Broad

Description: The power of Lanasia erupts from the Mystic's belly singeing their victim.

Claw of the dragon

Damage Save: 11

Physical/Mental: Physical

Power/Energy: Power

Target: Other

Range: Touch

Effect: Damage

Duration: Instantaneous

Scope: Broad

Description: The Mystic strikes their target and their inner power enhances their blow

Dominate

Damage Save: 16

Physical/Mental: Mental

Power/Energy: Power

Target: Other

Range: 3 m

Effect: Control

Duration: One hour

Scope: Broad

Description: The Mystic uses this technique to control the speech and actions of others. The Target's thoughts are their own and will remember what they were forced to do when it is over.

Eel Skin

Damage Save: 10

Physical/Mental: Mental

Power/Energy: Power

Target: Self

Range: Self

Effect: Improve Defense

Duration: One hour

Scope: General

Description: The Mystic is able to twist and turn to avoid the attacks of their foes.

Empathy

Damage Save: 14

Physical/Mental: Mental

Power/Energy: Power

Target: Other

Range: 3 m

Effect: Detect Feelings

Duration: Concentration

Scope: Broad

Description: Using their inner eye, the Mystic detects the feelings of their target.

Flame tongue

Damage Save: 13

Physical/Mental: Physical

Power/Energy: Energy (Heat)

Target: Other

Range: 3 m

Effect: Damage

Duration: Instantaneous

Scope: Broad

Description: A Jet of flame erupts from the Mystics throat, harming their foes.

Flame touch

Damage Save: 12

Physical/Mental: Physical

Power/Energy: Energy (Heat)

Target: Other

Range: Touch

Effect: Damage

Duration: Instantaneous

Scope: Broad

Description: As the Mystic strikes their target, flames erupt from their hand.

Fly

Damage Save: 5

Physical/Mental: Mental

Power/Energy: Power

Target: Self

Range: Self

Effect: Flight

Duration: Concentration

Scope: Broad

Description: This technique grants the Mystic flight.

Frostbite

Damage Save: 12

Physical/Mental: Physical

Power/Energy: Energy (Cold)

Target: Other

Range: Touch

Effect: Damage

Duration: Instantaneous

Scope: Broad

Description: This unarmed attack technique chills their foes to the bone.

Glamour

Damage Save: 10

Physical/Mental: Physical

Power/Energy: Power

Target: Self

Range: Self

Effect: Improve Appearance

Duration: One hour

Scope: General

Description: This technique lets the Mystic's inner beauty shine through.

Haste

Damage Save: 12

Physical/Mental: Physical

Power/Energy: Power

Target: Self

Range: Self

Effect: Improve Movement

Duration: One hour

Scope: Broad

Description: The Mystic's inner power moves them across the ground at great speed. For each Level of Affinity, increase Sprint by 1, Run by 0.6 and Walk by 0.2.

Hypnotize

Damage Save: 17

Physical/Mental: Mental

Power/Energy: Power

Target: Other

Range: 3 m

Effect: Impair Thoughts

Duration: One hour

Scope: Broad

Description: The Mystic uses this technique to control the thoughts of others.

Icicle

Damage Save: 14

Physical/Mental: Physical

Power/Energy: Energy (Cold)

Target: Other

Range: 30 m

Effect: Damage

Duration: Instantaneous

Scope: Broad

Description: Icicles form on the tips of the Mystic's fingers and then fly towards their foe.

Inner Eye

Damage Save: 15

Physical/Mental: Mental

Power/Energy: Power

Target: Other

Range: 3 m

Effect: Detect Feelings

Duration: Instantaneous

Scope: General

Description: Using their inner eye, the Guru detects the feelings of their target.

Iron skin

Damage Save: 12

Physical/Mental: Physical

Power/Energy: Power

Target: Self

Range: Self

Effect: Improve DR

Duration: One hour

Scope: General

Description: The Mystic's inner strength protects them from physical harm.

Levitate

Damage Save: 10

Physical/Mental: Physical

Power/Energy: Power

Target: Other

Range: 30 m

Effect: Flight

Duration: Concentration

Scope: Broad

Description: This technique lets the mystic move others through space.

Mesmerize

Damage Save: 17

Physical/Mental: Mental

Power/Energy: Power

Target: Other

Range: 3 m

Effect: Impair Feelings

Duration: One hour

Scope: Broad

Description: The Mystic uses this technique to control the feelings of others.

Regeneration

Damage Save: 12

Physical/Mental: Physical

Power/Energy: Power

Target: Self

Range: Self

Effect: Improve Rec

Duration: One hour

Scope: Broad

Description: The Mystic's inner power mends and heals wounds.

Shock

Damage Save: 12

Physical/Mental: Physical

Power/Energy: Energy (Shock)

Target: Other

Range: Touch

Effect: Damage

Duration: Instantaneous

Scope: Broad

Description: This unarmed attack technique zaps the Mystic's foe with electricity.

Telekinesis

Damage Save: 9

Physical/Mental: Physical

Power/Energy: Power

Target: Object

Range: 30 m

Effect: Flight

Duration: Concentration

Scope: Broad

Description: This technique lets the mystic move objects through space.

Telepathy

Damage Save: 13

Physical/Mental: Mental

Power/Energy: Power

Target: Other

Range: Line of Sight

Effect: Read/Transmit Thoughts

Duration: Concentration

Scope: Specialized

Description: The Mystic uses this technique to communicate with others.

Toughness

Damage Save: 12

Physical/Mental: Physical

Power/Energy: Power

Target: Self

Range: Self

Effect: Improve Stun Modifier

Duration: One hour

Scope: General

Description: The Mystic's inner strength protects them from mental trauma.

Vitality

Damage Save: 12

Physical/Mental: Physical

Power/Energy: Power

Target: Self

Range: Self

Effect: Improve Rec

Duration: One hour

Scope: Broad

Description: The Mystic's inner power clots blood and steadies the mind. Allowing them to make a second Recovery during that hour equal to their Affinity

Magic

The Magic Talent can go by many names: Magic, Magic Use, Arcane Powers, Druidism, Wicca, Conjuraton, Prestidigitaton, Witchcraft, Spell Use and more. But regardless of what it is called, it represents the ability to learn and cast magic spells. Many other games limit how many spells a character can know and how many they can cast per day. Legends of Lanasia is not like that. A Mage (anyone with a Magic Talent) can learn any spells they can find, even if they could not cast them when they find them. Once learned, they generally cannot be forgotten. Mages can cast any spell they know any number of times. The difficulty numbers are adjusted to represent this fact. Players and Judges can use this system to create their own spells and Judges can introduce them to the current Story in ways they feel is appropriate. Bear in mind that spells that do not have Damage cannot harm other characters, not even incidentally. If no damage is purchased, a water summoning spell cannot drown anyone for instance. Also, in regards to Accuracy and Resistance, nothing can modify those rolls except Prayer or Talents.

Scope

Scope should be fairly easy to determine. Just try and imagine how often the character can use it.

General – This spell can be used over 90% of the time. General spells can be used in our out of combat and are flexible enough to be used almost any time.

Broad – Most spells will be broad spells. Any spell that can be used 11% to 89% is a broad spell. Usually, you will be able to think of a case when this spell will not be helpful or appropriate. Most combat spells are broad. Most spells that should not be cast in combat are broad.

Specialized – These spells are really only useful less than 10% of the time. Typically, specialized spells will be much more effective, but can only be used in exacting circumstances. Banishment spells with specific targets or that can only banish things summoned by the caster are specialized.

Illusions

Unless a spell has a mind control attribute, it is not a mental illusion. It is actually a minor summoning of light, matter, and sensation from the Ethereal World. Of course, taste and touch illusions are typically limited to characters in the area of effect. While Sight and sound illusions are noticeable outside the area of effect. Smell illusion can go either way depending on the size of the area of effect, the intensity of the smell and the wind.

It is important to remember that an illusion cannot leave its area of effect. While summoned beings and objects do not have that limitation.

Spell Difficulty Calculation Table			
Spell Component	Spell Type	Normal Value	Difficulty per Difference
Size	All	1	Difficulty equals the cube root of the volume in m ³
Accuracy	All	2	-1 (2 always hits, no roll required)
Resistance	All	13	-1 (13 always fails, target gets no save)
General scope	All	Broad	+3 This spell can be used in any circumstance
Broad scope	All	Broad	+0 This spell applies to a specific situation
Specialized scope	All	Broad	-3 There are very few useful applications of this spell

Spell Difficulty Calculation Table			
Spell Component	Spell Type	Normal Value	Difficulty per Difference
Range: Touch	All	None	-3 if Touching the target is required (Touch-based spells still use the Accuracy of the spell, not a combat skill)
Range: 3 m	All	None	-1
Range: 30 m	All	None	+1
Range: 90 m	All	None	+2
Range: Line of Sight	All	None	+3 if target has to be within Line of sight
Additional Caster	All	None	-1 per caster helping
Additional Caster	All	None	-2 per additional caster required by spell
Time	All	1 second	See Table below for required casting times
Taste	Illusion	None	+1 if Taste illusion is part of spell
Smell	Illusion	None	+1 if Smell illusion is part of spell
Sound	Illusion	None	+1 if Sound illusion is part of spell
Sight	Illusion	None	+1 if Visual illusion is part of spell
Touch	Illusion	None	+1 if Sense of Touch illusion is part of spell
Duration: Instantaneous	Illusion	Concentration	-1
Duration: Concentration	Illusion	Concentration	+0
Duration: Permanent	Illusion	Concentration	+6
Duration: 10 minutes	Illusion	Concentration	-2
Duration: 1 hour	Illusion	Concentration	+0
Duration: 1 day	Illusion	Concentration	+2
Duration: 1 week	Illusion	Concentration	+3
Duration: 1 month	Illusion	Concentration	+4
Duration: 1 year	Illusion	Concentration	+5
Summoning	Summon	None	+1 If Spell is summoning rather than illusion
Damage	Summon	0	+1 per 2 Damage (round up odd numbers)

Spell Difficulty Calculation Table			
Spell Component	Spell Type	Normal Value	Difficulty per Difference
Banishing own	Banish	None	-3 if this spell can be used to banish your own conjurations
Banish any	Banish	None	+3 if this spell can be used to Banish others' conjurations (cannot be used to banish something that was not summoned)
Energy	Summon/ Banish	None	+2 if Energy is summoned with this spell
Gaseous	Summon/ Banish	None	+4 if Gaseous Matter is summoned with this spell
Liquid	Summon/ Banish	None	+6 if Liquid Matter is summoned with this spell
Solid	Summon/ Banish	None	+8 if Solid Matter is summoned with this spell
Complex	Summon/ Banish	None	+10 if Complex (e.g., Solid and Liquid) Matter is summoned with this spell
Living	Summon/ Banish	None	+12 if Living creatures are summoned with this spell
Thinking	Summon/ Banish	None	+2 if summoned can think when this spell is cast
Moving	Summon/ Banish	None	+3 if summoned can move itself when this spell is cast
Rarity	Summon/ Banish	None	+4 if summoned is rare in the Ethereal World
Enchanted	Summon/ Banish	None	+7 if summoned is Enchanted when this spell is cast
Duration: Instantaneous	Summon/ Banish	Permanent	-3
Duration: Concentration	Summon/ Banish	Permanent	-3
Duration: Permanent	Summon/ Banish	Permanent	+0
Duration: 10 minutes	Summon/ Banish	Permanent	-6
Duration: 1 hour	Summon/ Banish	Permanent	-5
Duration: 1 day	Summon/ Banish	Permanent	-4
Duration: 1 week	Summon/ Banish	Permanent	-3
Duration: 1 month	Summon/ Banish	Permanent	-2

Spell Difficulty Calculation Table			
Spell Component	Spell Type	Normal Value	Difficulty per Difference
Duration: 1 year	Summon/ Banish	Permanent	-1
Control	Mind Control	None	+7 if this spell grants mind control
Duration: Concentration	Mind Control	Concentration	+0
Duration: Permanent	Mind Control	Concentration	+12
Duration: 10 minutes	Mind Control	Concentration	-1
Duration: 1 hour	Mind Control	Concentration	+0
Duration: 1 day	Mind Control	Concentration	+3
Duration: 1 week	Mind Control	Concentration	+4
Duration: 1 month	Mind Control	Concentration	+5
Duration: 1 year	Mind Control	Concentration	+6

Spell area Difficulty modifier Table	
Size (m ³)	Difficulty
0 (nothing)	+0
0.01 to 3.3 (5 foot cube)	+1
3.4 to 15.5 (8 foot cube)	+2
15.6 to 42.8 (11 foot cube)	+3
42.9 to 91.0 (14 foot cube)	+4
91.1 to 166.3 (17 foot cube)	+5
166.4 to 274.5 (20 foot cube)	+6
274.6 to 421.8 (23 foot cube)	+7
421.9 to 514.0 (26 foot cube)	+8
514.1 to 857.3 (29 foot cube)	+9
857.4 to 1157.5 (32 foot cube)	+10
1157.6 to 1520.8 (35 foot cube)	+11
1520.9 to 1953.0 (38 foot cube)	+12
1953.1 to 2460.3 (41 foot cube)	+13
2460.4 to 3048.5 (44 foot cube)	+14
3048.6 to 3723.8 (47 foot cube)	+15
3723.9 to 4492.0 (50 foot cube)	+16
4492.1 to 5359.3 (53 foot cube)	+17
5359.4 to 6331.5 (56 foot cube)	+18
6331.6 to 7414.8 (59 foot cube)	+19
7414.9 to 8615.0 (62 foot cube)	+20
8615.1 to 9938.3 (65 foot cube)	+21
9938.4 to 11390.5 (68 foot cube)	+22

Spell casting time Difficulty modifier Table	
Casting time	Difficulty Modifier
1 second to 9 seconds	+0
10 seconds to 3 minutes	-1
4 minutes to 15 minutes	-2
16 minutes to 42 minutes	-3
43 minutes to 89 minutes	-4
1.5 hours to 2.7 hours	-5
2.8 hours to 4.5 hours	-6
4.6 hours to 6.9 hours	-7
7 hours to 10.1 hours	-8
10.2 hours to 14.2 hours	-9
14.3 hours to 19.2 hours	-10
19.3 hours to 25.3 hours	-11
25.4 hours to 32.5 hours	-12
32.6 hours to 40.9 hours	-13
41 hours to 50.7 hours	-14
50.8 hours to 62 hours	-15
62.1 hours to 74.8 hours	-16
74.9 hours to 89.2 hours	-17
89.3 hours to 105.4 hours	-18
105.5 hours to 123.5 hours	-19
123.6 hours to 143.5 hours	-20
143.6 hours to 165.5 hours	-21
165.6 hours to 189.8 hours	-22
189.9 hours to 216.3 hours	-23

Examples

Bob is a Judge and he wants to design a spell that will help the characters survive a trip through the desert. He thinks that letting them summon water might be a good idea. So he creates a spell called Aquifer of Atlantis it summons 90 cubic meters (three feet tall, 10 feet wide and 100 feet long) of water from the ground. He decides it does not do damage obviously does not need accuracy or resistance. So the spell is Summoning (1), Liquid (6) area 90 m³ (4) a range Of 3 m (-1) the scope of this spell is pretty broad so the scope will be +0 for a difficulty of 10. For the caster to summon this water, they would roll two dice and add their Magic Talent and would need to get a total of 10 or higher. The casting time is 1 second, and nothing happens if the caster fails.

During the story, Bridgette discovers this spell among the spells of a Warlord's lieutenant and comes up with an idea. She designs a new spell, Sere Sponge, it banishes summoned water in an area 6 feet tall and 30 feet square. The Judge Determines that it is Banish Any (3), Liquid (6) area 160 m³ (5) and a range of 30 m (+1) and the scope is pretty specialized for a scope of -3 for a total Difficulty of 12 meaning Bridgette would need to roll two dice and add her Magic Talent and get 12 or higher to

successfully cast this spell. It can be cast in one second and nothing happens if it is not cast successfully.

Realizing that this spell would only help if they have to flee across the desert she is glad that she also has Noyxin's Flamespear. It summons a thin jet of fire to singe one unlucky victim. It has a range of 90 meters and does 12 Damage, sometimes it hits and sometimes the flame is resisted. It is a summoning (1) of energy (2) that does 12 damage (6) $90 \times .5 \times .5$ is Size 3 (3) range of 3 m (-1) the scope is pretty broad (+0) with an accuracy of 5 (-3) and a resistance of 11 (-2) makes for an overall difficulty of 9. Meaning when Bridgette casts this, she must first roll two dice and add her Magic Talent and get 9 or higher. Then she must roll two dice without any modifiers and get 5 or higher. Finally the target can resist by rolling two dice without modifiers of any sort and getting 11 or higher. If the flamespear hits and is not resisted, the target will take 12 Damage, this can be reduced by DR of course.

Spells

Aoxab's foul weather

Difficulty: 20

Range: Touch

Area: One village (+22)

Accuracy: 2

Resistance: 13

Illusion/Summon/Banish/Control: Summon Rain clouds

Duration: One week

Damage: 0

Casting Time: 1 minute

Scope: Broad

Casters required: One

Description: The caster summons dark rain clouds to cover a village with foul weather for a week.

Aquifer of Atlantis

Difficulty: 10

Range: 3 m

Area: 1 m x 3 m 30 m (+3)

Accuracy: 2

Resistance: 13

Illusion/Summon/Banish/Control: Summon Liquid

Duration: Permanent

Damage: 0

Casting Time: 1 second

Scope: Broad

Casters required: One

Description: The caster summons a pool of pure, cool water 1 meter deep to slowly spring up from the ground.

Arcane Armor

Difficulty: 11

Range: Touch

Area: One Suit of armor (+1)

Accuracy: 2

Resistance: 13

Illusion/Summon/Banish/Control: Summon Solid

Duration: Permanent

Damage: 1

Casting Time: 1 second

Scope: General

Casters required: One

Description: The caster summons a piece or suit of armor (the caster declares which during casting) into their hands.

Arcane Fireball

Difficulty: 12

Range: Line of sight

Area: 6 m sphere (Up to 28 people) (+3)

Accuracy: 2

Resistance: 13

Illusion/Summon/Banish/Control: Summon Energy

Duration: Instantaneous

Damage: 8

Casting Time: 1 second

Scope: Broad

Casters required: One

Description: The caster summons a ball of Arcane flame and hurls it at their foes.

Arcane Shield

Difficulty: 11

Range: 3 m

Area: 1 m x 3 m x 3 m (Up to 9 m³) (+2)

Accuracy: 2

Resistance: 13

Illusion/Summon/Banish/Control: Summon Energy

Duration: One hour

Damage: 1

Casting Time: 1 second

Scope: Broad

Casters required: One

Description: The caster summons a wall of arcane force that blocks the passage of anything except harmless light. Characters that persist on trying to pass through an arcane shield, may take Damage from the attempt.

Benbe's potion summoning

Difficulty: 3

Range: 3 m

Area: One potion (+1)

Accuracy: 2

Resistance: 13

Illusion/Summon/Banish/Control: Summon Revitalizer

Duration: One week

Damage: 0

Casting Time: 1 minute

Scope: Broad

Casters required: One

Description: The caster summons a Revitalizer potion that will only last one week in Lanasia.

Borzin's Enduring Hammer

Difficulty: 6

Range: Touch

Area: One hammer (+1)

Accuracy: 2

Resistance: 13

Illusion/Summon/Banish/Control: Summon Solid

Duration: Permanent

Damage: 0

Casting Time: 1 second

Scope: Broad

Casters required: One

Description: Summons a hammer that is unbreakable and resistant to heat and cold.

Breath of the Zephyr

Difficulty: 8

Range: Line of sight

Area: One person (+1)

Accuracy: 2

Resistance: 13

Illusion/Summon/Banish/Control: Touch Illusion

Duration: Concentration

Damage: 0

Casting Time: 1 second

Scope: General

Casters required: One

Description: The target of this spell will feel a sensation chosen by the caster.

Bridgette's warming touch

Difficulty: 3

Range: Touch

Area: One cup or pot (up to 44,000 gallons) (+5)

Accuracy: 2

Resistance: 13

Illusion/Summon/Banish/Control: Summon Energy

Duration: Instantaneous

Damage: 0

Casting Time: 1 second

Scope: Broad

Casters required: One

Description: This spell warms a cup or pot that the caster is holding or touching.

Detect Summoned

Difficulty: 3

Range: Touch

Area: One item (Up to 40 m³) (+3)

Accuracy: 2

Resistance: 13

Illusion/Summon/Banish/Control: Summon Energy

Duration: Instantaneous

Damage: 0

Casting Time: 1 second

Scope: General

Casters required: One

Description: At the caster's touch, a glow lets them know if an item is born of Lanasia or Summoned from the Ethereal World.

Ethereal Knowledge

Difficulty: 9

Range: Touch

Area: One floor of a library (+9)

Accuracy: 2

Resistance: 13

Illusion/Summon/Banish/Control: Summon Solid

Duration: Instantaneous

Damage: 0

Casting Time: 1 second

Scope: Specialized

Casters required: One

Description: The caster summons a book they are familiar with to their hands.

Ethereal Sentinel

Difficulty: 12

Range: 3 m

Area: 60 m³ (+4)

Accuracy: 2

Resistance: 13

Illusion/Summon/Banish/Control: Full Illusion

Duration: One week

Damage: 2

Casting Time: 1 second

Scope: Broad

Casters required: One

Description: Summons an illusionary monster to guard an area, it can attack with +5 attack skill that does zero (2) Damage with no Stun modifier. It cannot leave the area (up to 60 m³) it was summoned into.

Ethereal Suppression

Difficulty: 21

Range: 3 m

Area: 3 m x 10 m x 10 m (300 m³) (+7)

Accuracy: 2

Resistance: 13

Illusion/Summon/Banish/Control: Summon Enchanted Complex

Duration: Concentration

Damage: 0

Casting Time: 1 second

Scope: Broad

Casters required: One

Description: Summons a field that makes all summoned objects inert and dispels all illusions. Water will not slake thirst, food will not nourish, and fire will not burn. These things still exist but can do no more than one Damage if used as a weapon.

Font of Illumination

Difficulty: 3

Range: 3 m

Area: 1 m sphere (+1)

Accuracy: 2

Resistance: 13

Illusion/Summon/Banish/Control: Summon Energy

Duration: Concentration

Damage: 0

Casting Time: 1 second

Scope: Broad

Casters required: One

Description: The caster summons a ball of light that stays within three meters of the caster.

Kalayo's Shadow Spear

Difficulty: 8

Range: Touch

Area: 1 spear (+1)

Accuracy: 2

Resistance: 13

Illusion/Summon/Banish/Control: Summon Solid

Duration: Permanent

Damage: 2

Casting Time: 1 second

Scope: Broad

Casters required: One

Description: The caster summons a Spear (caster determines if it is a Short spear, Long spear or a Trident when it is cast) into the caster's hands.

Moahn'r's Lightning Surge

Difficulty: 12

Range: 3 m

Area: 90 m x 0.5 m x 0.5m (+3)

Accuracy: 5

Resistance: 11

Illusion/Summon/Banish/Control: Summon Energy

Duration: Instantaneous

Damage: 18

Casting Time: 1 second

Scope: Broad

Casters required: One

Description: The caster summons an arc of lightning that will decimate it's target.

Noyxin's Flamespear

Difficulty: 9

Range: 3 m

Area: 90 m x 0.5 m x 0.5m (+3)

Accuracy: 5

Resistance: 11

Illusion/Summon/Banish/Control: Summon Energy

Duration: Instantaneous

Damage: 12

Casting Time: 1 second

Scope: Broad

Casters required: One

Description: The caster summons a spear of searing flame that appears within three meters of the caster and then jets 90 meters to their target.

Obnoko's weather charm

Difficulty: 20

Range: Touch

Area: One village (+22)

Accuracy: 2

Resistance: 13

Illusion/Summon/Banish/Control: Summon clear skies

Duration: One week

Damage: 0

Casting Time: 1 minute

Scope: Broad

Casters required: One

Description: The caster summons clear skies over a village that will endure for one week.

Odor of Shadow

Difficulty: 8

Range: Line of sight

Area: One person (+1)

Accuracy: 2

Resistance: 13

Illusion/Summon/Banish/Control: Smell illusion

Duration: Concentration

Damage: 0

Casting Time: 1 second

Scope: General

Casters required: One

Description: The target of this spell smells what the caster decides.

Osu's Acid spout

Difficulty: 14

Range: 90 m

Area: One target (+1)

Accuracy: 5

Resistance: 11

Illusion/Summon/Banish/Control: Summon liquid

Duration: Instantaneous

Damage: 18

Casting Time: 1 second

Scope: Broad

Casters required: One

Description: The caster summons a geyser of acid to spout from the ground.

Phantasmal Flame Elemental

Difficulty: 16

Range: Line of sight

Area: One large elemental (+3)

Accuracy: 2

Resistance: 13

Illusion/Summon/Banish/Control: Summon Energy

Duration: Concentration

Damage: 13

Casting Time: 1 second

Scope: Broad

Casters required: One

Description: The caster summons an illusory fire elemental that can roam an area within line of sight of the caster and attack characters with a +5 accuracy, 13 Damage and +0 Stun Save attack.

Prison of the Mind

Difficulty: 16

Range: 30 m

Area: 60 m³ (+4)

Accuracy: 2

Resistance: 13

Illusion/Summon/Banish/Control: Full illusion

Duration: Permanent

Damage: 0

Casting Time: 1 second

Scope: Broad

Casters required: One

Description: The caster creates a prison of the senses for their victim.

Qualla's Voice

Difficulty: 8

Range: Line of sight

Area: One person (+1)

Accuracy: 2

Resistance: 13

Illusion/Summon/Banish/Control: Auditory illusion

Duration: Concentration

Damage: 0

Casting Time: 1 second

Scope: General

Casters required: One

Description: The target of this spell hears what the caster wants them to hear.

Sere Sponge

Difficulty: 12

Range: 30 m

Area: 2 m x 9 m 9 m (+3)

Accuracy: 2

Resistance: 13

Illusion/Summon/Banish/Control: Banish Any Liquid

Duration: Permanent

Damage: 0

Casting Time: 1 second

Scope: Specialized

Casters required: One

Description: The caster banishes summoned liquids to the Ethereal World.

Shadow Messenger

Difficulty: 3

Range: 3 m

Area: One messenger (+1)

Accuracy: 2

Resistance: 13

Illusion/Summon/Banish/Control: Summon Energy

Duration: 3 minutes

Damage: 0

Casting Time: 3 minutes

Scope: Broad

Casters required: One

Description: The caster creates a message and selects a target. A ghostly image of themselves appears within three meters of the target and delivers the message.

Sirtia's Flame Sculpture

Difficulty: 6

Range: Line of sight

Area: 2m x 2m x 2m (+2)

Accuracy: 2

Resistance: 13

Illusion/Summon/Banish/Control: Sight and touch illusion

Duration: Concentration

Damage: 1

Casting Time: 1 second

Scope: Specialized

Casters required: One

Description: The caster creates a writhing flame sculpture that can cause Damage if anyone touches it.

Sirtia's Rain of Cinders

Difficulty: 22

Range: Line of sight

Area: 2 m x 27 m circle (up to 1200 enemies) (+10)

Accuracy: 2

Resistance: 13

Illusion/Summon/Banish/Control: Summon Energy

Duration: Instantaneous

Damage: 19

Casting Time: 1 minute

Scope: Broad

Casters required: One

Description: The caster summons a cloud that rains red-hot cinders on their foes.

Specter of Shadow

Difficulty: 8

Range: Line of sight

Area: One person (+1)

Accuracy: 2

Resistance: 13

Illusion/Summon/Banish/Control: Visual illusion

Duration: Concentration

Damage: 0

Casting Time: 1 second

Scope: General

Casters required: One

Description: The target of this spell sees what the caster decides.

Tonkoth'r's crushing grip

Difficulty: 8

Range: Touch

Area: One character (+1)

Accuracy: 2

Resistance: 13

Illusion/Summon/Banish/Control: Summon Energy

Duration: Instantaneous

Damage: 20

Casting Time: 1 second

Scope: Broad

Casters required: One

Description: The caster grabs their target and they are crushed under a deathly grip.

Touch of Yaap

Difficulty: 8

Range: Touch

Area: One character (+1)

Accuracy: 2

Resistance: 13

Illusion/Summon/Banish/Control: Summon Energy

Duration: Instantaneous

Damage: 20

Casting Time: 1 second

Scope: Broad

Casters required: One

Description: The caster touches the target and they feel the rush of Ethereal energy draining their mind.

Zelanora's Shield of Knowledge

Difficulty: 8

Range: Touch

Area: One Shield (+1)

Accuracy: 2

Resistance: 13

Illusion/Summon/Banish/Control: Summon Solid

Duration: Permanent

Damage: 1

Casting Time: 1 second

Scope: Broad

Casters required: One

Description: The caster summons a shield (the caster declares Buckler, Small, Large, Wood, Metal or Tower during casting) into their hands.

Zivilex's Illusions

Difficulty: 12

Range: Line of sight

Area: One person (+1)

Accuracy: 2

Resistance: 13

Illusion/Summon/Banish/Control: Full Illusion

Duration: Concentration

Damage: 1

Casting Time: 1 second

Scope: General

Casters required: One

Description: The target of this spell experiences what the caster wants.

Prayer

Whether it is called Prayer, Divine Power, Faith healing, Druidism, Wicca, Witchcraft, Shamanism, Asceticism or anything else, the Prayer Talent enables a character to use their beliefs to affect the world around them. Unlike Magic, Prayer does not derive its power from the Ethereal World. Instead, faith, devotion and the power of their religion gives characters with the Prayer Talent the ability to bless, curse, heal or harm people and objects. Prayer cannot create illusions or summon anything, but can be used to affect things that already exist. Prayers do need to be learned and there is no artificial limit to how many prayers can be used in any time period. Prayer can be used to influence the emotions of others as well. When a prayer calls for a numeric value to be increased or decreased, it will be affected by an amount equal to the Priest's level of Prayer. Also, Abilities, Stats and Skills of characters cannot be permanently affected by Prayer, but items can be affected permanently. If the same quantity is affected twice, take the highest effect if the last prayer was maximize, or the lowest if the last prayer was to minimize (do not ever add or subtract prayer effects).

Prayer Difficulty Calculation Table		
Prayer Component	Normal Value	Difficulty per Difference
Target(s)	1 character/item	See table below
General scope	Broad	+3 This prayer can be used in any circumstance
Broad scope	Broad	+0 This prayer applies to a specific situation
Specialized scope	Broad	-3 There are very few useful applications of this prayer
Range: Touch	Touch	+0 (Touch-based spells still use the Accuracy of the spell, not a combat skill) (Priests can touch themselves)
Range: 3 m	Touch	+1
Range: 30 m	Touch	+2
Range: 90 m	Touch	+3
Range: Line of Sight	Touch	+6
Accuracy	2	-1 (2 always hits, no roll required)
Resistance	13	-1 (13 always fails, target gets no save)
Prayer Length	1 second	See table below
Duration: Concentration	1 hour	-3
Duration: 1 hour	1 hour	+0
Duration: 1 day	1 hour	+1
Duration: 1 week	1 hour	+3
Duration: 1 year	1 hour	+5

Prayer Difficulty Calculation Table		
Prayer Component	Normal Value	Difficulty per Difference
Duration: Permanent	1 hour	+6
Faith: Faithful	None	-4 if the Target is devoted to the same god and a Maximization effect is being used, +4 for minimize effects
Faith: Sympathetic	None	-2 if target is of a compatible faith (same pantheon or similar beliefs) and a Maximization effect is being used, +2 for minimize effects
Faith: None	None	+0 if target is inanimate or there is no compatibility or incompatibility
Faith: Mistrusted	None	+2 if target is of an incompatible religion and a Maximization effect is being used, -2 for minimize effects
Faith: Opposed	None	+4 if target is of an opposed religion and a Maximization effect is being used, -4 for minimize effects
Holiness	None	+1 if target is imparted with holiness
Enchant	None	+3 if the Target will be considered Magical through this prayer
Motion	None	+4 if the target is granted it's own motion or their movement is affected
Maximize	None	+1 if target is improved in some way
Minimize	None	+2 if target is reduced in some way
Damage	None	+4 if Damage is affected (DR does not reduce this)
Stat	None	+4 for each Stat affected (Includes spell/prayer accuracy and resistance). Also use Stat for things like weather that do not have a numeric value
Ability	None	+5 for each Ability affected
Skill	None	+6 for each Skill affected
Pleasure	None	+1 if target's Pleasure is affected
Love	None	+2 if target's Love is affected
Anger	None	+4 if target's Anger is affected
Hate	None	+5 if target's Hate is affected
Desire	None	+6 if target's Desire is affected
Emotion	None	+3 if any of the target's other emotions are affected
Control	None	+7 if the target's Mind is controlled
Additional Caster	None	-1 per caster helping
Additional Caster	None	-2 per additional caster required by spell
Prayer Component	Normal Value	Difficulty per Difference

Prayer length Difficulty modifier Table	
Prayer Length (time to perform)	Difficulty Modifier
1 second to 9 seconds	+0
10 seconds to 3 minutes	-1
4 minutes to 15 minutes	-2
16 minutes to 42 minutes	-3
43 minutes to 89 minutes	-4
1.5 hours to 2.7 hours	-5
2.8 hours to 4.5 hours	-6
4.6 hours to 6.9 hours	-7
7 hours to 10.1 hours	-8
10.2 hours to 14.2 hours	-9
14.3 hours to 19.2 hours	-10
19.3 hours to 25.3 hours	-11
25.4 hours to 32.5 hours	-12
32.6 hours to 40.9 hours	-13
41 hours to 50.7 hours	-14
50.8 hours to 62 hours	-15
62.1 hours to 74.8 hours	-16
74.9 hours to 89.2 hours	-17
89.3 hours to 105.4 hours	-18
105.5 hours to 123.5 hours	-19
123.6 hours to 143.5 hours	-20
143.6 hours to 165.5 hours	-21
165.6 hours to 189.8 hours	-22
189.9 hours to 216.3 hours	-23

Prayer Difficulty by targets effected Table	
Target(s)	Difficulty
1 character/item	1
2 to 3 characters/items	2
4 to 15 characters/items	3
16 to 42 characters/items	4
43 to 91 characters/items	5
92 to 166 characters/items	6
167 to 274 characters/items	7
275 to 421 characters/items	8
422 to 614 characters/items	9
615 to 857 characters/items	10
858 to 1157 characters/items	11
1158 to 1520 characters/items	12
1521 to 1953 characters/items	13
1954 to 2460 characters/items	14
2461 to 3048 characters/items	15
3049 to 3723 characters/items	16
3724 to 4492 characters/items	17
4493 to 5359 characters/items	18
5360 to 6331 characters/items	19
6332 to 7414 characters/items	20
7415 to 8615 characters/items	21
8616 to 9938 characters/items	22
9939 to 11390 characters/items	23

Examples

Tina wants to use Prayer to improve the weapons of her character's friends. She makes a Prayer that the Judge can integrate into the story as they see fit. It will increase the Damage of a weapon permanently. The prayer Imbue holy might would be Maximize (1), One item (1), Permanent (6) and affect damage (4) for a difficulty of 12. So when Tina's character uses this Prayer she would roll two dice and add her Prayer Talent, if she got a total of 12 or higher, the weapon she was touching would have its Damage increased by the level of her Talent.

Tina decides that her Priest character should be able to help the group get out of a tight spot, so she devises a spell to put fear in the hearts of her enemies. Bepa's fury will increase the fear that any enemy within 30 m of the Priest feels. This means that it will be a minimize (1) courage (4) of up to range 30 m (2) and 2800 people (15) with a resistance of 9 (-4) for as long as the Priest concentrates (-3) for a difficulty of 15, meaning if she says this prayer and rolls and adds her Prayer Talent and gets 15 or higher (this 15 might be modified by the faithfulness of the enemies) every enemy within 30 m must make a save of 9 or higher or lose all courage.

Finally, the Judge feels like Tina's Priest ought to be able to heal the party in a pinch, so he devises a prayer for her to find. Npoga's Remedy will maximize Damage and Wounds on the target the Priest touches when this prayer is made. That would make it Maximize (1), Damage and Wounds (8) permanently (6) Range touch (0) one target (1) for a difficulty of 16 meaning when this prayer is used,

This is a Beta version, do not distribute for any reason

the target being touched at the time will heal Damage and Wounds equal to the Priest's Prayer Talent if they can roll and add their Prayer Talent and get 16 or higher (this Target Number may be modified depending on the faith of the target).

Scope

The scope of prayers should be fairly intuitive as well, but it is different, things that have an obvious scope for magic might have a completely different scope for a prayer.

General – The real guideline for General prayers is the same, a prayer that you could use 90% of the time or more and that can be performed in almost any situation.

Broad – Again, most prayers will be broad in scope. Most blessings and curses will be of a broad type.

Specialized – These prayers would only be useful about 10% of the time. Spells with a specific target and specific effect are probably specialized.

Altering non-numeric values

Prayer has the ability to alter things that do not have a numeric value. Weather, Courage, emotions and other values may need to be altered during game play. It is important for players to understand that at low Talent levels, the effect will not be very dramatic.

Example

Tina's Priestess casts Evil Eye. Her Talent level is only one, so the Target will not necessarily run in fear immediately. However, if any fear inducing stimulus is encountered by the target, they will receive a penalty of one to save against that fear.

Later, Tina's Priestess casts Evil Eye. Her Talent level is now ten, so the Target will run in fear immediately. Even characters who would not normally be afraid of anything in the current situation will be afraid and respond accordingly.

Prayers

Aid for the Faithful

Base Difficulty: 12

Range: Touch

Area: One character (+1)

Accuracy: 2

Resistance: 13

Maximize/Minimize/Control: Maximize Damage

Faith: Varies

Holiness/Enchantment: None

Duration: Permanent

Prayer Length: 1 second

Scope: Broad

Casters required: One

Description: The power of prayer restores a character wounds (broken bones, etc.).

Benediction

Base Difficulty: 15
Range: 3 m
Area: up to 27 people (+4)
Accuracy: 2
Resistance: 13
Maximize/Minimize/Control: Maximize Luck
Faith: Varies
Holiness/Enchantment: Yes
Duration: One week
Prayer Length: 1 second
Scope: Broad
Casters required: One
Description: Priests use this spell to benefit the faithful.

Bepa's Roar

Base Difficulty: 12
Range: 30 m
Area: All enemies in range (up to 3048) (15)
Accuracy: 2
Resistance: 9
Maximize/Minimize/Control: Minimize courage
Faith: Varies
Holiness/Enchantment: None
Duration: Concentration
Prayer Length: 1 second
Scope: Specialize
Casters required: One
Description: When the Priest finishes this prayer, all enemies within 30 meters lose courage.

Bless

Base Difficulty: 10
Range: Touch
Area: One person (+1)
Accuracy: 2
Resistance: 13
Maximize/Minimize/Control: Maximize Luck
Faith: Varies
Holiness/Enchantment: Yes
Duration: One week
Prayer Length: 1 second
Scope: Broad
Casters required: One
Description: Priests use this spell to benefit the faithful.

Blight

Base Difficulty: 18

Range: Touch

Area: One Village (up to 600) (+9)

Accuracy: 2

Resistance: 13

Maximize/Minimize/Control: Maximize Harvest

Faith: Varies

Holiness/Enchantment: No

Duration: One year

Prayer Length: 1 hour

Scope: Specialized

Casters required: One

Description: The Priest says a prayer to their deity and touches their head to the ground.

Cant of Fair Weather

Base Difficulty: 16

Range: Touch

Area: One Village (up to 600) (+9)

Accuracy: 2

Resistance: 13

Maximize/Minimize/Control: Maximize Weather

Faith: Varies

Holiness/Enchantment: No

Duration: One week

Prayer Length: 1 hour

Scope: General

Casters required: One

Description: The Priest says a prayer to their deity and touches their head to the ground.

Courage of Conviction

Base Difficulty: 10

Range: Touch

Area: One person (+1)

Accuracy: 2

Resistance: 13

Maximize/Minimize/Control: Maximize Defense

Faith: Varies

Holiness/Enchantment: None

Duration: One day

Prayer Length: One second

Scope: Specialized

Casters required: One

Description: Priests use this prayer to protect the faithful

Crusade of the Faithful

Base Difficulty: 18
Range: 30 m
Area: Friendly within range (up to 3048) (+15)
Accuracy: 2
Resistance: 13
Maximize/Minimize/Control: Maximize Defense
Faith: Varies
Holiness/Enchantment: None
Duration: One day
Prayer Length: One hour
Scope: Specialized
Casters required: One
Description: Priests use this prayer to protect the faithful

Cure wounds

Base Difficulty: 12
Range: Touch
Area: One character (+1)
Accuracy: 2
Resistance: 13
Maximize/Minimize/Control: Maximize Wounds
Faith: Varies
Holiness/Enchantment: None
Duration: Permanent
Prayer Length: 1 second
Scope: Broad
Casters required: One
Description: The power of prayer removes Wounds from a character (broken bones, etc.).

Curse

Base Difficulty: 11
Range: 3 m
Area: One person (+1)
Accuracy: 2
Resistance: 13
Maximize/Minimize/Control: Minimize Rec
Faith: Varies
Holiness/Enchantment: Yes
Duration: One week
Prayer Length: 1 second
Scope: Broad
Casters required: One
Description: Priests use this spell to torment their foes.

Evil Eye

Base Difficulty: 10

Range: 90 m

Area: One character (1)

Accuracy: 2

Resistance: 9

Maximize/Minimize/Control: Minimize courage

Faith: Varies

Holiness/Enchantment: None

Duration: One day

Prayer Length: 1 second

Scope: Broad

Casters required: One

Description: The Priest sets a righteous eye of indignation on an enemy and fills them with fear.

Foul Weather for the Faithless

Base Difficulty: 11

Range: Touch

Area: One Village (up to 600) (+9)

Accuracy: 2

Resistance: 13

Maximize/Minimize/Control: Minimize Weather

Faith: Varies

Holiness/Enchantment: No

Duration: One week

Prayer Length: 1 hour

Scope: Specialized

Casters required: One

Description: The Priest says a prayer to their deity and touches their head to the ground.

Fruitful Harvest

Base Difficulty: 13

Range: Touch

Area: One Village (up to 600) (+9)

Accuracy: 2

Resistance: 13

Maximize/Minimize/Control: Maximize Harvest

Faith: Varies

Holiness/Enchantment: No

Duration: One week

Prayer Length: 1 hour

Scope: Broad

Casters required: One

Description: The Priest says a prayer to their deity and touches their head to the ground.

Imbue Holy Might

Base Difficulty: 12
Range: Touch
Area: One weapon (+1)
Accuracy: 2
Resistance: 13
Maximize/Minimize/Control: Maximize Damage
Faith: Varies
Holiness/Enchantment: None
Duration: Permanent
Prayer Length: 1 second
Scope: Broad
Casters required: One
Description: The priest says this prayer while touching a weapon.

Imbue Righteous Anger

Base Difficulty: 12
Range: Touch
Area: One weapon (+1)
Accuracy: 2
Resistance: 13
Maximize/Minimize/Control: Maximize Speed
Faith: Varies
Holiness/Enchantment: None
Duration: Permanent
Prayer Length: 1 second
Scope: Broad
Casters required: One
Description: The priest says this prayer while touching a weapon.

Miraculous Machination

Base Difficulty: 21
Range: Touch
Area: One suit of armor (+1)
Accuracy: 2
Resistance: 13
Maximize/Minimize/Control: Maximize Movement, Unarmed, Melee and Slashing
Faith: None
Holiness/Enchantment: None
Duration: 1 day
Prayer Length: 1 hour
Scope: Specialized
Casters required: One
Description: The priest prays over a suit of armor and it comes to life to do the Priest's bidding.

Noble courage

Base Difficulty: 19

Range: 30 m

Area: All allies in range (up to 3048) (15)

Accuracy: 2

Resistance: 13

Maximize/Minimize/Control: Maximize courage

Faith: Varies

Holiness/Enchantment: None

Duration: One day

Prayer Length: 1 hour

Scope: Broad

Casters required: One

Description: Instill the faithful with more courage during trying times with this prayer.

Npoga's Remedy

Base Difficulty: 16

Range: Touch

Area: One character (+1)

Accuracy: 2

Resistance: 13

Maximize/Minimize/Control: Maximize Damage and Wounds

Faith: Varies

Holiness/Enchantment: None

Duration: Permanent

Prayer Length: 1 second

Scope: Broad

Casters required: One

Description: The power of prayer restores lost Damage and Wounds (broken bones, etc.).

Protection from evil

Base Difficulty: 16

Range: 3 m

Area: Up to 27 allies (+4)

Accuracy: 2

Resistance: 13

Maximize/Minimize/Control: Maximize Defense, Magic Resistance and Prayer Resistance

Faith: Varies

Holiness/Enchantment: Holiness

Duration: Concentration

Prayer Length: 1 second

Scope: Broad

Casters required: One

Description: Priests use the power of this prayer to protect the faithful.

Providence of the heart

Base Difficulty: 12
Range: 3 m
Area: Two characters (+2)
Accuracy: 2
Resistance: 13
Maximize/Minimize/Control: Maximize Love
Faith: Varies
Holiness/Enchantment: None
Duration: One week
Prayer Length: 1 second
Scope: General
Casters required: One
Description: With this prayer, a Priest can give love a chance.

Sacred Stoutness

Base Difficulty: 5
Range: Touch
Area: One person (1)
Accuracy: 2
Resistance: 13
Maximize/Minimize/Control: Maximize DR
Faith: Varies
Holiness/Enchantment: None
Duration: One hour
Prayer Length: 1 second
Scope: Broad
Casters required: One
Description: The faith of the Priest that casts this shields the character from harm.

Snare of the Righteous

Base Difficulty: 6
Range: 30 m
Area: One person (+1)
Accuracy: 2
Resistance: 13
Maximize/Minimize/Control: Minimize movement speed
Faith: Varies
Holiness/Enchantment: None
Duration: One hour
Prayer Length: 1 second
Scope: Specialized
Casters required: One
Description: The victim of this prayer has their -0.1 Walk/-0.3 Run/-0.5 Sprint speed per level of talent.

Vitality of the Virtuous

Base Difficulty: 7

Range: Touch

Area: One person (1)

Accuracy: 2

Resistance: 13

Maximize/Minimize/Control: Maximize Rec

Faith: Varies

Holiness/Enchantment: None

Duration: One day

Prayer Length: 1 second

Scope: Broad

Casters required: One

Description: This prayer allows them to make a second Recovery during that hour equal to their Prayer.

Wrathful Weapon

Base Difficulty: 13

Range: Touch

Area: One weapon (+1)

Accuracy: 2

Resistance: 13

Maximize/Minimize/Control: Maximize Movement and Melee or Slashing

Faith: None

Holiness/Enchantment: None

Duration: 1 day

Prayer Length: 1 second

Scope: Specialized

Casters required: One

Description: The priest prays over a single weapon and it comes to life to do the Priest's bidding.

Wondrous Wellness

Base Difficulty: 9

Range: Touch

Area: One person (1)

Accuracy: 2

Resistance: 13

Maximize/Minimize/Control: Maximize Rec

Faith: Varies

Holiness/Enchantment: None

Duration: One week

Prayer Length: 1 second

Scope: Broad

Casters required: One

Description: The power of prayer courses through the veins of the faithful.

Other Talents

There are other Talents besides Magic, Prayer and Technique. Use your imagination to devise a new Talent that best describes their character's special qualities. Talents cannot be added to skill rolls. Not even indirectly like adding to an attack roll. Talents cannot add to Abilities either. Below we will describe each of the current Talent mechanics:

Skill Replacement

Instead of rolling using one of the listed skills, you will roll using the Talent. These Talents should be specialized versions of existing skills (fencing for instance). In order to balance these Talents, it is necessary to allow players to add the Skill Modifiers for two abilities (Strength and Prowess for instance) and the Talent should count as two points of skill for each level of Talent. Finally, the Talent roll should be modified based on the following table:

Talent Scope Modifier	
Specialized (Talent can only be used in limited situations)	Roll, plus two Ability Skill Mods, plus two times the Talent, Talent can also negate one group of skill penalties up to the level of the Talent
Broad (Talent is limited, but could still be worked into many situations)	Roll, plus two Ability Skill Mods, plus two times the Talent, Talent can also negate one specific skill penalty up to the level of the Talent
General (Talent can be used in almost any situation)	Roll, plus two Ability Skill Mods, plus two times the Talent, no other special modifiers

Note: Consider the scope of the Talent from the perspective of the character's profession. For instance, Fencing might be specialized for a Librarian and General for a Mercenary.

Example: Fencing – This Talent comes into play any time a character is wielding a sword in combat (Melee or Slashing swords included). For most characters, this would be considered Broad. So the character would roll two dice, add their Prowess and Perception Skill Modifiers and two times their Fencing Talent. Since this is a Broad Talent, the character can also negate Initiative Penalties up to an amount equal to their Talent.

Re-Rolls

The level of your Talent will allow a specific number of re-rolls to an existing skill over a specific amount of time. Typically this type of Talent allows one re-roll per level of Talent per day of Game Time (the time the character experiences, not the time the player experiences). Base the way the re-rolls are handled from the following table

Talent Scope Modifier	
Specialized (Talent can only be used in limited situations)	Character can use whichever roll (old or new) that is more beneficial
Broad (Talent is limited, but could still be worked into many situations)	Character must take the new roll, even if it is worse
General (Talent can be used in almost any situation)	Character must take the new roll, even if it is worse. Characters cannot re-roll Unmodified 2's

Note: Consider the scope of the Talent from the perspective of the character's profession. For instance, Pottery would be General for an Artisan and Specialized for a Librarian.

Example: Disarm – Characters use this Talent to overcome traps. Since this is so specialized, characters can re-roll any attempt to detect or disarm traps and take whichever roll is more beneficial a number of times per day equal to their Disarm Talent.

Penalty Negation

You might be able to reduce Difficulty penalties for an existing skill, based on your level of Talent. Normally, a character can negate a number of difficulty modifiers equal to their Talent. The penalties that can be negated, depend on the scope of the Talent:

Talent Scope Modifier	
Specialized (Talent can only be used in limited situations)	Characters can negate most penalties for a specific skill
Broad (Talent is limited, but could still be worked into many situations)	Characters can negate a group of penalties for a specific skill
General (Talent can be used in almost any situation)	Characters can negate a specific penalty for a specific skill

Note: Consider the scope of the Talent from the perspective of the character's profession. For instance, Authority would be General for a Constable and Specialized for a Farmer.

Example: Authority – Authority negates penalties equal to their Talent for Intimidation.

Non-Skill Roll Bonuses

A Talent might affect things that cannot be influenced by skill rolls (Initiative for example). Use the table below to see what values can be affected by which Talents:

Talent Scope Modifier	
Specialized (Talent can only be used in limited situations)	Can even be used to modify numbers that have a limited range of values (e.g., Rec or Magic Resistance)
Broad (Talent is limited, but could still be worked into many situations)	Can only be used to modify numbers that have a wide or moderate range of values (e.g., Defense or Move)
General (Talent can be used in almost any situation)	Can only be used to modify numbers that have a wide range of values (e.g., Stun or Init)

Note: Consider the scope of the Talent from the perspective of the character's profession. For instance, Dueling would be General for a Gladiator and Specialized for a Librarian.

Example: Dueling – This Talent allows the character to add their Talent to their Defense when fighting with a single one-handed weapon and no shield.

Luck Replacement

A Talent might act like luck point in regard to an existing skill. Use the table below to determine how these pseudo-luck points can be used.

Talent Scope Modifier	
Specialized (Talent can only be used in limited situations)	Character can declare how much luck is being spent before or after the dice are rolled. Each point spent turns a failure to a success or adds a number of points to the roll equal to the level of the Talent
Broad (Talent is limited, but could still be worked into many situations)	Character can declare how much luck is being spent before or after the dice are rolled
General (Talent can be used in almost any situation)	Character must declare how much luck is being spent before the dice are rolled

Note: Consider the scope of the Talent from the perspective of the character's profession. For instance, Pilot would be General for a Sailor and Specialized for a Librarian.

Example: Diplomacy – This Talent allows the character to use their Talent level as Luck points on all Persuasion rolls. This Talent is Broad, the character can decide before or after the dice are rolled.

Build and Spend

A Talent can also work by allowing you to build special feats and then use those feats by spending points based on the level of your Talent. Magic and Prayer use a similar system.

Example: Martial Arts – This Talent replaces the unarmed skill. Character's can learn a Martial Arts attack, even if they cannot afford the Build cost of it and once they learn it, they do not forget it. Characters declaring a Martial Arts Attack Type gain a +1 Initiative. The character's attack must have a Build Cost equal to or less than your Martial Arts Talent Level. When attacking with Martial Arts, players will roll two dice, add the skill modifier for Prowess, two times their Talent and the accuracy of the Martial Arts attack used this round.

Martial Arts Build Costs		
Stat	Base	Cost Per
Accuracy	1	1
Damage	3	1 per 2 Damage
Stun	+2	Per -1
Range Attack	No	1
Range Increment	0	1
Minimum Reach	1	-1
Maximum Reach	1	1

Note: The Build cost is zero (0) for a base attack and reducing the values refund points (i.e., -1 Stun reduces the Build Cost by one point)

Chop

Cost: 1
Acc: 0
DMG: 3
Stun Mod: +0
Range/Range Increment: N/A
Min Reach: 1
Max Reach: 1

Knuckle Punch

Cost: 2
Acc: 1
DMG: 7
Stun Mod: +1
Range/Range Increment: N/A
Min Reach: 1
Max Reach: 1

Combo punch

Cost: 3
Acc: 1
DMG: 7
Stun Mod: +0
Range/Range Increment: N/A
Min Reach: 1
Max Reach: 1

Jump Kick

Cost: 4
Acc: 2
DMG: 5
Stun Mod: +1
Range/Range Increment: N/A
Min Reach: 1
Max Reach: 3

Qi Punch

Cost: 5
Acc: 1
DMG: 11
Stun Mod: +0
Range/Range Increment: N/A
Min Reach: 1
Max Reach: 1

Tiger Claw

Cost: 6
Acc: 1
DMG: 9
Stun Mod: +0
Range/Range Increment: N/A
Min Reach: 1
Max Reach: 3

Qi Kick

Cost: 7
Acc: 2
DMG: 11
Stun Mod: +0
Range/Range Increment: N/A
Min Reach: 1
Max Reach: 2

Flying Jump Kick

Cost: 8
Acc: 1
DMG: 11
Stun Mod: +0
Range/Range Increment: N/A
Min Reach: 2
Max Reach: 5

Vital Point

Cost: 9
Acc: 1
DMG: 19
Stun Mod: +0
Range/Range Increment: N/A
Min Reach: 1
Max Reach: 1

Qi attack

Cost: 10
Acc: 1
DMG: 15
Stun Mod: +0
Range/Range Increment: 2
Min Reach: 1
Max Reach: 1

New Skills

Players are encouraged to come up with new talents. However, in order to maintain game balance, it is suggested that when making a new skill, make one for each Ability. For instance, if a player wanted to make a new skill called Blacksmith and they did not want to use a Talent, they would need to create ten (10) skills and assign each to an Ability (Weaving, Tailoring, Jewelry, Carpentry, Sculpting, Tanning, Cooking, Cobbling and Glassware for example). Although in this example, this might be a lot of work for nothing since these are all covered by Artisan.

Combat

Concepts

Action Type

This is the general category that a character's action falls into during a Round. This cannot change during the Round, but may be changed from Round to Round.

Ambush

Any time one or more characters are not aware that combat is taking place, this is an Ambush.

Attack Maneuver

Most characters will use the "Normal" Attack Maneuver, but there may be times where doing more Damage or Stun Mod is important and in these times, Attack Maneuvers are vital.

Called Shot

This is an Attack Maneuver used to maximize Damage. Characters try to aim for vital point in the enemy's body with this Attack Maneuver.

Charge

This refers to any attack where the character moves before the attack.

Combat Phase

The part of the Round where characters take turns resolving their declared attacks.

Dead

Once a character has been Dying for 60 seconds or more, they are declared Dead and cannot be revived. Judges may allow Divine intervention or a holy or enchanted item to restore life, but this is solely at their discretion.

Deathblow

This is an attack against an unconscious character intended to kill.

Disarm

This is a special Attack Maneuver. This is, essentially, an attack against a weapon instead of a character. To disarm, the attacker and defender make skill rolls for the weapons they are wielding. Modify the Defender's skill roll by the Accuracy of the weapon.

Dual Attack

Attacking with a weapon in each hand.

Dual Feint

A feint attempted while wielding a weapon in each hand.

Dual Wield Defensively

Attacking normally with one weapon while wielding a weapon defensively in the other hand.

Dying

The 60 second period after a deathblow has been made, but before the character is considered dead. It is advisable that NPCs are granted this same Dying state as the characters.

End Phase

Recovery, spell effects and other things are resolved, in turn during the End Phase of each Round.

Fastest

A relative term referring to the character with the best Initiative this Round.

Feint

A special Action Type involving drawing the target's defenses off balance or out of position by imitating an attack and then following that up with a real attack to another part of the target immediately afterwards.

Flanking

If you are facing your target and your target is not facing you, you are flanking your target.

Initiative Phase

During this Phase of the Round, characters take turns declaring action types and rolling Initiative.

Movement Phase

Characters take turns moving during this phase of the Round.

Phase

Phase is a distinct part of a Round where characters take turns performing specific actions.

Pull Punch

Characters that wish to stun their targets can do so by using the Pull Punch Attack Maneuver. You can use this Maneuver even if you are not punching the target, so long as you are using a Combat Action Type.

Quickdraw

Any time a character wants to draw a weapon and attack in the same Round, they must use the Quickdraw modifier.

Round

Round is one second of combat, characters step through phases where they take turns performing the various actions required by that phase until the Round is over and the next one starts.

Run

Characters that declare an Action type besides Non-Combat are limited to their modified Run speed as their maximum speed this Round. And are considered Running if they move more than their modified Walk speed.

Set vs. Charge

This is a special Action Type where the character does not move, but instead prepares for a Charge Attack.

Slowest

A relative term referring to the character with the worst Initiative this Round.

Sprint

This is the maximum speed a character can move on foot. This can only be moved when a character declares a Non-Combat Action Type and is not using a Skill or Talent that prevents them from Sprinting.

Stun Save

Any time a character takes Damage and a Stun Save is called for or any time the rules call for a Stun Save, the character must Roll and add their character's Stun Save modifier for their Stat, Armor and condition.

Turn

Each character will have several Turns in which they will take a specific action, like moving, before or after another character.

Wound

Each time an Attacker rolls an Unmodified 12 for their Attack Roll, he has wounded his target. Any Talent that affects wounds will affect the Damage or other effects caused by a Wound as well.

Mechanics

Combat Rounds

When a player has announced their intention to resort to violence, combat rounds begin. Combat Rounds are one second long. They are divided into Phases in which players take turns performing specific actions.

Initiative Phase

Players take turns determining which character is Fastest this Round.

Declare Action Type

Characters declare their Action Type. The Action Types are pretty vague, so the order that players declare will not affect strategies or tactics. You could use playing cards or dice to declare the Action Type if this becomes a concern among the players.

Initiative modifiers Table	
Character's Init Modifier	Off of the character sheet
Dual Feint	-2
Feint	-2
Charge	-3
Set vs. Charge	-2
Weapon Used	Add the Speed of the weapon
Armor worn	Add the lowest Speed of the armor worn
Damage Modifier	Based on the amount of Damage the character has

Combat Action Type

Defend, Attack, Dual Wield Defensively, Dual Attack, Dual Feint, Feint, Charge, Set vs. Charge, Ready/Reload a weapon and Using a technique are considered Combat Action Types. Other Talents may be considered a Combat Action Type depending on the design and the Judge's approval.

When declaring Attack, Dual Wield Defensively, Dual Attack, Dual Feint, Feint, Charge and Set vs. Charge you must declare which weapon you are using in your main hand. This way, the weapon speed can be factored into initiative. You need not declare anything else but the Action Type and the weapon.

When Dual Wielding Defensively, the character must have two one-handed weapons available. This action type may be used during the round that you quickdraw at Judge's discretion.

To declare Dual Attack or Dual Feint action type, a character must have two weapons readied.

Charge action types involve using momentum to exert more force. A character must move this round, if they are unable or unwilling to move this round, they forfeit their attack this round.

Charge Attack modifier Table	
Distance Moved	Attack Modifier
1	+0
2	+1
3	+2
4	+3
5	+4
6	+5
7	+6
8	+7
9	+8
10	+9
11	+10
12	+11

When declaring a Set vs. Charge action type, a character cannot move this round.

When using a Ready a weapon or Reload Action Type characters can move as much as their Run speed and get the combat action type defense level, but cannot attack this round.

Using a technique or other Talents that create a new Combat Action Type will have their own special rules.

Non-Combat Action Type

The types of Non-Combat Action Types are limitless. If you are planning on Sprinting, casting a spell, performing a prayer or anything that is not defined as a Combat Action Type, you simply declare a Non-Combat Action Type. There is no need to reveal the actual action planned.

Only characters that declare Non-Combat can use their Sprint speed to move.

Determine Initiative

Roll the dice and modify accordingly. The character with the highest modified total is the “Fastest” character this Round. During each subsequent phase, characters will act either from Fastest to Slowest or Slowest to Fastest depending on the rules. If two characters have the same modified init, determine that is faster by first comparing character’s initiative modifier (including modifier for Damage and armor). If they are still tied, then compare weapon speed. If they are still tied, compare unmodified die rolls. Finally, re-roll between the tied characters without modifiers until the characters have unique rolls and the highest roll is faster.

Movement Phase

Characters will take turns moving during this Phase. They move from the slowest initiative to the fastest. This gives the Fastest character the tactical advantage of knowing the situation and moving accordingly.

Running, sprinting

Any standing character can move up to their Run Speed, as long as they are not using Set vs. Charge or casting a spell, performing a prayer or Concentrating. Only characters that declare a Non-combat Action Type can Sprint.

Concentrating, spells, prayers and techniques

Characters that move forfeit the ability to cast a spell, perform a prayer or Concentrate this turn. If the character was Concentrating on a spell, prayer, technique or other Talent, that effect ends immediately.

If the character declared a Non-Combat Action Type and wants to cast a spell, they must not move and must declare what spell they are casting on their turn. The effects of the spell are resolved during the End Phase.

Characters that want to perform a prayer must not move and must declare what prayer they are performing on their turn.

Characters that declared the Using a technique Combat Action Type may move up to their Run speed and must declare what technique they are using during their turn.

Crawling, climbing, wading, sneaking, swimming, jumping and turning

Certain characters can only move at Walk speed, these include characters that are crawling, climbing, wading and sneaking. Not only that, but many types of terrain have movement penalties as well.

Characters that are swimming should roll their Athletics skill, then move the appropriate amount.

Jumping characters move to just past their jump, then roll, then modify their location according to their roll. Then continue moving from their new location if they have any movement left.

Combat Phase

During this phase, characters take turns attacking each other. Combat is not simultaneous, so characters that are damaged during this Round may perform worse in subsequent turns and phases.

Attack Modifiers Table	
Factor	Modifier
Skill	Level of Skill for weapon used
Ability	Skill Mod for Skill
Weapon Accuracy	Acc of Weapon used
Skill modifier for attacker's armor	Lowest Skill Stat of Armor worn
Feint	+2 Attack
Charge	-1 Attack
Set vs. Charge	+4 Attack (vs. Charge Action Type only)
Dual Attack	-1 for the second attack if first attack misses, +1 for second attack if first attack hits if both attacks are against the same target
Dual Attack	-2 for second attack if first attack misses, -4 for second attack if first attack hits if the second attack is against a different target
Dual Feint	+1 for first attack

Attack Modifiers Table	
Factor	Modifier
Dual Feint	-1 for second attack if first attack misses, +2 for second attack if first attack hits
Called Shot	-2
Pulled Punch	-2
Disarm	-Accuracy of the weapon being disarmed
Movement modifier	-1 per m moved
Movement modifier (Charging)	+1 per m moved
Quickdraw	-2
Offhand	-1
Flanking target	+2
Ambush	+6
Attacker performing Acrobatics	-3
Defender performing Acrobatics	-4
Partial cover	-3
Full cover	-5
Partially blind	-3
Fully blind	-6
On higher ground	+2
On lower ground	-1
Target Partially Restrained	+3
Target Fully Restrained	+6
Attacker Partially Restrained	-6
Size: Small	-3 (Smaller than a gnome)
Size: Large	+3 (Larger than an ogre)

Dual wield

Characters with a one-handed weapon in each hand and the Dual Wield skill can use the Dual Attack, Dual Feint and Dual Wield Defensively Action Types. Dual Attack and Dual Feint allows a character to attack one character twice or or two characters once each. Characters that are using quickdraw can only use one weapon to attack or can Dual Wield Defensively.

Attack maneuvers

Characters can use Attack Maneuvers to focus on Damage or Stun Save. Attack Maneuvers sacrifice Accuracy to maximize this one effect.

Disarming

Disarming is an Attack Maneuver against a weapon instead of a character. To disarm, the attacker and defender make skill rolls for the weapons they are wielding. Modify the Defender's skill roll by the Accuracy of the weapon.

Quickdraw

A character is considered to be Quickdrawing if they are drawing the weapon and attacking with it in the same round. Depending on how cumbersome the weapon is and where it is, a Quickdraw may not be possible.

Ambush & flanking

If a character attacks from behind or beside another character, they get the Flanking bonus. Characters get the Ambush bonus, only if they are unknown to the target (as determined by a contested roll between Stealth and Awareness). The Flanking bonus can never be gained from frontal attacks and the Ambush bonus can only be gained for a frontal attack if the attack is a ranged attack (i.e., uses Missile) and the attacker beats the target's Awareness roll with their Stealth roll and is a number of meters away greater than the target's Awareness Roll.

Stun Save

The Stun Save and Damage is lined up in columns. The first column of Stun Save is labeled "N/A." When characters have taken no Damage, or Damage on the character sheet is in this column, then no Stun Save is required. If the Damage track extends past the "N/A" column, then a Stun Save is required. Use the Stun Save column that corresponds to the deepest column of Damage. Character that get hit, must make a Stun Save if they have enough Damage to require one. Even if that hit itself did no Damage.

Example:

Trobor has four Damage. He gets hit for seven more Damage (for a total of 11 Damage), he now needs to roll 5 or higher to remain conscious.

If the target fails their stun save, they are unconscious for a number of minutes equal to the number they failed their save by (If they fail because they rolled an Unmodified 2, but their modified save would have succeeded, they are unconscious for a number of seconds equal to the damage sustained, with a minimum of one full second)

Deathblows

When a character attacks an unconscious character that has a full Damage track, this is called a deathblow. If the attack hits and succeeds in doing Damage, the target is now in a Dying state. Characters that are "Dying" have 60 seconds to live. For the first 30 seconds dying characters may whisper (other characters must be within three meters to hear them or make an Awareness Roll with a Difficulty equal to 8 + the distance in meters) and may hand another character a note or other small object (Size Small weighing 0.5 kg or less), but may not attack, defend or use any Skill or Talent without the Judge's approval. After the first 30 seconds are over, the character lies still and another character must make a Simple Medicine Skill Roll to determine that the character is still alive. Dying characters can be revived by Very Difficult Medicine Skill Roll or through healing via Prayer or Technique. Once the full 60 seconds has elapsed, the character is "Dead" and cannot be revived through Medicine, Prayer or Technique.

End Phase

The End Phase is when spells, prayers and non-combat techniques and Talents are resolved, as well as Damage is recovered. Players will take turns from Fastest to Slowest resolving any of these that apply to their character. Characters that receive Damage will still make a Stun Save normally.

Prayers, spells and techniques

Players do not need to announce what target their Spells, Prayers or Techniques and non-combat Talents are directed at until their turn in the End Phase. When their turn comes up, each character that declared a non-combat action that is completed this turn resolve it now. This might also include drinking potions, using the Medicine skill or any other number of actions. Basically, you want to follow

the rules of the action you declared, if casting a spell, performing a prayer or using a technique follow the rules of the specific action declared.

Recovery

Characters can use their natural recovery during combat. Damage is removed from the character sheet at a rate of Rec per day. Damage Recovery does not have to be 24 hours apart, and each game day starts at the stroke of midnight.

Unconscious characters can still use Rec, and can even make a Stun Save to regain consciousness if they do. Characters that are not unconscious do not make a Stun Save after using Rec. Characters that are Dying cannot use Rec.

Characters can spend three (3) luck to get a Rec Recovery during this phase if they wish and have enough luck.

Combat Round Order

1. Initiative Phase

a. Declare Action Type:

- i. Non-Combat (This includes moving, while not attacking, spells, prayers and Concentrating)
- ii. Attack (Declare weapon used)
- iii. Defend (Character can use Dodge, Slashing, Melee or Unarmed)
- iv. Dual Wield Defensively (Must have two one-handed weapons available. May be used during the round that you quickdraw at Judge's discretion.)
- v. Dual Attack (Must have two weapons prepared already)
- vi. Dual Feint (Must have two weapons prepared already)
- vii. Feint (Declare weapon used)
- viii. Charge (Declare weapon used, character must move this round)
- ix. Set vs. Charge (Declare weapon used, character cannot move this round)
- x. Ready a weapon or Reload (characters can only move at Run speed this round)
- xi. Using a technique

b. Determine Initiative

- i. Roll two dice
- ii. Modify the roll for:
 1. Character's Initiative modifier
 2. Action Type
 - a. Dual Feint: -2
 - b. Feint: -2
 - c. Charge: -3
 - d. Set vs. Charge: -2
 3. Weapon Used
 4. Armor worn
 5. Damage Modifier
- iii. Characters compare initiative, highest totals indicate the fastest character this round. Determine tiebreakers by comparing:
 1. Character's Initiative modifier
 2. Weapon Speed
 3. Unmodified Die Roll
 4. Unmodified Roll-off between people that are tied

2. Movement Phase

- a. Characters take turns moving, from slowest to fastest
- b. Each character must complete their move before the next fastest character can move

- c. Characters that cannot move because of a talent they are using this Round must declare how they are using that talent (e.g., which spell they are casting or which prayer they are performing). Characters using a technique can move up to Run speed, but must still declare which technique they are using before the next character begins their move
- d. Characters can move one meter for each point of movement, and must obey the following:
 - i. Max speed is Run if a Combat Action type is declared
 - ii. Jumping costs double the distance jumped in meters, even if the Athletics roll fails
 - iii. Half speed moving through water
 - iv. Half speed moving through dense underbrush
 - v. Half speed while crawling
 - vi. Half speed while climbing
 - vii. Max speed is Walk while crawling, climbing, using Stealth or wading in water above hip deep
- e. You can save partial movement points (Never equal to or greater than one whole point) for one round only. If they cannot be used the next round or if the character does not move, they are lost
- f. Characters using Magic or Prayer or concentrating on Magic or a Prayer cannot move

3. Combat Phase

- a. Characters that declared a combat Action Type take turns resolving their attacks. In order, from fastest to slowest
- b. Combat is not simultaneous. If a character is damaged before their turn, they act with the new penalty if they make their stun save. They do not get to act if they fail their stun save
- c. Characters that declared Dual Attack or Dual Feint will resolve both attacks on their turn
- d. The attacking character must declare the following:
 - i. The target of their attack
 - ii. Attack Maneuver:
 - 1. Normal (Character uses a normal attack if no maneuver is declared)
 - 2. Called Shot
 - 3. Pulled Punch (Can be used with non-punching attacks too)
 - 4. Disarm
- e. Roll two dice (An Unmodified 12 always hits and an Unmodified 2 always misses) and modify for:
 - i. Add the Skill Modifier for the Ability used by the skill for the weapon wielded (e.g., add the Strength Skill Mod if attacker is using a Slashing Weapon)
 - ii. Add the Skill Level for the weapon used (for the second weapon used while dual wielding, use the lower of the weapon skill for the weapon equipped (e.g. Melee for a spear) or the Dual Wield skill)

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iii. Attack Action used

1. Feint: +2 Attack
2. Charge: -1 Attack
3. Set vs. Charge: +4 Attack (Only applicable if their target declared a Charge Action Type)
4. Dual Attack: -1 for the second attack if first attack misses, +1 for second attack if first attack hits if both attacks are against the same target
5. Dual Attack: -2 for second attack if first attack misses, -4 for second attack if first attack hits if the second attack is against a different target
6. Dual Feint: +1 for first attack
7. Dual Feint: +2 for second attack if first attack misses, -1 for second attack if first attack hits

iv. Attack Maneuver used

1. Called Shot: -2 Acc, +3 DMG
2. Pulled Punch: -2 Acc, -1 Stun

v. Weapon Accuracy

vi. Skill modifier for attacker's armor

vii. Movement modifier

1. Attacker moving: -1 per m if not Charging
2. Attacker moving: +1 per m if Charging

viii. Circumstantial modifiers

1. Quickdraw: -2
 - a. Apply this if character wants to draw their weapon and attack in the same turn. Judge must approve this action
2. Offhand: -1
3. Flanking target: +2
4. Ambush: +6
5. Acrobatics: -3
 - a. Apply this if the attacker is using Acrobatics stunts
6. Partial cover: -3
7. Full cover: -5
8. Partially blind: -3
9. Fully blind: -6
10. On higher ground: +2
11. On lower ground: -1
12. Target Partially Restrained: +3
13. Target Fully Restrained: +6
14. Partially Restrained: -6
15. Size: Small: -3
16. Size: Large: +3

- f. Compare to the target's modified Defense. Modified with:
 - i. If a character declared Defend as their Action Type, Roll two dice and modify for skill, ability and skill modifier for armor
 - ii. Armor modifier
 - iii. Movement modifier
 - 1. Defender moving: +1 per meter
 - iv. Other modifiers
 - 1. Performing a non-combat action: -3
 - 2. Performing acrobatics: +4
 - 3. Dual Wielding Defensively: +1 and an additional +1 for every two full points of Dual Wield skill
- g. If you equal or exceed the modified defense value, you have hit your target
- h. Apply the damage rating of the weapon used, modified by:
 - i. Adding one for each two full points that your modified attack roll exceeded the target's modified defense by
 - ii. Adding Damage equal to the Damage bonus of the Attack Maneuver used
 - iii. Reducing by the DR of the target and the armor they are wearing
- i. Check for Wounds
 - i. Did the Attacker roll an Unmodified 12, if not, there is no Wound
 - ii. Did the Attacker hit their target, if not then do Damage equal to the lower of the DMG rating of the weapon used or the Skill Level of the Skill used. Ignore the target's DR
 - iii. Did the Attacker hit their target, but the target's DR reduced the DMG to zero or below, If so, reduce either the target's Armor DR or their DR Stat by 1 (Target's Choice, Armor DR cannot be reduced below zero)
 - iv. Did the Attacker hit their Target and do Damage, if so, the Target is scarred, reduce either the target's Appearance or Reputation (Attacker's Choice, never reducing it below -10)
- j. Check to see if a Stun Save is required. Consult the stun save that corresponds to the current Damage column (characters still need to save even if this attack did no Damage).. Roll two dice (An Unmodified 12 always succeeds and an Unmodified 2 always fails) and add the following modifiers:
 - i. Target's Stun Save Mod
 - ii. Stun Mod for their armor
 - iii. Stun save modifier for the weapon used against them
 - iv. Add one to the Stun save target for every 4 full points that your modified attack roll exceeds the target's modified defense by
 - v. Stun Mod for the Attack Maneuver used
 - vi. Character's that have a full Damage Track make a save with an additional penalty equal to the amount of Damage done to them in this attack
- k. If the target fails their stun save, they are unconscious for a number of minutes equal to the number they failed their save by (If they fail because they rolled an Unmodified 2, but their modified save would have succeeded, they are unconscious for a number of seconds equal to the damage sustained, with a minimum of one full second)

I. Deathblow

- i. If a character attacks another character that is unconscious and their Damage track is full, that attack is a deathblow. Otherwise, they just do Damage as normal

4. End Phase

- a. Characters take turns resolving the Round, from fastest to slowest
- b. Characters resolve Magic, Prayer or Affinity effects they created with spells, prayers or techniques they finished this Round. If Damage is done, Stun Saves are made now if required
- c. Characters can recover Damage at the end of any round (even if they are unconscious, but not if they are Dying)
 - i. Characters can spend three (3) luck to get a Rec Recovery during this phase if they wish and have enough luck
- d. Characters that have received a Deathblow are "Dying" have 60 seconds to live. For the first 30 seconds dying characters may whisper (other characters must be within three meters to hear them or make an Awareness Roll with a Difficulty equal to 8 + the distance in meters) and may hand another character a note or other small object (Size Small weighing 0.5 kg or less), but may not attack, defend or use any Skill or Talent without the Judge's approval.

Character Creation

Background

Players should take a moment and think about what kind of character they want to make. Time should be spent talking to other players in the group and the Judge to come up with an original idea that has the players excited to see what they can do.

Example:

Leroy comes up with the idea of making an Ork named Vextar. He was a Caravan guard until he was caught up in a life of adventure.

Talents

What is the character's Talent? All beginning characters start with a Talent at level one. Their Talent can only be increased through experience.

Example:

Vextar picks a Talent he calls Instinct, it adds his Talent Level to his Initiative.

Nation of origin

Choose the nation your character will be from and note it on the character sheet. If a character is a Different race than the Primary Inhabitant of their Nation of Origin, Use the Bonus Ability and Skills of their Nation and the special Ability of the Race they are.

Example:

As an Ork, he comes from one of the Tribes of Oni-Sulu.

Ability Points

Beginning characters spend Ability Points (APs) to buy their abilities. No character can have ability below two or above 10 (unless they get a bonus to that ability). Most Judges will give you 500 APs to build your starting character with, you will spend them on all ten abilities using the costs below:

AP Cost Table		
Ability	Bonus Ability	Cost
2	3	5
3	4	10
4	5	15
5	6	25
6	7	35
7	8	50
8	9	65
9	10	80
10	11	100

Average characters will have Attributes ranging from 5 to 7 with 6 being the average for most abilities.

Example:

Vextar will have: PA 8 (65), PC 8 (65), MA 7 (50), MC 7 (50), SA 6 (35), SC 6 (35), SoA 6 (35), SoC 6 (35), EA 7 (50) and EC 10 (only 80 since it is his Bonus ability) for a total of 500 APs.

Ability descriptions and bonuses

Prowess

Also known as Physical Ability (PA for short), this is a measure of a character's physical speed and dexterity.

Prowess Bonuses Table							
PA	Skill Mod	App	Def	DR	Enemy	Init	Rec
2	-4	1	+0	+0	-1	-1	1
3	-3	1	+0	+0	+0	+0	2
4	-2	1	+0	+0	+0	+0	2
5	-1	2	+0	+0	+0	+0	2
6	+0	2	+0	+0	+0	+0	3
7	+1	2	+1	+1	+0	+0	3
8	+2	3	+1	+1	+1	+1	4
9	+3	3	+1	+1	+1	+1	4
10	+4	3	+1	+1	+1	+1	4
11	+5	4	+2	+2	+1	+1	5

App

This ability determines a character's base Appearance Stat. Appearance can impact interpersonal skills.

Def

This bonus adds to your character's Defense. Defense is the unmodified Target Number to hit this character with an attack.

DR

This bonus adds to DR or Damage Resistance. DR reduces the Damage a character takes from each attack.

Enemy

This Bonus affects the number of Enemies that the character starts with.

Init

This bonus adds a character's Init score. Determines how fast a character is in combat.

Rec

Prowess (PA) is used to determine a character's base Recovery (Rec) stat. This is used to remove Damage from the character's character sheet.

Strength

Strength is not only a measure of physical strength, but of your Physical Capacity (or PC) to continue working when others would tire.

Strength Bonuses Table							
PC	Skill Mod	App	DR	Enc	Enemy	Rec	Stun
2	-4	+1	-2	+0	-1	-1	-1
3	-3	+1	-1	+1	+0	+0	-1
4	-2	+1	-1	+1	+0	+0	-1
5	-1	+2	0	+1	+0	+0	+0
6	+0	+2	0	+1	+0	+0	+0
7	+1	+2	1	+2	+0	+0	+0
8	+2	+3	1	+2	+1	+1	+1
9	+3	+3	2	+2	+1	+1	+1
10	+4	+3	2	+2	+1	+1	+1
11	+5	+4	3	+2	+1	+1	+2

App

This bonus adds to a character's Appearance Stat. Appearance can impact interpersonal skills.

DR

Strength determines a character's base DR or Damage Resistance. DR reduces the Damage a character takes from each attack.

Enc

This bonus adds to a character's Encumbrance Increment. Each kilograms of equipment equal to this increment reduces the Sprint speed by 0.5.

Enemy

This Bonus affects the number of Enemies that the character starts with.

Rec

This bonus is used to determine a character's base Recovery (Rec) stat. This is used to remove Damage from the character's character sheet.

Stun Mod

This bonus adds to the character's Stun Save.

Perception

Perception is a character's ability to use and combine information and ideas, also known as Mental Ability (MA).

Perception Bonuses Table							
MA	Skill Mod	App	Def	Destiny	Init	Move	SL
2	-4	+0	5	+1	-1	-1	+0
3	-3	+0	5	+1	+0	+0	+0
4	-2	+0	6	+1	+0	+0	+0
5	-1	+0	6	+2	+0	+0	+0
6	+0	+0	7	+2	+0	+0	+0
7	+1	+1	7	+2	+0	+0	+1
8	+2	+1	7	+3	+1	+1	+1
9	+3	+1	8	+3	+1	+1	+1
10	+4	+1	8	+3	+1	+1	+1
11	+5	+2	9	+4	+1	+1	+2

App

This bonus adds to a character's Appearance Stat. Appearance can impact interpersonal skills.

Def

This ability determines your character's Starting Defense. Defense is the unmodified Target Number to hit this character with an attack.

Destiny

This ability adds to the character's starting Destiny Points.

Init

This bonus adds a character's Init score. Determines how fast a character is in combat.

Move

This bonus adds to your unencumbered Sprinting speed. Is used to calculate Walk and Run speed as well.

SL

This bonus adds to a character's Skill Levels (or SL).

Intelligence

Intelligence is a measure of how quickly you can recall information and how well you can absorb new information, also known as Mental Capacity (MC for short).

Intelligence Bonuses Table							
MC	Skill Mod	Destiny	Enemy	Init	Luck	SL	Stun
2	-4	+0	+1	+0	+0	+8	-1
3	-3	+0	+1	+0	+0	+9	-1
4	-2	+0	+1	+0	+0	+10	-1
5	-1	+0	+1	+0	+0	+11	+0
6	+0	+1	+1	+0	+0	+12	+0
7	+1	+1	+1	+0	+1	+13	+0
8	+2	+1	+1	+0	+1	+14	+1
9	+3	+1	+2	+1	+1	+15	+1
10	+4	+2	+2	+1	+1	+16	+1
11	+5	+2	+2	+1	+2	+17	+2

Destiny

This ability adds to the character's starting Destiny Points.

Enemy

This Bonus affects the number of Enemies that the character starts with.

Init

This bonus adds a character's Init score. Determines how fast a character is in combat.

Luck

This bonus adds to a character's Luck Stat.

SL

A character's base Skill Levels (or SL) is determined by a character's Intelligence.

Stun Mod

This bonus adds to the character's Stun Save.

Wisdom

Wisdom is a measure of your character's ability to act according to their religion, also known as Spiritual Ability (or SA).

Wisdom Bonuses Table							
SA	Skill Mod	Def	Destiny	Friend	Luck	Rec	SL
2	-4	+0	+0	+1	1	+0	+0
3	-3	+0	+0	+1	2	+0	+0
4	-2	+0	+0	+1	2	+0	+0
5	-1	+0	+0	+1	3	+0	+0
6	+0	+0	+1	+1	3	+0	+0
7	+1	+0	+1	+1	4	+1	+1
8	+2	+0	+1	+1	4	+1	+1
9	+3	+1	+1	+2	5	+1	+1
10	+4	+1	+2	+2	5	+1	+1
11	+5	+1	+2	+2	6	+2	+2

Def

This bonus adds to your character's Defense. Defense is the unmodified Target Number to hit this character with an attack.

Destiny

This ability adds to the character's starting Destiny Points.

Friend

This Bonus affects the number of Friends that the character starts with.

Luck

This is a character's base Luck Stat. Luck can be used to modify die rolls. These luck points are replenished when the Judge awards XPs.

Rec

This bonus is used to determine a character's base Recovery (Rec) stat. This is used to remove Damage from the character's character sheet.

SL

This bonus adds to a character's Skill Levels (or SL).

Faith

Faith represents the courage of your convictions and your ability to withstand contradictions to your beliefs. It is also known as Spiritual Capacity (or SC).

Faith Bonuses Table							
SC	Skill Mod	Destiny	DR	ENC	Luck	Rep	Stun
2	-4	1	-1	2	+0	+0	+0
3	-3	1	-1	2	+0	+0	+0
4	-2	1	-1	3	+0	+0	+0
5	-1	2	+0	3	+0	+0	+0
6	+0	2	+0	4	+0	+1	+0
7	+1	2	+0	4	+1	+1	+1
8	+2	3	+1	5	+1	+1	+1
9	+3	3	+1	5	+1	+1	+1
10	+4	3	+1	6	+1	+2	+1
11	+5	4	+2	6	+2	+2	+2

Destiny

This ability determines the base for a character's starting Destiny Points.

DR

This bonus adds to DR or Damage Resistance. DR reduces the Damage a character takes from each attack.

Enc

Faith determines a character's base Encumbrance Increment. Each kilograms of equipment equal to this increment reduces the Sprint speed by 0.5.

Luck

This bonus adds to a character's Luck Stat.

Rep

This bonus adds to the character's starting reputation.

Stun Mod

This bonus adds to the character's Stun Save.

Cunning

Cunning is a measure of a character's raw talent at manipulating social situations, this is sometimes known as Social Ability (or SoA).

Cunning Bonuses Table							
EA	Skill Mod	App	Enemy	Init	Luck	Move	Wealth
2	-4	+0	1	-2	-1	+0	+40
3	-3	+0	1	-1	+0	+0	+60
4	-2	+0	1	-1	+0	+0	+80
5	-1	+0	1	+0	+0	+0	+100
6	+0	+0	1	+0	+0	+0	+120
7	+1	+1	1	+0	+0	+1	+140
8	+2	+1	1	+1	+1	+1	+160
9	+3	+1	2	+1	+1	+1	+180
10	+4	+1	2	+2	+1	+1	+200
11	+5	+2	2	+2	+1	+2	+220

App

This bonus adds to a character's Appearance Stat. Appearance can impact interpersonal skills.

Enemy

This more Cunning a character is, the more Enemies that the character starts with.

Init

This ability determines a character's starting Init score. Determines how fast a character is in combat.

Luck

This bonus adds to a character's Luck Stat.

Move

This bonus adds to your unencumbered Sprinting speed. Is used to calculate Walk and Run speed as well.

Wealth

This bonus adds to the starting Wealth in Silver Coins (SC).

Integrity

Integrity is a character's ability to keep their cool under social pressure and the ability to convey honesty, can be called Social Capacity (or SoC).

Integrity Bonuses Table							
SoC	Skill Mod	DR	Enc	Friend	Rep	Stun	Wealth
2	-4	-1	+0	1	+0	-3	+20
3	-3	-1	+1	1	+0	-2	+30
4	-2	-1	+1	1	+0	-1	+40
5	-1	+0	+1	1	+0	+0	+50
6	+0	+0	+1	1	+1	+0	+60
7	+1	+0	+2	1	+1	+1	+70
8	+2	+1	+2	1	+1	+2	+80
9	+3	+1	+2	2	+1	+2	+90
10	+4	+1	+2	2	+2	+3	+100
11	+5	+2	+2	2	+2	+4	+110

DR

This bonus adds to DR or Damage Resistance. DR reduces the Damage a character takes from each attack.

Enc

This bonus adds to a character's Encumbrance Increment. Each kilograms of equipment equal to this increment reduces the Sprint speed by 0.5.

Friend

The more Integrity a character has, the more Friends that the character starts with.

Rep

This bonus adds to the character's starting reputation.

Stun Mod

This ability determines a character's base Stun Save Modifier.

Wealth

This bonus adds to the starting Wealth in Silver Coins (SC).

Motivation

Motivation is a character's ability to prepare for the future and see gain where others might see loss, known as Economic Ability (or EA).

Motivation Bonuses Table							
EA	Skill Mod	Friend	Move	Rec	Rep	SL	Wealth
2	-4	-1	5	+0	+1	-1	+40
3	-3	+0	5	+0	+1	+0	+60
4	-2	+0	6	+0	+1	+0	+80
5	-1	+0	6	+0	+2	+0	+100
6	+0	+0	7	+0	+2	+0	+120
7	+1	+0	7	+1	+2	+0	+140
8	+2	+1	8	+1	+3	+1	+160
9	+3	+1	8	+1	+3	+1	+180
10	+4	+1	9	+1	+3	+1	+200
11	+5	+1	9	+2	+4	+1	+220

Friend

This Bonus affects the number of Friends that the character starts with.

Move

This ability determines your character's base unencumbered Sprinting speed. It is used to calculate Walk and Run speed as well.

Rec

This bonus is used to determine a character's base Recovery (Rec) stat. This is used to remove Damage from the character's character sheet.

Rep

This bonus adds to the character's starting reputation.

SL

This bonus adds to a character's Skill Levels (or SL).

Wealth

This bonus adds to the starting Wealth in Silver Coins (SC).

Resourcefulness

Resourcefulness is a measure of a character's ability to use whatever they have to prepare for the future, known as Economic Ability (or EC).

Resourcefulness Bonuses Table							
EC	Skill Mod	Def	Enc	Friend	Move	Rep	Wealth
2	-4	+0	-1	-1	+0	1	80
3	-3	+0	-1	+0	+0	1	120
4	-2	+0	-1	+0	+0	1	160
5	-1	+0	+0	+0	+0	2	200
6	+0	+0	+0	+0	+0	2	240
7	+1	+1	+0	+0	+1	2	280
8	+2	+1	+1	+1	+1	3	320
9	+3	+1	+1	+1	+1	3	360
10	+4	+1	+1	+1	+1	3	400
11	+5	+2	+2	+1	+2	4	440

Def

This bonus adds to your character's Defense. Defense is the unmodified Target Number to hit this character with an attack.

Enc

This bonus adds to a character's Encumbrance Increment. Each kilograms of equipment equal to this increment reduces the Sprint speed by 0.5.

Friend

This Bonus affects the number of Friends that the character starts with.

Move

This bonus adds to your unencumbered Sprinting speed. Is used to calculate Walk and Run speed as well.

Rep

A character's starting Reputation is effected by this Ability. Subsequent increases of this Ability will not effect Reputation. After the Reputation Stat is calculated, characters may opt to take it as a Negative if the Judge approves.

Wealth

Wealth or Silver Coins (SC) is a measure of the character's starting wealth. Characters do not receive more money if this Ability is increased after the character starts adventuring.

Backgrounds

Age

Players should pick an age for their character to be. All races of Lanasia will die of old age between 80 and 120 years of age. If you really are not sure what age your character should be, roll two dice and add 15.

Example:

Leroy decides Vextar is 21.

Height and Weight

Your character can be almost any height or weight that the Judge will approve. If you are not sure what height they should be, roll on the table below.

Random Height Table					
Roll	Human, leshy, vampire & vilkata	Barbegazi, battle dwarf, dwarf, gnome, goblin, high dwarf, hill dwarf, low dwarf, mountain dwarf & squonk	Dark elf, forest elf, high elf, hobgoblin, ork, river elf, sage elf, samebito, triclops, war elf, wilderling & wood elf	Cyclops & troll	Ogre
2	1.1	1.1	1.4	1.7	2.0
3	1.2	1.2	1.5	1.8	2.1
4	1.3	1.2	1.5	1.8	2.1
5	1.4	1.3	1.6	1.9	2.2
6	1.5	1.3	1.6	1.9	2.2
7	1.6	1.3	1.7	2.0	2.2
8	1.7	1.4	1.7	2.0	2.3
9	1.8	1.4	1.7	2.0	2.3
10	1.9	1.5	1.8	2.1	2.4
11	2.0	1.5	1.8	2.1	2.4
12	2.1	1.6	1.9	2.2	2.5

Example:

Leroy decides Vextar is 1.75 m tall

Characters can be any weight that the Judge will approve. If you are unsure what weight your character should be, roll on the table below and multiply the resulting Weight Factor by the character's height in meters. Then add the character's Strength and subtract the character's Prowess.

Random Weight Table	
Roll	Weight Factor
2	30
3	35
4	40
5	45
6	50
7	55
8	60
9	65
10	70
11	75
12	80

Example:

If you are unable to decide your character's weight, use this formula: Multiply the character's height in meters by the randomly rolled Weight factor. To that total add PC and subtract PA. (Example, Vextar is 1.75 m tall and has a PC of 8 and a PA of 8, his player rolls a 8 for a Weight Factor of 60. $1.75 \times 60 = 105$, $105 + 8 - 8 = 105$ for a weight of 105 kg or about 230 pounds)

Build

Take a moment and describe the physical build of the character you are creating. Feel free to describe it in your own words, use the table below if you are unsure.

Build (Roll or choose)	
Roll	Build
2	Frail
3	Thin
4	Wiry
5	Athletic
6	Average
7	Average
8	Average
9	Broad
10	Strong
11	Stocky
12	Fat

Example:

Leroy decides Vextar is Athletic.

Hair

This is a fantasy setting, any hair color is possible. Even for humans, green, blue or purple hair is normal and acceptable, as well as the traditional brunette, blonde, black and grey. Feel free to describe your character's hair color as anything you want. Use the table below if you need a little inspiration.

Hair (Roll or choose)	
Roll	Hair
2	Bald
3	White
4	Grey
5	Blond
6	Black
7	Brown
8	Red
9	Green
10	Blue
11	Purple
12	Choose any not listed here

Example:

Leroy decides Vextar has Brown hair.

Eyes

Even for humans, yellow or purple eye color is acceptable, and the traditional blue, brown and green are normal too.

Eye color (Roll or choose)	
Roll	Eye color
2	No iris
3	Bloodshot
4	Black
5	Grey
6	Almond
7	Brown
8	Blue
9	Green
10	Hazel
11	Red
12	Choose any not listed here

Example:

Leroy decides that Vextar has Grey eyes.

Clothing

Describe your characters normal clothing style. Describe your character's clothing exactly as you see it in your mind. If you don't have a solid idea, feel free to use the table below.

Clothing (Roll or choose)	
Roll	Clothing
2	Rags
3	Furs
4	Wool
5	Rough leather
6	Cotton robes
7	Cotton
8	Fine furs
9	Fine leather
10	Silk robes
11	Silk
12	Finery

Example:

Leroy decides Vextar wears Cotton peasant clothes.

Affectations

Every charcter has at least one distinguishing feature, what is yours? Tattoos, eyebrow rings, scars, unusual hair, beard or mustache styles would all go here.

Affectation (Roll or choose)	
Roll	Affectation
2	Club foot
3	Missing Finger
4	Eye patch
5	Limp
6	Scar
7	Pony tail
8	Visible Tattoo(s)
9	Nose Ring
10	Handlebar mustache
11	Woven beard
12	Choose any not listed here

Example:

Leroy decides that Vextar always wears a cracked buckler and that is his affectation.

Family life

What is your character's current family life like? Does your character get along with their family? Please try to come up with an original description of what your character's family life is like. If you can't imagine what that is, use the table below.

Family life (Roll or choose)	
Roll	Family life
2	Outrage (Father and mother dislike the character)
3	Hostility (Father dislikes the character)
4	Resentment (Mother dislikes the character)
5	Estranged (Mother and father are distant)
6	Spite (Mother or father are distant)
7	Accepting
8	Welcoming
9	Caring
10	Warm
11	Inspiring
12	Loving

Example:

Leroy decides that Vextar's family cares for him, which is all the more sad since he is always away.

Father's job

What was your character's father's profession? How did it affect your character? Feel free to describe this in whatever way you feel is appropriate for your character, or roll on the table below.

Father's job (Roll or choose)	
Roll	Father's job
2	Rogue
3	Leader/Noble
4	Warrior/Soldier
5	Blacksmith/Weaponsmith
6	Merchant
7	Peasant/Farmer
8	Healer/Alchemist
9	Scholar/Advisor
10	Priest
11	Mage
12	Witch/Shaman

Example:

Vextar's dad is a City Guard.

Mother's job

Did your character's mother have a profession? What was it, how did it impact your character?

Mother's job (Roll or choose)	
Roll	Mother's job
2	Rogue
3	Warrior
4	Witch
5	Leader/Noble
6	Nanny/Maid
7	Housewife
8	Merchant
9	Artisan
10	Priestess
11	Mage
12	Advisor

Example:

Vextar's mom is a Scribe.

Friends

Players are encouraged to decide the details of their friends, if they need a hand, they can roll on this table for the particulars.

For instance, how do the characters know each other?

Relationship (Roll or choose)	
Roll	Relationship
2	Protégé
3	Student
4	Follower
5	Lover
6	Community member
7	Friend
8	Family
9	Rival
10	Leader
11	Teacher
12	Mentor

What is the extent of the relationship? Who likes who and how upset are they with each other?

Extent of relationship (Roll or choose)	
Roll	Extent
2	Acquaintances
3	You totally like them
4	You totally like them
5	You like them a little
6	You like them a little
7	You like them a little
8	They like you a little
9	Like each other a little
10	They totally like you
11	Totally like each other
12	Choose any not listed here

What resources does your friend have? What can they do to help?

Their resources (Roll or choose)	
Roll	Resources
2	Leader of a large group
3	Leader of a large group
4	Leader of a small group
5	Leader of a small group
6	Loner
7	Loner
8	Member of a small group
9	Member of a small group
10	Member of a large group
11	Member of a large group
12	Choose any not listed here

What happened between you?

Circumstances (Roll or choose)	
Roll	Circumstance
2	Childhood friends
3	Ex-Lover
4	Mutual Interest
5	Rival
6	Like a Little Brother/Sister
7	Like a Big Brother/Sister
8	Lent money
9	Classmates
10	Roommates
11	Co-worker
12	Choose any not listed here

Enemies

Players are encouraged to decide the details of their enemies, if they need a hand, they can roll on this table for the particulars.

How do the characters know each other?

Relationship (Roll or choose)	
Roll	Relationship
2	Protégé
3	Student
4	Follower
5	Rival
6	Community member
7	Friend
8	Family
9	Lover
10	Leader
11	Teacher
12	Mentor

What is the extent of the relationship? Who hates who and how upset are they with each other?

Extent of relationship (Roll or choose)	
Roll	Extent
2	Acquaintances
3	You totally hate them
4	You totally hate them
5	You hate them a little
6	You hate them a little
7	You hate them a little
8	They hate you a little
9	Hate each other a little
10	They totally hate you
11	Totally hate each other
12	Choose any not listed here

What resources does your enemy have? What can they throw against you?

Their resources (Roll or choose)	
Roll	Resources
2	Leader of a large group
3	Leader of a large group
4	Leader of a small group
5	Leader of a small group
6	Loner
7	Loner
8	Member of a small group
9	Member of a small group
10	Member of a large group
11	Member of a large group
12	Choose any not listed here

What started it all?

Circumstances (Roll or choose)	
Roll	Circumstance
2	Imprisonment
3	Disgrace
4	Loss of Reputation
5	Loss of money
6	Combat
7	Lies
8	Rumors
9	Romantic Rivalry
10	Professional Rivalry
11	Economic Rivalry
12	Choose any not listed here

Siblings

How many brothers and sisters did your character have? What was the relationship like and how is it today?

Siblings (Roll or choose)	
Roll	Siblings
2	Only child
3	One brother
4	One sister, one brother
5	One sister, two brothers
6	Two sisters, two brothers
7	Three sisters, three brothers
8	Three sisters, two brothers
9	Two sisters, two brothers
10	Two sisters, one brother
11	One sister, one brother
12	One sister

Example:

Vextar's has five brothers and one sister.

Skill Selection

Early childhood

What was the character's childhood environment like? Did they grow up on a farm, in a big city, in a lost village?

Choose a background and then select a number of skills from the corresponding list of skills equal to your SL at Level 1. Characters must pick from the list of skills for their background and one skill from the Bonus skills for their Nation of Origin. If a character takes one or more Levels from their Penalty skills, they may take any number of skills from their Bonus skills.

Example:

Vextar has 15 SL to spend on the skills he learned growing up the poor son of a City Guard. He chooses: Athletics, Awareness, Dodge, Endurance, Grappling, Hide, Intimidation, Intuition, Melee, Persuasion, Resistance, Stealth, Survival, Unarmed and Will

Academic – Whether in a Mage's library, a school or in another academic environment, your character was a bookworm.

Alchemy	Endurance	Lore	Repair	Teaching
Arcane Lore	Engineering	Medicine	Resistance	Theology
Armorsmith	Interrogation	Melee	Sail	Tracking
Artisan	Intuition	Occult	Stealth	Unarmed
Awareness	Invention	Perform	Survival	Weaponsmith
Cartography	Locksmith	Persuasion	Tactics	Will

Artistic – Possibly a member of a performing troupe, circus or an artist, your character grew up in this kind of environment.

Acrobatics	Barter	Hide	Occult	Style
Animal Handling	Cartography	Interrogation	Perform	Teaching
Armorsmith	Disguise	Intuition	Persuasion	Theology
Artifice	Dodge	Invention	Repair	Weaponsmith
Artisan	Endurance	Lore	Resistance	Will
Awareness	Escape Artist	Missile	Stealth	

Military – Living with mercenaries, warlords, warriors or military bases as a child influenced your character.

Acrobatics	Dodge	Intuition	Slashing	Unarmed
Animal Handling	Endurance	Lore	Stealth	Weaponsmith
Armorsmith	Escape Artist	Melee	Survival	Will
Athletics	Grappling	Missile	Tactics	
Awareness	Hide	Occult	Teaching	
Cartography	Interrogation	Persuasion	Theology	
Charisma	Intimidation	Resistance	Tracking	

Poor – Your character's underprivileged status had a real effect on them.

Artisan	Endurance	Intimidation	Pick Pocket	Tracking
Athletics	Escape Artist	Intuition	Repair	Trapping
Awareness	Gamble	Locksmith	Resistance	Unarmed
Barter	Grappling	Melee	Stealth	Will
Disguise	Hide	Occult	Survival	
Dodge	Interrogation	Persuasion	Theology	

Religious – Your character could have grown up in an abbey, a church, a Priest's home or just in the home of a very religious family, your character's childhood was filled with religion.

Alchemy	Charisma	Intimidation	Melee	Repair	Survival
Artifice	Endurance	Intuition	Occult	Resistance	Teaching
Artisan	Hide	Lore	Perform	Stealth	Theology
Awareness	Interrogation	Medicine	Persuasion	Style	Will

Rural – Growing up in a rural village, farm, ranch or other remote area had an impact on your character's early childhood.

Alchemy	Endurance	Lore	Repair	Theology
Animal Handling	Grappling	Medicine	Sail	Tracking
Artisan	Interrogation	Melee	Stealth	Trapping
Athletics	Intimidation	Occult	Survival	Will
Awareness	Intuition	Persuasion	Teaching	

Society – Your parents may have been nobles, courtesans or wealthy merchants, your character grew up in high society.

Animal Handling	Endurance	Lore	Resistance	Tracking
Athletics	Gamble	Melee	Slashing	Will
Awareness	Interrogation	Missile	Style	
Charisma	Intimidation	Perform	Teaching	
Disguise	Intuition	Persuasion	Theology	

Trade – Artisans, merchants, caravans and customers fill your character's early memories.

Alchemy	Barter	Medicine	Sail	Trapping
Animal Handling	Endurance	Melee	Stealth	Weaponsmith
Armorsmith	Interrogation	Occult	Style	Will
Artifice	Intuition	Perform	Survival	
Artisan	Invention	Persuasion	Teaching	
Athletics	Locksmith	Repair	Theology	
Awareness	Lore	Resistance	Tracking	

Underworld – Crooks, gang members, thief's and assassin's guilds, bandits, pirates or other criminals dominated your character's early childhood.

Acrobatics	Endurance	Intimidation	Occult	Sail
Alchemy	Escape Artist	Intuition	Perform	Survival
Athletics	Gamble	Locksmith	Persuasion	Tracking
Awareness	Grappling	Lore	Pick Pocket	Trapping
Disguise	Hide	Melee	Resistance	Unarmed
Dodge	Interrogation	Missile	Stealth	Will

Schooling

How did the character learn basic skills like reading and writing?

Choose a Background, gain Levels equal to your SL, use a level to raise any skill on the list from your background by one level, raise no skill above Level 2. Characters must pick from the list of skills for their background and one skill from the Bonus skills for their Nation of Origin. If a character takes one or more Levels from their Penalty skills, they may take any number of skills from their Bonus skills.

Example:

Vextar was trained by his mother and she taught him: Alchemy, Athletics, Awareness, Endurance, Interrogation, Intuition, Lorex2, Medicine, Occult, Resistance, Survival, Teaching, Theology and Will

Academic – Character learned in a formal environment, a school, academy or under a professional tutor or mentor.

Alchemy	Cartography	Locksmith	Repair	Teaching
Arcane Lore	Endurance	Lore	Sail	Theology
Armorsmith	Engineering	Medicine	Slashing	Weaponsmith
Artisan	Interrogation	Occult	Stealth	Will
Athletics	Intuition	Perform	Survival	
Awareness	Invention	Persuasion	Tactics	

Community Member – Whether a family member, a family friend or a venerable member of the community, you learned from a trusted member of your community.

Alchemy	Barter	Lore	Resistance	Theology
Animal Handling	Endurance	Medicine	Sail	Tracking
Artifice	Grappling	Occult	Stealth	Trapping
Artisan	Interrogation	Perform	Style	Will
Athletics	Intimidation	Persuasion	Survival	
Awareness	Intuition	Repair	Teaching	

Military – Whether your character was a Squire or attended formal military training, they learned to fight at a young age.

Acrobatics	Dodge	Interrogation	Occult	Survival
Animal Handling	Dual Wielding	Intimidation	Persuasion	Tactics
Athletics	Endurance	Intuition	Resistance	Tracking
Awareness	Escape Artist	Lore	Sail	Unarmed
Cartography	Grappling	Melee	Slashing	Will
Charisma	Hide	Missile	Stealth	

Performing Troupe – You character started learning the trade of the performer at an early age.

Acrobatics	Disguise	Gamble	Occult	Survival
Animal Handling	Dodge	Hide	Perform	Will
Athletics	Dual Wielding	Interrogation	Persuasion	
Awareness	Endurance	Intuition	Resistance	
Barter	Escape Artist	Lore	Stealth	
Charisma	Forgery	Missile	Style	

Religious – Your character was taught basic skills be a Priest or Monk of some kind.

Alchemy	Charisma	Intuition	Persuasion	Teaching
Artifice	Endurance	Lore	Repair	Theology
Artisan	Hide	Medicine	Stealth	Will
Athletics	Interrogation	Occult	Style	
Awareness	Intimidation	Perform	Survival	

Self Taught – Character never received formal training.

Artisan	Escape Artist	Intuition	Pick Pocket	Trapping
Athletics	Gamble	Invention	Repair	Unarmed
Awareness	Grappling	Melee	Resistance	Will
Barter	Hide	Missile	Stealth	
Dodge	Interrogation	Occult	Survival	
Endurance	Intimidation	Persuasion	Tracking	

Underworld – Criminals taught you all you needed to know.

Acrobatics	Endurance	Intimidation	Persuasion	Trapping
Alchemy	Escape Artist	Intuition	Pick Pocket	Unarmed
Athletics	Forgery	Locksmith	Resistance	Will
Awareness	Gamble	Melee	Sail	
Cartography	Grappling	Missile	Stealth	
Disguise	Hide	Occult	Survival	
Dodge	Interrogation	Perform	Tracking	

Workshop – Possibly in the workshop of an artisan, inventor or artist, your character picked up the basics skills of life.

Alchemy	Barter	Intuition	Perform	Survival
Armorsmith	Cartography	Invention	Persuasion	Teaching
Artifice	Endurance	Locksmith	Repair	Trapping
Artisan	Forgery	Lore	Sail	Weaponsmith
Athletics	Hide	Medicine	Stealth	Will
Awareness	Interrogation	Occult	Style	

Growing up

What was the character like as a child? Did they make any friends? What did they do with their time, play, work or?

Choose a Background, gain Levels equal to your SL, use a level to raise any skill on the list from your background by one level, raise no skill above Level 3. Characters must pick from the list of skills for their background and one skill from the Bonus skills for their Nation of Origin. If a character takes one or more Levels from their Penalty skills, they may take any number of skills from their Bonus skills.

Example:

Vextar was moody, arguing and fighting to get what he wanted, he picked up the following skills as a child: Athletics, Awareness, Dodge, Dual Wield, Endurance, Intimidation, Intuition, Melee, Missilx2, Slashingx3, Unarmed and Will

Artistic – You character was always expressing themselves some how, in paint, tapestry, singing, dancing, somehow they had to make a statement.

Acrobatics	Awareness	Escape Artist	Occult	Survival
Animal Handling	Cartography	Interrogation	Perform	Theology
Armorsmith	Disguise	Intuition	Persuasion	Trapping
Artifice	Dodge	Invention	Sail	Weaponsmith
Artisan	Dual Wielding	Lore	Stealth	Will
Athletics	Endurance	Missile	Style	

Bookworm – When other kids played, you read more books, studied ahead of the class or otherwise pursued your own studies.

Alchemy	Engineering	Lore	Repair	Theology
Arcane Lore	Interrogation	Medicine	Sail	Will
Awareness	Intuition	Occult	Survival	
Cartography	Invention	Perform	Tactics	
Endurance	Locksmith	Persuasion	Teaching	

Fighter – Practicing weapon skills, playing war games and testing your strength and skill against others was how they wiled their days away.

Acrobatics	Charisma	Hide	Missile	Tracking
Animal Handling	Dodge	Interrogation	Persuasion	Trapping
Athletics	Dual Wielding	Intimidation	Resistance	Unarmed
Awareness	Endurance	Intuition	Slashing	Will
Cartography	Grappling	Melee	Survival	

Natural leader – You character surrounded themselves with friends.

Animal Handling	Disguise	Intuition	Slashing	Will
Athletics	Endurance	Missile	Style	
Awareness	Grappling	Perform	Tactics	
Cartography	Interrogation	Persuasion	Teaching	
Charisma	Intimidation	Resistance	Unarmed	

Religious – Even when the Priests were not present your character was religious.

Alchemy	Endurance	Lore	Persuasion	Theology
Artifice	Interrogation	Medicine	Repair	Will
Awareness	Intimidation	Occult	Survival	
Charisma	Intuition	Perform	Teaching	

Sneaky – Your character always had something underhanded in the works.

Acrobatics	Endurance	Interrogation	Occult	Survival
Alchemy	Escape Artist	Intimidation	Perform	Tracking
Athletics	Forgery	Intuition	Persuasion	Trapping
Awareness	Gamble	Locksmith	Pick Pocket	Will
Disguise	Grappling	Melee	Resistance	
Dodge	Hide	Missile	Stealth	

Sociable – Your character valued the people around them, even more than anything else as a child.

Awareness	Gamble	Intimidation	Persuasion	Teaching
Barter	Grappling	Intuition	Resistance	Tracking
Charisma	Hide	Lore	Style	Will
Endurance	Interrogation	Perform	Tactics	

Teenage years

As the character grew up, how did adolescence change them? What did they do with their time, what was that like?

Choose a Background, gain Levels equal to your SL, use a level to raise any skill on the list from your background by one level, raise no skill above Level 4. Characters must pick from the list of skills for their background and one skill from the Bonus skills for their Nation of Origin. If a character takes

one or more Levels from their Penalty skills, they may take any number of skills from their Bonus skills.

Example:

Vextar was very amorous, pursuing the young ladies, but he would always lose interest once he won their attentions, as a teen he learned: Athletics, Awareness, Endurance, Interrogationx2, Intimidationx2, Intuition, Persuasionx2, Trackingx3, Will and he can add Missile to his list of skills, since it is a Bonus skill for orks.

Aggressive – As a teen, your character was a real ruffian.

Athletics	Endurance	Intimidation	Persuasion	Tactics
Awareness	Escape Artist	Intuition	Resistance	Tracking
Charisma	Grappling	Melee	Slashing	Trapping
Dodge	Hide	Missile	Stealth	Unarmed
Dual Wielding	Interrogation	Occult	Survival	Will

Amorous – Dating, courting and generally being friendly with the opposite sex occupied the majority of your character's teen years.

Acrobatics	Charisma	Interrogation	Persuasion	Tracking
Animal Handling	Disguise	Intimidation	Resistance	Will
Athletics	Endurance	Intuition	Stealth	
Awareness	Grappling	Occult	Style	
Barter	Hide	Perform	Teaching	

Devout – Your character devoted them selves to their deity as a teen.

Alchemy	Endurance	Lore	Persuasion	Theology
Artifice	Interrogation	Medicine	Repair	Will
Awareness	Intimidation	Occult	Survival	
Charisma	Intuition	Perform	Teaching	

Hard Working – Your character was working for a living as a teen.

Alchemy	Awareness	Intuition	Persuasion	Tracking
Animal Handling	Barter	Invention	Repair	Trapping
Armorsmith	Endurance	Locksmith	Resistance	Weaponsmith
Artifice	Grappling	Lore	Sail	Will
Artisan	Interrogation	Medicine	Survival	
Athletics	Intimidation	Perform	Teaching	

Leader – Other characters naturally wanted to do whatever they can to aid your character as a teen.

Animal Handling	Charisma	Intuition	Resistance	Will
Athletics	Endurance	Occult	Slashing	
Awareness	Grappling	Missile	Style	
Barter	Interrogation	Perform	Tactics	
Cartography	Intimidation	Persuasion	Teaching	

Sociable – As a teen, your character made, kept and enjoyed the company of their many friends.

Athletics	Endurance	Interrogation	Perform	Tactics
Awareness	Gamble	Intimidation	Persuasion	Teaching
Barter	Grappling	Intuition	Resistance	Tracking
Charisma	Hide	Occult	Style	Will

Studious – Nothing could keep your character away from their studies as a teen.

Alchemy	Engineering	Locksmith	Persuasion	Theology
Arcane Lore	Forgery	Lore	Sail	Will
Awareness	Interrogation	Medicine	Survival	
Cartography	Intuition	Occult	Tactics	
Endurance	Invention	Perform	Teaching	

Romantic life

As the character matured, did they form a romantic relationship with anyone? How did it start? Did it end, why? How is it today?

Choose a Background, gain Levels equal to your SL, use a level to raise any skill on the list from your background by one level, raise no skill above Level 5. Characters must pick from the list of skills for their background and one skill from the Bonus skills for their Nation of Origin. If a character takes one or more Levels from their Penalty skills, they may take any number of skills from their Bonus skills.

Example:

Vextar was always courting and dating, but never seriously or exclusively, from this he learned: Animal Handlingx2, Athletics, Awareness, Charismax2, Endurance, Interrogationx2, Intuition, Persuasion, Resistance, Will and he will take 2 levels of Missile since it is a Bonus Skill for orks.

Fast Dates – Your character has had no problem getting dates, but has not found that special someone.

Animal Handling	Charisma	Hide	Perform	Style
Athletics	Disguise	Interrogation	Persuasion	Will
Awareness	Endurance	Intuition	Resistance	

Lonely – Your character has never been inspired to romance so far.

Alchemy	Cartography	Grappling	Missile	Tactics
Animal Handling	Disguise	Hide	Occult	Theology
Arcane Lore	Dodge	Interrogation	Pick Pocket	Tracking
Armorsmith	Dual Wielding	Intimidation	Repair	Trapping
Artifice	Endurance	Invention	Resistance	Unarmed
Artisan	Engineering	Locksmith	Sail	Weaponsmith
Athletics	Escape Artist	Lore	Slashing	Will
Awareness	Forgery	Medicine	Stealth	
Barter	Gamble	Melee	Survival	

Married – Your character has found that special someone.

Alchemy	Barter	Interrogation	Repair	Tracking
Animal Handling	Charisma	Intimidation	Resistance	Trapping
Armorsmith	Disguise	Intuition	Sail	Will
Artisan	Dodge	Lore	Stealth	
Athletics	Endurance	Medicine	Style	
Awareness	Hide	Persuasion	Survival	

Star-crossed love – Your character found true love, but fate has conspired against them.

Acrobatics	Barter	Escape Artist	Intuition	Resistance
Animal Handling	Charisma	Forgery	Locksmith	Style
Artisan	Disguise	Hide	Perform	Tracking
Athletics	Dodge	Interrogation	Persuasion	Trapping
Awareness	Endurance	Intimidation	Pick Pocket	Will

Training

How did the character learn their profession? How did they convince their teacher to take them as a student? What was the student-teach relationship like?

Choose a Background, gain Levels equal to twice your SL, use a level to raise any skill on the list from your background by one level, raise no skill above Level 10. Characters must pick from the list of skills for their background and one skill from the Bonus skills for their Nation of Origin. If a character takes one or more Levels from their Penalty skills, they may take any number of skills from their Bonus skills.

Example:

Vextar gained an apprenticeship under the best Warrior in his village, that Warrior taught him: Awareness, Cartographyx3, Dodge3, Dual Wieldingx7, Intimidationx2, Intuition, Meleex4, Missile, Slashingx5, Tacticsx3. two times his SL of 15 is 30, so he purchased that many levels of skill.

Adventurer – Your character has learned their trade from treasure hunters and seasoned adventurers.

Acrobatics	Dodge	Interrogation	Missile	Slashing
Alchemy	Dual Wielding	Intimidation	Occult	Stealth
Animal Handling	Endurance	Intuition	Perform	Survival
Athletics	Escape Artist	Invention	Persuasion	Tracking
Awareness	Forgery	Locksmith	Pick Pocket	Trapping
Barter	Gamble	Lore	Repair	Unarmed
Cartography	Grappling	Medicine	Resistance	Will
Disguise	Hide	Melee	Sail	

Healer – Your character received formal training as a healer.

Alchemy	Barter	Interrogation	Occult	Survival
Armorsmith	Charisma	Intuition	Perform	Teaching
Artifice	Dodge	Lore	Persuasion	Theology
Athletics	Endurance	Medicine	Repair	Unarmed
Awareness	Grappling	Melee	Resistance	Will

Journeyman – Your character trained under many Masters.

Alchemy	Barter	Invention	Perform	Teaching
Animal Handling	Cartography	Locksmith	Persuasion	Tracking
Armorsmith	Endurance	Lore	Repair	Trapping
Artifice	Engineering	Medicine	Resistance	Weaponsmith
Artisan	Interrogation	Melee	Sail	Will
Athletics	Intimidation	Missile	Style	
Awareness	Intuition	Occult	Survival	

Mage – Your character was trained by a Mage.

Alchemy	Cartography	Intimidation	Occult	Teaching
Arcane Lore	Dodge	Intuition	Persuasion	Trapping
Awareness	Endurance	Lore	Resistance	Will
Barter	Interrogation	Melee	Survival	

Mystic – Your character was trained by a Mystic.

Acrobatics	Disguise	Intimidation	Perform	Teaching
Alchemy	Dodge	Intuition	Persuasion	Theology
Animal Handling	Endurance	Locksmith	Repair	Tracking
Arcane Lore	Escape Artist	Lore	Resistance	Trapping
Artifice	Gamble	Medicine	Sail	Unarmed
Athletics	Grappling	Melee	Stealth	Will
Awareness	Hide	Missile	Survival	
Charisma	Interrogation	Occult	Tactics	

Noble – Whether from a noble family, a rich merchant or a community leader, people look up to your character's teacher.

Animal Handling	Charisma	Gamble	Lore	Slashing
Athletics	Dodge	Grappling	Missile	Style
Awareness	Dual Wielding	Interrogation	Perform	Tactics
Barter	Endurance	Intimidation	Persuasion	Unarmed
Cartography	Engineering	Intuition	Resistance	Will

Priest – You were trained by a Priest or Monk.

Alchemy	Dodge	Lore	Persuasion	Theology
Artifice	Endurance	Medicine	Repair	Unarmed
Athletics	Interrogation	Melee	Resistance	Will
Awareness	Intimidation	Occult	Survival	
Charisma	Intuition	Perform	Teaching	

Sneak – Whether they were a scout for an army, a thief or other career criminal, they taught you all you would learn.

Acrobatics	Dual Wielding	Interrogation	Perform	Tracking
Alchemy	Endurance	Intimidation	Persuasion	Trapping
Athletics	Escape Artist	Intuition	Pick Pocket	Unarmed
Awareness	Forgery	Locksmith	Resistance	Will
Barter	Gamble	Melee	Slashing	
Disguise	Grappling	Missile	Stealth	
Dodge	Hide	Occult	Survival	

Warrior – Your character has been trained by an experienced hardened Warrior.

Acrobatics	Dodge	Hide	Occult	Tactics
Animal Handling	Dual Wielding	Interrogation	Persuasion	Tracking
Athletics	Endurance	Intimidation	Resistance	Trapping
Awareness	Engineering	Intuition	Slashing	Unarmed
Cartography	Escape Artist	Melee	Stealth	Will
Charisma	Grappling	Missile	Survival	

Adulthood

What has their adult life been like? What have they become?

Choose a Background, gain Levels equal to your SL, use a level to raise any skill on the list from your background by one level, raise no skill above Level 6. Characters must pick from the list of skills for their background and one skill from the Bonus skills for their Nation of Origin. If a character takes one or more Levels from their Penalty skills, they may take any number of skills from their Bonus skills.

Example:

Vextar has been wandering southwest Lanasia as a Caravan Guard, learning: Alchemy, Animal Handling, Barterx2, Cartography, Endurance, Gamble, Interrogation, Lorex2, Medicine, Occult, Repair, Theology and Tracking

Criminal – In their adult life, your character has engaged into a criminal career.

Acrobatics	Dual Wielding	Interrogation	Perform	Tracking
Alchemy	Endurance	Intimidation	Persuasion	Trapping
Athletics	Escape Artist	Intuition	Pick Pocket	Unarmed
Awareness	Forgery	Locksmith	Resistance	Will
Barter	Gamble	Melee	Slashing	
Disguise	Grappling	Missile	Stealth	
Dodge	Hide	Occult	Survival	

Military – With their training complete, the character's military career has begun.

Acrobatics	Dodge	Hide	Missile	Tactics
Animal Handling	Dual Wielding	Interrogation	Persuasion	Tracking
Athletics	Endurance	Intimidation	Resistance	Trapping
Awareness	Engineering	Intuition	Slashing	Unarmed
Cartography	Escape Artist	Lore	Stealth	Will
Charisma	Grappling	Melee	Survival	

Religious – Your character lead a religious life as an adult.

Alchemy	Endurance	Medicine	Repair	Will
Artifice	Interrogation	Melee	Survival	
Athletics	Intimidation	Occult	Teaching	
Awareness	Intuition	Perform	Theology	
Charisma	Lore	Persuasion	Unarmed	

Scholarly – Your character never stopped their studying as an adult.

Alchemy	Engineering	Lore	Perform	Teaching
Arcane Lore	Interrogation	Medicine	Persuasion	Theology
Awareness	Intuition	Melee	Sail	Trapping
Cartography	Invention	Missile	Survival	Unarmed
Endurance	Locksmith	Occult	Tactics	Will

Settled – Until now, your character has settled into a mundane life.

Alchemy	Awareness	Invention	Resistance	Weaponsmith
Animal Handling	Barter	Medicine	Sail	Will
Armorsmith	Endurance	Melee	Style	
Artifice	Interrogation	Perform	Survival	
Artisan	Intimidation	Persuasion	Tracking	
Athletics	Intuition	Repair	Trapping	

Social – Your character has been devoted to making new friends and keeping the old.

Animal Handling	Charisma	Interrogation	Persuasion	Teaching
Athletics	Endurance	Intimidation	Resistance	Tracking
Awareness	Gamble	Intuition	Style	Will
Barter	Grappling	Perform	Tactics	

Wanderer – Your character spent has been exploring Lanasia.

Acrobatics	Dodge	Intimidation	Occult	Stealth
Alchemy	Endurance	Intuition	Perform	Style
Animal Handling	Escape Artist	Invention	Persuasion	Survival
Arcane Lore	Forgery	Locksmith	Pick Pocket	Theology
Athletics	Gamble	Lore	Repair	Tracking
Awareness	Grappling	Medicine	Resistance	Trapping
Barter	Hide	Melee	Sail	Unarmed
Cartography	Interrogation	Missile	Slashing	Will

Experience

Has the character done anything in the real world? What have they done since their training was complete?

Choose a Background, gain Levels equal to your SL, use a level to raise any skill on the list from your background by one level, raise no skill above Level 8. Characters must pick from the list of skills for their background and one skill from the Bonus skills for their Nation of Origin. If a character takes one or more Levels from their Penalty skills, they may take any number of skills from their Bonus skills.

Example:

Vextar has working as a Caravan Guard in hopes of becoming a Caravan Master, he has learned: Animal Handling, Awarenessx2, Barterx3, Cartography, Lore, Occult, Resistance, Sail, Teachingx2, Willx2

Academic – Your character has either begun teaching others or undertaken advanced scholarly studies.

Alchemy	Engineering	Lore	Sail	Will
Arcane Lore	Interrogation	Medicine	Survival	
Awareness	Intuition	Occult	Tactics	
Cartography	Invention	Perform	Teaching	
Endurance	Locksmith	Persuasion	Theology	

Adventures – Your character has partaken of at least one adventure in the wide world of Lanasia.

Acrobatics	Dual Wielding	Intuition	Persuasion	Theology
Alchemy	Endurance	Invention	Pick Pocket	Tracking
Animal Handling	Escape Artist	Locksmith	Repair	Trapping
Armorsmith	Forgery	Lore	Resistance	Unarmed
Athletics	Gamble	Medicine	Sail	Weaponsmith
Awareness	Grappling	Melee	Slashing	Will
Barter	Hide	Missile	Stealth	
Cartography	Interrogation	Occult	Style	
Dodge	Intimidation	Perform	Survival	

Cloistered – Whether as a Priest, Monk or Mystic, the character has devoted themselves to religious studies.

Acrobatics	Awareness	Intuition	Perform	Theology
Alchemy	Charisma	Lore	Persuasion	Unarmed
Arcane Lore	Endurance	Medicine	Repair	Will
Artifice	Interrogation	Melee	Survival	
Artisan	Intimidation	Occult	Teaching	

Criminal – Whether as a Bandit, Thief, Rogue or other hardened criminal, your character already has a checkered past.

Acrobatics	Dual Wielding	Interrogation	Perform	Tracking
Alchemy	Endurance	Intimidation	Persuasion	Trapping
Athletics	Escape Artist	Intuition	Pick Pocket	Unarmed
Awareness	Forgery	Locksmith	Resistance	Will
Barter	Gamble	Melee	Slashing	
Disguise	Grappling	Missile	Stealth	
Dodge	Hide	Occult	Survival	

Leading – Your character has become a government official, Noble or General.

Animal Handling	Charisma	Intuition	Resistance	Unarmed
Athletics	Endurance	Lore	Slashing	Will
Awareness	Grappling	Missile	Style	
Barter	Interrogation	Perform	Tactics	
Cartography	Intimidation	Persuasion	Teaching	

Military – As a Guard, Soldier or Warrior, your character has real experience.

Acrobatics	Charisma	Grappling	Melee	Survival
Animal Handling	Dodge	Hide	Missile	Tactics
Armorsmith	Dual Wielding	Interrogation	Occult	Tracking
Athletics	Endurance	Intimidation	Persuasion	Unarmed
Awareness	Engineering	Intuition	Resistance	Weaponsmith
Cartography	Escape Artist	Lore	Slashing	Will

Protégé – Your character gained real experience under the guidance of a masterful mentor.

Alchemy	Cartography	Interrogation	Occult	Survival
Animal Handling	Charisma	Intimidation	Perform	Tactics
Arcane Lore	Dodge	Intuition	Persuasion	Teaching
Armorsmith	Dual Wielding	Invention	Repair	Theology
Artifice	Endurance	Locksmith	Resistance	Tracking
Artisan	Engineering	Lore	Sail	Trapping
Athletics	Escape Artist	Medicine	Slashing	Unarmed
Awareness	Forgery	Melee	Stealth	Weaponsmith
Barter	Grappling	Missile	Style	Will

Trade – Your character has experience as an Artisan, Merchant or other trader.

Alchemy	Barter	Locksmith	Repair	Trapping
Animal Handling	Cartography	Lore	Resistance	Weaponsmith
Armorsmith	Endurance	Medicine	Sail	Will
Artifice	Interrogation	Melee	Style	
Artisan	Intimidation	Occult	Survival	
Athletics	Intuition	Perform	Teaching	
Awareness	Invention	Persuasion	Tracking	

Organization(s)

Has the character joined any groups? Feel free to have your character associated with any group you can imagine. Roll on the table below if you are not sure.

Groups (Roll or choose)	
Roll	Groups
2	Roll again twice, ignore 2's and 12's
3	Secret society
4	Resistance
5	Gang
6	Guild
7	Church
8	Military
9	Militia
10	School
11	Society group
12	Roll again, three times, ignore 2's and 12's

Example:

Currently Vextar is a member of a group of Caravan Guards who help each other.

Traumatic event

Every character has had something awful happen in their lives. It drives their behavior. What happened to your character?

Trauma (Roll or choose)	
Roll	Event
2	Death in the family
3	Robbed
4	Neglect
5	Abuse
6	Abandonment
7	Imprisonment
8	Slavery
9	Outcast
10	Fire
11	Disaster
12	Choose any not listed here

Example:

Leroy decides that Vextar began to focus on learning and knowledge after his brother is killed in a duel.

Inspiring Event

In every character's life, there is a turning point. Something happens to inspire them to try harder or reach out to other characters. What was that event for your character?

Inspiration (Roll or choose)	
Roll	Event
2	Near death experience
3	True love
4	Religious experience
5	Moral guidance
6	Emotional support
7	Epiphany
8	Caring mentor
9	Charity from a stranger
10	Generous Provider
11	Professional Advisor
12	Choose any not listed here

Example:

Leroy decides that Vextar had an ipiphany to work smarter not harder.

Most valued person

What person or character does this character value most and why? Choose whatever person is most valuable to you, roll if you are not sure.

Valued person (Roll or choose)	
Roll	Valued person
2	Teacher
3	Mentor
4	Hero
5	Mother
6	Father
7	Child
8	Sister
9	Brother
10	Aunt/Grandmother
11	Uncle/Grandfather
12	Student

Example:

Nantar, Vextar's only sister is his most valued person.

Valued item

What possession does the character value above all others and why?

Valued item (Roll or choose)	
Roll	Valued item
2	Jewelry
3	Book or scroll
4	Piece of armor or shield
5	A weapon
6	Coin
7	Holy symbol
8	Piece of clothing
9	Hat
10	Picture or letter
11	Toy, dice or cards
12	Choose any not listed here

Example:

Vextar Values knowledge above all else.

Personality

How has the character's past affected their personality? How do they feel about the world around them? Please describe your character's personality as you envision it. If you do not have a solid idea, feel free to roll on the table below.

Personality (Roll or choose)	
Roll	Personality
2	Reckless
3	Aggressive
4	Greedy
5	Selfish
6	Superficial
7	Worried
8	Helpful
9	Introspective
10	Spiritual
11	Harmonious
12	Selfless

Example:

Vextar is always Helpful.

Motivation

What inspires the character to act? What is the character trying to accomplish? Please describe this in your own words. Roll below if you do not have a real inspiration.

Motivation (Roll or choose)	
Roll	Motivation
2	Knowledge
3	Excitement
4	Money
5	Honor
6	Duty
7	Family
8	Friends
9	Reputation
10	Tradition
11	Religion
12	Law

Example:

Vextar is motivated by Knowledge.

Goal

What is the character's ultimate goal in life?

Example:

Vextar is driven to be a Caravan Master.

Gear

Characters start with a number of Silver Coins (SC) equal to the Wealth bonuses for their abilities (Wealth on the character sheet). All characters start with clothes matching the description on the character sheet. Everything else must be purchased with the character's starting wealth. It is recommended that players purchase expensive or rare items during character creation. Everything they buy afterwards will have to be found and then a price will need to be haggled. Characters could end up spending significantly more than the price listed for equipment once an adventure begins.

Basic starting equipment is as follows:

Item	Wt	Size	Cost	Description
Adventurer's Kit	20	M	120	Includes Backpack, Rations, Water, Wineskin, Rope, Grapple, Twine, Needle, Thread, Wooden Holy Symbol, Tome, Hammer, Utensils, Dishes, Blanket, Tent, Scroll Case, Parchment, Quill, Ink Stone, 2 Torches, Flint and Steel
Alchemist's Tools	5	M	200	Used by alchemists with a skill of 6 or higher
Arming Sword	2	M	10	Slashing sword between Long Knife and Broad Sword. Sometimes called a short sword
Arrows (6)	0.5	S	1	
Artisan's Clothing	2	M	15	Pants, shirt, boots and hat
Artisan's Tools	5	M	20	Used with Artisan, Armorsmith, Artifice, Engineering, Invention and Weaponsmith skills
Axe	1.5	M	10	
Back Sword	1.1	M	30	Sometimes knowns as a cutlass, machete or saber
Backpack	1	M	2	
Bag, Shoulder	0.5	S	2	Purse or carryall bag
Banded Mail	6	L	100	Leather armor with rings sewn in
Barding, Chain	16	L	200	Chainmail for your horse
Barding, Chanfron	12	L	100	Plate armor for a horse's head and neck
Barding, Crupper	12	L	100	Plate armor for a horse's flanks
Barding, Leather	12	L	100	Leather armor for your horse
Barding, Peytral	12	L	100	Plate armor for a horse's chest and upper front legs
Bastard Sword	3	L	50	Also known as a long sword
Battle Axe	5	L	25	One or two-handed axe
Bell	0.25	S	4	
Belt, Leather	0.5	S	2	
Belt, Rope	0.1	S	1	
Blanket, Winter	3	M	2	
Blanket, Wool	2	M	1	
Blouse, Cloth	0.5	M	3	
Blouse, Silk	0.5	M	5	
Blouse, Wool	1	M	1	

Item	Wt	Size	Cost	Description
Bolts (4)	0.5	S	1	For a crossbow
Boots, Heavy Leather	2	M	6	
Boots, Leather	1	M	2	
Boots, Suede	1	M	10	
Breaches, Cloth	0.5	M	3	Pants
Breaches, Leather	1	M	10	Pants
Breaches, Silk	0.5	M	15	Pants
Breaches, Wool	1	M	1	Pants
Broad Sword	2.5	M	12	Sometimes called a Long Sword
Bullets (5)	0.5	S	1	For a sling
Caltrops (10)	0.5	S	3	
Candles (3)	0.5	S	1	
Cart	100	L	300	Two-wheel cart
Case, Map Or Scroll	0.5	M	10	Rectangular or Tubular
Cestus, Iron	2	L	30	Covers one arm
Cestus, Leather	1	M	20	Covers one arm
Chain (10 Ft.)	1	S	2	
Chainmail	8	L	100	Armor made of metal rings
Chalk	0.5	S	1	Could be one to ten pieces
Chest (Empty)	5	L	10	Can be strapped to back if the barer is not wearing a backpack
Climbing Claws	1	S	20	Covers both hands and feet
Climbing Gear	3	M	10	Rope, Pitons, feet spikes and grapple
Cloak, Cloth	1	M	10	
Cloak, Heavy	2	L	12	
Cloak, Silk	1	M	20	
Cloak, Wool	1.5	M	5	
Club	2	M	2	
Cold Weather Clothing	3	L	20	Pants, shirt, boots and hat
Courtier's Clothing	1.5	M	100	Pants, shirt, boots and hat
Crossbow	4	L	30	
Crossbow, Repeating	4	L	50	Holds 12 bolts
Dagger	0.5	S	6	Knife-sized stabbing weapon

Item	Wt	Size	Cost	Description
Disguise Kit	2	M	40	Various makeup supplies
Dishes, Ceramic	1	S	3	
Dishes, Metal	1	S	5	
Dishes, Wood	1	S	2	
Dress, Cloth	1	M	3	
Dress, Silk	1	M	20	
Dress, Wool	1.5	L	2	
Drink, Ale	1	S	3	
Drink, Blood	1	S	5	Four meals for a Vampire
Drink, Hard Liquor	1	S	5	
Drink, Mead	1	S	4	
Drink, Milk	1	S	2	
Drink, Water	1	S	1	
Drink, Wine	1	S	3	
Dry Goods, Corn meal	1	M	1	
Dry Goods, Dried Fruit	1	M	2	
Dry Goods, Dried Meat	1	M	3	
Dry Goods, Firewood (Per Day)	4	L	2	
Dry Goods, Flour	1	M	1	
Dry Goods, Honey	0.5	S	3	
Dry Goods, Iron Ore	1	M	1	
Dry Goods, Lard	1	M	3	
Dry Goods, Noodles	1	M	3	
Dry Goods, Tea Leaves	0.5	S	4	
Entertainer's Clothing	2	M	30	Pants, shirt, boots and hat
Exploring Outfit	2	M	25	Pants, shirt, boots and hat
Fishing Bait	0.5	S	1	
Fishing Net	3	L	20	
Fishing Tackle	0.5	S	5	Includes Pole, Hooks and Line
Flail	2.5	L	15	One, two or three balls

Item	Wt	Size	Cost	Description
Flask	0.5	S	4	Tin, brass or steel
Flint And Steel	0.5	S	2	Includes some tinder
Food, Bread, Loaf	0.5	S	1	
Food, Cheese	0.5	S	1	
Food, Fruit	0.5	S	1	
Food, Meat	0.5	S	2	
Food, Trail Rations (Per Day)	2	M	4	
Food, Vegetables	0.5	S	1	
Full Plate	30	L	500	Heavy armor made of thick metal plates
Gladius Sword	1	M	12	Small sword with a vicious point for stabbing, sometimes called a Short Sword
Gloves, Leather	1	S	5	
Grappling Hook	2	M	20	
Half Plate	15	L	80	Heave leather or chainmail armor with plate pieces covering vital areas
Hammer	1.5	M	10	A weapon
Hammer, Work	1	S	2	A tool
Hat, Leather	0.5	S	5	Not armor
Hat, Reed	1	M	4	Conical or bell-shaped
Hat. Cloth	0.5	S	2	
Hatchet	1	S	3	
Healer's Supplies	2	M	15	Includes bandages, gauze, ointments and salves
Heavy Leather Armor	6	L	30	Heavy armor of boiled leather or layers of leather pieces
Herbalist's Tools	4	M	20	Used with Alchemy levels 1 through 6 and Medicine 1 through 3
Holy Symbol, Metal	1	S	2	Same price, regardless of the metal used
Holy Symbol, Wooden	0.5	S	1	
Horse, Draft	1000	L	300	
Horse, Light	225	L	200	Not suitable as a pack animal, bread for speed and endurance
Horse, Saddle	250	L	100	
Horseshoe, Iron	0.5	S	4	
Horseshoe, Woven	0.25	S	1	
Hourglass	0.5	M	20	Can be purchased with any time interval

Item	Wt	Size	Cost	Description
Ink (30 ml)	0.1	S	5	Liquid ink good for 100 sheets of writing
Ink Stone	0.2	S	15	Stone is combined with water to make enough ink for 1,000 pages of writing
Iron Staff	3	L	20	Two-handed weapon, any iron-bound staff or large club
Javelin	1.5	M	10	
Katana	1.5	M	30	One or two-handed sword
Katar	0.5	M	12	Stabbing dagger that fits over the hand
Knife	0.5	S	2	Tool or slashing weapon, including throwing versions
Ladder	1	L	10	Usually 3 meters long
Lance	2	L	50	Two-handed lance or spear
Lantern	1	M	2	
Lantern, Bullseye	1	S	5	Covered on three sides to create a spotlight effect
Lantern, Hooded	1	S	10	A bullseye lantern that can be covered to obscure all light
Large Sack (Empty)	0.5	L	2	
Light Leather Armor	4	L	20	Armor made of light layers of Leather
Light Plate	25	L	450	Armor made of light plates and designed for mobility
Livestock Feed (Per Day)	2	L	2	
Livestock Fodder (per Day)	2	L	1	
Livestock, Cattle	250	L	100	
Livestock, Chicken	3	M	5	
Livestock, Dog	10	L	10	
Livestock, Donkey	200	L	50	
Livestock, Goat	75	L	40	
Livestock, Pig	60	L	30	
Livestock, Pony	200	L	40	
Livestock, Sheep	50	L	40	
Lock	0.5	S	10	Usually requires a modified roll of 16 to pick
Long Bow	3	L	20	
Long Bow, Composite	4	L	30	
Long Knife	1	S	8	Slashing weapon between Knife and Arming Sword
Long Spear	2	L	20	Two-handed weapon, more than 3 meters long
Mace	2	M	10	

Item	Wt	Size	Cost	Description
Magnifying Glass	0.5	S	10	
Mirror, Small Steel	0.5	S	15	
Monk's Clothing	1	M	5	Robes and sandals
Musical Instrument	1	L	100	Could be any musical instrument
Noble's Clothing	2.5	M	100	Pants, shirt, boots and hat
Oil, Lamp (1 liter)	1	S	2	Enough for 250 hours of burning
Padded Cloth Armor	4	L	15	Using thick cloth to protect your body
Parasol	0.5	M	10	
Parchment (4 Sheets)	0.1	S	2	
Peasant's Clothing	2	S	5	Pants, shirt, boots and hat
Pick	1	M	4	Tool or weapon
Pike	1.5	L	10	
Pitons (3)	0.25	S	1	Iron spikes
Pole, 10-Foot	1	L	1	Could be used as a Wooden Staff in a pinch
Polearm	3	L	40	Halberd, Bardiche or Glave
Pot, Iron	2	M	6	
Pouch, Belt	0.5	S	2	
Priest's Vestments	3	L	20	Pants, shirt, boots and hat
Priest's Accoutrements	3	M	10	Scriptures, incense and other necessary items
Pry bar	1	S	6	
Quill	0.1	S	2	
Quilted Armor	4	L	15	Light leather with cloth padding sewn in
Quiver	1	M	15	Holds up to 60 arrows or bolts
Rapier	1.5	M	25	Stabbing sword
Riding Tack	15	M	50	Includes Ssaddle, Saddlebags, Saddle Blanket, Bit and Bridle
Robe, Cloth	1.5	M	6	
Robe, Silk	1.5	M	20	
Robe, Wool	2	L	5	
Rope, Hemp (50 Ft.)	5	M	3	
Rope, Silk (50 Ft.)	2.5	M	8	

Item	Wt	Size	Cost	Description
Sandals	0.5	S	1	
Sash, Silk	0.2	S	4	
Scale Mail	8	L	100	Leather armor with "D" shaped scales sewn on
Scale, Merchant's	1	S	40	
Scholar's Clothing	2	M	25	Pants, shirt, boots and hat
Scimitar	1.5	M	30	Sometimes known as a Falchion
Scythe	2.5	L	20	Reaper's tool and two-handed slashing weapon
Sealing Wax	0.5	S	10	
Sewing Needle	0.1	S	3	
Shield, Buckler	1.5	S	8	Small metal shield strapped to back of hand or forearm. Cannot be used to shield bash
Shield, Large, Steel	5	L	15	
Shield, Large, Wooden	3	L	13	
Shield, Small, Steel	4	M	12	
Shield, Small, Wooden	2	M	9	
Shield, Tower	11	L	20	
Shirt, Cloth	0.5	M	2	
Shirt, Silk	0.5	M	12	
Shirt, Wool	1	M	1	
Short Bow	1.5	L	10	
Short Bow, Composite	2	L	15	
Short Spear	1.5	L	5	One or two-handed weapon, shorter than 3 meters
Shovel	2	L	3	
Sickle	2	M	4	Farmers tool or one-handed slashing weapon
Sledge	6	L	8	Two-handed hammer
Sling	0.2	S	2	
Small Sack (Empty)	0.25	M	1	
Soap (.5 kg)	0.5	S	2	Could be between one and four pieces
Spade	0.5	S	2	
Spice, Cinnamon	0.5	S	3	
Spice, Cloves	0.5	S	2	
Spice, Ginger	0.5	S	3	
Spice, Peppers	0.5	S	4	

Item	Wt	Size	Cost	Description
Spice, Saffron	0.5	S	14	
Spice, Salt	0.5	M	1	
Spices, Bulk	0.5	S	3	
Splint Mail	9	L	100	Leather armor with rectangular strips of metal sewn on
Spyglass	0.5	S	100	Also known as a telescope, may gain up to double spotting range
Staff, Wooden	1	L	3	Two-handed weapon
Studded Leather	5	L	25	Leather armor with metal studs riveted to it
Summer Clothing	1.5	M	20	Pants, shirt, boots and hat
Tent	2	M	10	Shelter for up to 4 people
Tent, Pavilion	10	L	20	Shelter for up to 10 people
Tent, Small	1	S	5	Shelter for up to two people
Textile, Canvas (Bolt)	3	M	24	16 square meters
Textile, Cotton (Bolt)	2	M	16	16 square meters
Textile, Furs	2	M	32	Furs from between 4 and 150 animals
Textile, Leather (Bolt)	5	L	48	16 square meters
Textile, Linen (Bolt)	2	M	24	16 square meters
Textile, Silk (Bolt)	2	M	64	16 square meters
Textile, Silk Thread	0.5	S	3	About 3 meters
Textile, Tanned Hide	6	L	32	16 square meters
Textile, Thread	0.5	S	2	About 3 meters
Textile, Wool Thread	0.5	S	1	About 3 meters
Thieves' Tools	1	S	200	For opening Locks, doors and windows and disarming traps
Tome	2	M	20	Magical, Mystical or Religious
Torch	1	M	3	Burns for 8 hours
Traveler's Clothing	2.5	M	20	Pants, shirt, boots and hat
Trident	2	L	25	Two-handed weapon
Tunic, Cloth	1	M	3	
Tunic, Leather	2	L	8	
Tunic, Silk	1	M	12	
Tunic, Wool	1.5	M	2	

Item	Wt	Size	Cost	Description
Twine (3 m)	0.5	S	2	
Utensils, Metal	0.5	S	2	
Utensils, Wood	0.3	S	1	
Wagon	200	L	700	Four-wheeled cart
War Axe	8	L	20	Any two-handed axe
War Hammer	2	L	12	Two-handed weapon
War Sword	3	L	50	Any two-handed sword. Also known as a Great Sword, Zweihander, Claymore or Flamberge
Warhorse, Heavy	1000	L	500	
Warhorse, Light	500	L	400	
Waterskin	0.5	S	2	Holds up to two liters. Sometimes known as a wineskin
Whetstone	0.5	S	2	Used to sharpen slashing weapons, good for about 100 meters of sharpening
Whip	1.5	M	6	
Whistle	0.2	S	4	

Weapons

See the table below to determine how dangerous it is:

Weapon	Skill	Spd	Acc	Damage	Stun	Reach	Range Increment
Arming Sword	Slash	+1	+1	4	+0	1-2	N/A
Axe	Slash	-1	+2	5	+0	1-2	N/A
Back Sword	Slash	+0	+1	5	+0	1-2	N/A
Battle Axe	Slash	-1	+0	6	+0	1-2	N/A
Broadsword	Slash	+0	+0	5	+0	1-2	N/A
Cestus, Iron	Unarmed	-1	+3	4	+1	1-1	N/A
Cestus, Leather	Unarmed	+0	+2	3	+2	1-1	N/A
Chain	Melee	-2	+2	4	+0	1-4	N/A
Climbing Claws	Melee	+1	+1	3	+1	1-1	N/A
Club	Melee	+1	+3	3	+1	1-2	N/A
Crossbow	Missile	+1	+1	5	+1	N/A	30
Crossbow, Repeating	Missile	-1	+1	4	+1	N/A	8
Dagger	Melee	+3	+0	5	+1	1-1	N/A
Flail	Melee	-1	+3	4	+0	1-2	N/A
Gladius Sword	Melee	+2	+0	5	+1	1-2	N/A
Grappling	Grapple	-1	+0	1	+1	1-1	N/A
Hammer	Melee	+1	+2	3	+0	1-2	N/A
Hatchet	Slash	+2	+1	4	+0	1-2	N/A

Weapon	Skill	Spd	Acc	Damage	Stun	Reach	Range Increment
Hatchet, Thrown	Missile	+0	+1	4	+1	N/A	2
Improvised	Melee	-1	+1	3	+1	1-2	N/A
Improvised, Thrown	Missile	-2	-1	3	+2	N/A	2
Iron Staff	Melee	-2	+3	6	-1	1-3	N/A
Javelin	Missile	+0	+1	4	+1	N/A	5
Katana	Slash	+1	-1	5	+0	1-2	N/A
Katar	Melee	+3	+1	4	+2	1-1	N/A
Knife	Slash	+2	+3	3	+1	1-1	N/A
Knife, Thrown	Missile	+1	-1	3	+2	N/A	3
Lance	Melee	-2	+0	8	+0	3-4	N/A
Long Bow	Missile	+0	+0	5	+1	N/A	40
Long Bow, Composite	Missile	-1	+1	5	+1	N/A	50
Long Knife	Slash	+1	+3	3	+1	1-1	N/A
Long Spear	Melee	-1	+1	11	+0	1-4	N/A
Longsword	Slash	-2	+1	6	+0	1-2	N/A
Mace	Melee	+0	+3	3	+0	1-2	N/A
Pick	Melee	-1	+0	5	+1	1-2	N/A
Pike	Melee	-2	+1	11	+0	4-6	N/A
Polearm	Slash	-4	-1	12	-2	1-3	N/A
Rapier	Melee	+1	+0	6	+1	1-2	N/A
Scimitar	Slash	+0	-1	6	+0	1-2	N/A
Scythe	Slash	-1	+1	8	-1	1-3	N/A
Shield Bash	Melee	-1	+2	3	+1	1-1	N/A
Short Bow	Missile	+0	+0	4	+1	N/A	20
Short Bow, Composite	Missile	-1	+1	4	+1	N/A	30
Short Spear	Melee	+0	+2	9	+0	1-3	N/A
Sickle	Slash	+1	+2	4	+0	1-2	N/A
Sledge	Melee	-3	+1	8	-2	1-3	N/A
Sling	Missile	-1	-1	3	+2	N/A	10
Staff, Wooden	Melee	-1	+4	5	-1	1-3	N/A
Trident	Melee	-3	-1	14	-1	1-3	N/A
Unarmed	Unarmed	+1	+1	3	+2	1-1	N/A
War Axe	Slash	-2	-1	10	-2	1-3	N/A
War Hammer	Melee	-2	+1	7	-1	1-2	N/A
War Sword	Slash	-3	-1	11	-2	1-3	N/A
Whip	Slash	-1	+2	3	+1	1-3	N/A
Weapon	Skill	Spd	Acc	Damage	Stun	Reach	Range Increment

Weapon	Skill	Spd	Acc	Damage	Stun	Reach	Range Increment
Arming Sword	Slash	+1	+1	4	+0	1-2	N/A
Axe	Slash	-1	+2	5	+0	1-2	N/A
Back Sword	Slash	+0	+1	5	+0	1-2	N/A
Battle Axe	Slash	-1	+0	6	+0	1-2	N/A
Broadsword	Slash	+0	+0	5	+0	1-2	N/A
Cestus, Iron	Unarmed	-1	+3	4	+1	1-1	N/A
Cestus, Leather	Unarmed	+0	+2	3	+2	1-1	N/A
Chain	Melee	-2	+2	4	+0	1-4	N/A

Skill

Lists which skill is used with this weapon.

Spd

Lists the weapon's initiative modifier.

Acc

Lists the weapon's Skill Roll modifier.

DMG

Lists the weapon's base Damage

Stun

Lists the weapons Stun modifier. This value modifies the target's Stun Save if a Stun Save is required. Negative values are better than positive values.

Range Increment

Ranged attacks made within this distance in meters are made with no penalty, If the range to the target is longer than this, subtract one from the Attack roll for every full or part Range Increment that can be divided into the range.

Reach

For melee weapons, this represents the minimum and maximum range of the weapon in combat.

Armor

Armor	Type	Spd	Def	DR	Stun	Rec	Skill
Padded Cloth Armor	Armor	-1	+0	1	+2	-1	-1
Quilted Armor	Armor	+0	+0	1	+1	-1	-1
Light Leather Armor	Armor	+0	+0	1	+0	-1	+0
Studded Leather	Armor	-1	+0	2	+0	-1	+0
Banded Mail	Armor	-1	+0	2	+1	-1	+0
Heavy Leather Armor	Armor	-1	+0	3	+0	-1	-1
Scale Mail	Armor	-1	+0	3	+1	-1	+0
Chainmail	Armor	-1	+0	4	+1	-2	-1
Splint Mail	Armor	-1	+0	4	+1	-1	-1
Half Plate	Armor	-1	-1	6	+2	-2	-1
Light Plate	Armor	-1	-1	7	+3	-2	-1
Full Plate	Armor	-2	-2	8	+3	-3	-1
Shield, Buckler	Shield	+0	+0	1	+1	+0	+0
Shield, Small, Steel	Shield	-1	+0	2	+1	+0	-1
Shield, Small, Wooden	Shield	+0	+0	1	+1	+0	-1
Shield, Large, Steel	Shield	-2	+0	3	+1	+0	-1
Shield, Large, Wooden	Shield	-1	+0	2	+1	+0	-1
Shield, Tower	Shield	-2	+0	4	+2	+0	-2

DR

The DR of armor is added directly to the character's natural DR for the location(s) covered. To determine the DR of the Body location, take the highest DR of all the armor equipped.

Spd

The lowest Spd of all armor worn is added directly to the character's Init. That same number is divided by 10 and added to the character's Walk, Run and Sprint speeds as well. Bear in mind that this is in addition to the penalty for the encumbrance of the armor involved.

Note: Negative numbers subtract when added to positive values.

Stun

The Stun of armor is added directly to the character's natural Stun Mod for the location(s) covered. To determine the Stun of the Body location, take the highest Stun of all the armor equipped.

Def

The lowest Def of all armor worn is added directly to the character's natural Def.

Note: Negative numbers subtract when added to positive values and -2 is lower than -1.

Skill

The lowest Skill of all armor worn is added directly to every Skill Roll the character makes while the armor is worn.

Note: Negative numbers subtract when added to positive values and -2 is lower than -1.

Judge Approval

Players should work with their Judge throughout the character creation process, especially if they have a unique or special character idea. The Judge can reject a character whole or in part at any point up to the beginning of a story or adventure. Once a character begins play in a story or adventure, the Judge and player should try to come up with a compromise if the Judge or player has an issue with the character in question.

Playing

Introduction

So, you know about the game world, you know something about Talents and Skills and maybe even know something about your character. But how do you actually play the game? That is what we will discuss in this chapter.

Concepts

Ability

These numbers represent a character's natural ability.

Character

Character's only exist as an element of the story. Character's can be run by any player, including the Judge.

Dice

These are two regular, cubic dice, like you would find in most board games. Sometimes called 2d6.

Difficulty

Spells and prayers have a Difficulty. This represents how hard it is to cast or perform. Before the spell or prayer effect can start, the Mage or Priest must roll and add their Talent. If the total is equal to or greater than the Difficulty, then the effect can take place. Otherwise the Priest or Mage can try again.

Even if the Difficulty is so low that the character would succeed if they rolled a two, they need to roll as they may fail if they roll an Unmodified 2. However, if they character can not equal or succeed the difficulty by rolling a 12 and adding their Talent, then they cannot cast or perform it in the first place.

Fumble

Some skills can Fumble. Whether a Skill can Fumble is explained in the skill description. Talents cannot Fumble.

Player

Remember, you are the player. So are the other real-life people playing with you, including the Judge

Profession

There is not set list of Professions, players are free to name their profession anything they want.

Reputation

Reputation is not a measure of how good or evil a character is, but a measure of how helpful or harmful a character is. It is important to keep that in mind during game play.

Damage Save

If the Damage Save of a technique so high that a character cannot make it even if they rolled a 12 and added their Talent, then they cannot use that Technique.

If they can use that Technique, it works automatically and the effect takes place as soon as the character announces the Technique they are using. After the effect has occurred in game, then the character that used that technique must roll and add their Talent. If they get equal to or higher than the Damage Save for that Technique, nothing happens, otherwise the character takes one point of Damage per level of Affinity. At that point, the character should make a Stun Save if necessary.

Skill

This represents specific things you character can do after training, practice and experience.

Stat

These represent natural abilities that can be influenced by natural Ability, but not trained.

Talent

A Talent is that one thing that makes your character special. It does not even have to be related to your character's profession.

Target Number

The Target Number is the total, with modifiers, that a player needs to roll to accomplish a task.

Unmodified 2

When a player rolls two ones, that is an Unmodified 2. This is a failure and depending on the skill used, possible a Fumble.

Unmodified 12

When a player rolls two sixs, that is an Unmodified 12. This is always a success.

Mechanics

Basic series of events

There are some things that have to happen before the game can truly start. For instance, the players have to make their characters. The Judge has to let you know what kind of adventure they are running. But, once this preliminary information is out of the way, play can begin in earnest. The Judge describes the scene and the players will describe their reactions to the current situation. The basic flow of the game appears below:

1. Description

- a. The Judge describes the scene as the characters perceive it, at a minimum this information should:
 - i. Be consistent with previous events and/or the character's backgrounds
 - ii. Include a location
 - iii. Anything the characters can see
 - iv. Anything the characters can hear
 - v. Anything the characters can smell and potentially taste
 - vi. Anything the characters can feel with their sense of touch
 - vii. Anything that the characters would know about what the NPCs are doing
 - viii. Any clues that the characters vitally need to know for the story to continue
 - ix. Allow players to roll for Awareness and other skills to notice clues or minor details
- b. The players should describe what their characters are trying to do, including:
 - i. What you character's intent is. There may be a skill roll involved or another character may resist your efforts.
 - ii. What your character is doing to accomplish this intent
 - iii. What objects your character is using to accomplish this intent
 - iv. What your character is saying to accomplish this intent
 - v. If relevant, include what your character is feeling/thinking about this intent

2. Task Resolution

- a. The Judge and player determine if this task has a chance to fail. Character conversations, trivial efforts and anything that the player and Judge consider a normal or logical outcome
- b. If there is a chance of failure, the Judge and player determine what Skill or Talent to use
- c. The Judge determines the Difficulty Number and modifiers
- d. The Player rolls the dice and modifies for Skill Mod for the appropriate Ability, Skill level and any other modifiers
- e. The Judge and player determine how successful the attempt was and create a final description

Luck

Any time a player wants to influence the results of a roll, they can spend luck. Before the dice are rolled, a player can spend luck and add one to the amount of luck spent. After the dice are rolled, you can modify the roll by the amount of luck spent.

Luck modifier table		
Luck spent	Before roll	After roll
1	±2	±1
2	±3	±2
3	±4	±3
4	±5	±4
5	±6	±5
6	±7	±6
7	±8	±7
8	±9	±8
9	±10	±9
10	±11	±10

Following your Destiny

Any time you have a cool idea, discuss it with the group, maybe your Judge will be open to the suggestion. However, any time you want to add an item, character, quest, subplot or plot twist that is directly related to the development of your character's back story, motivations or goals, it's time to spend a Destiny point. Destiny can be used for things like meeting a long-last friend or relative, creating a new contact from your character's past, adding a vital object to the current scene, or anything you can imagine. It's important to understand that once you choose to spend a Destiny point, you will be adding something to the shared experience of the group. Also, the change you want to make does not start happening until both you and the Judge are happy with the idea. Here are the things you and the Judge need to work out together:

- What, exactly, is being added
- Which characters are affected or involved
- When does the addition start
- When, if ever, will the addition be over
- Does this temporarily or permanently affect the current plot

There are certain pitfalls you want to avoid:

- Try not to suggest something that is out of place in this story. If the group is telling a survival/horror story, adding slapstick comedy may ruin the mood
- Try not suggest something that is out of character
- When adding a quest, subplot or plot twist, try and include the rest of the group as part of the addition
- Try not to add something just to give your character a power boost. It is acceptable to add an item of power, if the effort to get it through the resulting quest is proportional and the rest of the group doesn't mind going on a quest
- Try to be creative with each use of Destiny, don't just use the same shtick over and over.

Example - Item:

Nate's Mage is trapped in a stark, empty cave and there is a snake slithering in through the only entrance. The Judge already described the area as barren, but Nate can spend a Destiny point to add a conveniently, close, large stone to crush it.

Example - Character:

Leroy's Thief has an ancient artifact that he found in an abandoned, ruined city. But now he needs to find someone to buy it. Leroy decides that it might be cool if they ran into a distant relative that knew people. After working with the group and Judge, they group meets a second cousin that has underworld connections.

Example - Quest:

Cheryl's Priest needs prayers for battle. Cheryl decides when the group next goes to town, that her Priest receives information about the location of the Annuls of Aoaninus a book about the sage elf god and the prayers his Priests use in battle.

Example - Subplot:

Tom's Mage meets the King and Tom gets the idea of adding a subplot where the King's daughter and the Mage have an affair.

Example – Plot twist:

Eric's Warrior is facing a powerful General. After the conflict goes on for some time, he has grown to appreciate this rival and comes up with a great plot twist, what if the General falls for his Warrior's sister?

Regaining your Destiny points

Anytime your character does something unexpected to advance the current plot, the Judge may award you with a Destiny point. There is no limit to how many you can accumulate. You may suggest to the Judge that another player deserves a Destiny Point, but the Judge is the final arbiter.

Armor

DR – To determine a character's total Body DR, add the character's DR Stat to the highest DR between the armor and shield.

Speed - To determine a character's total Speed modifier from armor, add the Speed modifier for Armor and Shield worn. For each point of speed loss, lower Sprint by 0.2, Run by 0.2 and Walk by 0.1.

Stun Modifier – To determine a character's total Stun Modifier, add the character's Stun Modifier Stat to Stun Modifier for the armor and shield worn.

Defense Modifier - To determine a character's total Defense add the character's Defense Stat to the Defense Modifier for the armor and shield worn.

Rec Modifier - To determine a character's total Rec add the character's Rec Stat to the Rec modifier for the armor and shield worn.

Skill Modifier - Add the Skill modifier for both armor and shield worn to every Skill Roll the character makes.

Interpersonal skills

The number one stress of any roleplaying game is the roleplaying. If there is an interaction between two characters, roleplay it to its logical conclusion. If all characters involved are acting in character, no dice need be rolled. The purpose of the dice mechanics for roleplaying is to account for those times when one character needs to ask/tell give too much.

Examples that do not need to be rolled:

Competent General leading his soldiers into battle

A prominent Mage convincing people that his idea is smart

Famous merchant convincing people he is wealthy

A King convincing people he is in charge

A Priest ministering to his congregation

Examples that do need rolls

A Mage leading mercenaries into a losing battle

A peasant convincing people they are rich

A General speaking to a religious congregation

A King convincing people he was in touch with the common man

An Apprentice Mage convincing people he was in charge

As you can see from these examples, the request must be both extreme for the requestor and the requested. Otherwise, it is just the course of human affairs in most cases. There are several things that should affect the difficulty:

- How the player describes their speech and actions
- The character's station
- The position of the person being asked
- The relationship between the characters
- The background of each of the characters
- Natural Ability and Skill
- Possibly Reputation if the character is recognized
- Possibly Appearance if there is any attraction between them

What skill can I use?

The Judge is the final arbiter, but the following table is a guideline of how the skills were designed to be used with each other. Please note that the primary skills used to defend against deception and persuasion are Intuition and Will. It is advised to have at least some levels of one or the other.

Defenses against interpersonal skills table									
Active skill	Awareness	Barter	Charisma	Endurance	Intimidation	Intuition	Persuasion	Resistance	Will
Barter	Y	Y	Y	N	Y	Y	Y	N	Y
Charisma	N	N	Y	N	N	Y	N	N	Y
Disguise	Y	N	N	N	N	Y	N	N	N
Forgery	Y	N	N	N	N	Y	N	N	N
Interrogation	N	N	N	Y*	N	Y	N	Y*	Y
Intimidation	N	N	N	N	Y	Y	N	N	Y
Intuition	N	N	N	N	N	Y	N	N	Y
Persuasion	N	N	N	N	Y	Y	Y	N	Y
Theology	Y	N	Y	N	N	Y	N	N	Y

* Only applicable when torture is involved

How does Reputation work?

Reputation is not a measure of good or evil. It is a measure of how helpful or harmful a character is known to be. There are requirements to gain and lose Reputation in game and they do not have anything to do with good or evil. Here are the requirements for gaining and losing Reputation

Gaining Reputation requirements Table				
Reputation	Witness	Witness Involved	Effected Not Involved	No Reward
-10 to 2	Y	Y/N	Y/N	Y/N
3 to 5	Y	Y	Y/N	Y/N
6 to 8	Y	Y	Y	Y/N
9 to 10	Y	Y	Y	Y

Witness – The minimum way to gain positive Reputation is to have a witness that can recall the helpful deed.

Witness Involved – If there are witnesses that had a stake in the aid provided, the word will be spread further and wider, and higher Reputation Stats are possible.

Affected Not Involved – If the character was able to help and prevent the effected witnesses from having to exert any effort, the gain in Reputation will be even better.

No Reward – The only way to gain the ultimate levels of Reputation are to help without any desire for apparent reward.

Losing Reputation requirements Table				
Reputation	Witness	Witness Involved	Witness Deliberately Affected	Personal Gain
10 to -2	Y	Y/N	Y/N	Y/N
-3 to -5	Y	Y	Y/N	Y/N
-6 to -8	Y	Y	Y	Y/N
-9 to -10	Y	Y	Y	Y

Witness – When characters harm others, it will not affect Reputation unless there is a surviving witness. If that is so, The Reputations Stat will surely go down.

Witness Involved – If there are surviving witnesses that are involved in this selfish act, lower depths of Reputation are possible.

This is a Beta version, do not distribute for any reason

Witness Deliberately Effected – If a character goes out of their way to deliberately affect other characters, their Reputation can get very low.

Personal Gain – The ultimate depths of Reputation are restricted to those that commit heinous acts for personal gain.

If a character is recognized and they try to do something friendly or gain another character's trust, their Reputation gives a bonus to their roll.

Friendly Reputation Modifier Table	
Reputation	Friendly Modifier
-10	-5
-9 to -8	-4
-7 to -6	-3
-5 to -4	-2
-3 to -2	-1
-1 to 1	+0
2 to 3	+1
4 to 5	+2
6 to 7	+3
8 to 9	+4
10	+5

Conversely, if a character is recognized and they are acting rude, making threats and attempting to influence people through force of will, use the following table to modify their rolls.

Rude Reputation Modifier Table	
Reputation	Rude Modifier
-10	+5
-9 to -8	+4
-7 to -6	+3
-5 to -4	+2
-3 to -2	+1
-1 to 1	+0
2 to 3	-1
4 to 5	-2
6 to 7	-3
8 to 9	-4
10	-5

How does appearance work?

It is hard to determine with 100% accuracy if Appearance will affect interpersonal skills. Not all characters of the opposite sex will be affected and some characters of the same sex might be affected. If you are roleplaying with the Judge, it should become obvious if it applies or not.

Appearance Modifiers	
Appearance	Modifier
-8	-7
-7	-7
-6	-6
-5	-6
-4	-5
-3	-5
-2	-4
-1	-4
0	-3
1	-3
2	-2
3	-2
4	-1
5	-1
6	+0
7	+1
8	+1
9	+2
10	+2
11	+3
12	+3
13	+4
14	+4
15	+5
16	+5
17	+6
18	+6
19	+7
20	+7
21	+8

Crafting

Crafting breaks into four broad steps:

Design

Characters have to decide whether to use an existing design or to create something original. Some designs will have to be done on paper or in miniature first, other will have to be built and modified the first time as part of the design process. Once a design is chosen, then the player will know what materials are needed.

Acquiring

Once the necessary materials are known, the character can begin to acquire them. This can be through buying, through hunting or gathering. Acquiring supplies may be needed during the design phase if the player wants or needs to make a prototype while designing the final item.

Building

When the character has all of the tools and materials necessary, they can begin construction. For simple items like pots or horseshoes, figure on about a minute per difficulty number. For more complex items like fine clothing or wagon wheels, plan on an hour or more per difficulty number for construction alone. Modify this time for failure, of course.

Selling

If the character is planning on selling the item, they will either have to hang a shingle on their house or get a stall in a market. There, they will, have to compete with other vendors and haggle with stingy buyers.

Affinity

Affinity is different from Chi, there is no negative power or positive power. The power it draws from does not ebb and flow and there are no strong or weak sources. Nor are there any places on Lanasia where it does not exist. There is a mental component, but it is not purely a psychic power, it derives from a character's talent, discipline and the power of the world of Lanasia. A character's Affinity cannot be used create objects, beings, illusions or raise the dead. Typically, Mystics will receive new techniques orally from other Mystics. Occasionally, a Mystic will transcribe the secrets of a technique on a scroll or in a manual. These are rare and valuable. Finally, if a Mystic sees notices another Mystic using a technique, they may learn that technique the next time they see it used, if they can make an Awareness roll higher than the Damage Save of the Technique plus the other Mystics Affinity. Characters that roll an Unmodified 2 when making their Damage Save always take Damage. Characters that cannot make their Damage Save by rolling a 12 and adding their Affinity, cannot use the technique in question. Characters start with a number of Techniques equal to the higher of either Perception or Occult.

Magic

There is no reason that the function of Magic should not overlap with Prayer or Techniques. Summoning healing salves might be a good example. Magic should be limited to creating something from nothing. There is no necromancy magic, but Mages could summon zombies, skeletons and other undead. These will not be corpses or spirits of deceased Lanasian inhabitants, but beings that exist in the Ethereal World. If characters have enough books and scrolls, they should be allowed to research their own spells. This would take about one hour per difficulty number and use the Arcane Lore skill. Characters that roll an Unmodified 2 when casting their spell, always fail their Difficulty roll, but cannot

cast a spell that would not succeed if a 12 and their Magic Talent level does not equal or exceed the Difficulty of the spell. Characters start with a number of spells equal to the higher of Perception and Arcane Lore. At least one spell must be a spell that could server a normal community from their home nation (e.g., Borzin's Enduring Hammer) and be of a difficulty low enough that the character could cast it with a Telent level of one.

Prayer

Prayer is a versatile power. Although you cannot raise the dead, you can animate the dead with the appropriate prayer. And although you can not create something out of nothing, you can make anything better, including movement, intelligence and even skills to inanimate objects. If characters have enough books and scriptures, they should be allowed to research their own prayers. This would take about one hour per difficulty number and use the Theology skill. Characters that roll an Unmodified 2 while performing a prayer always fail their Difficulty roll, but cannot perform a prayer that would not succeed if a 12 and their Prayer Talent level does not equal or exceed the Difficulty of the prayer. Characters start with a number of prayers equal to the higher of Wisdom and Theology.

When trying to decide whether to use Maximize or Minimize, think about the most common use of the prayer, is it to help or to harm. It is not always intuitive for instance Bepa's Roar intuitively should be maximize fear. But since it is a negative effect, minimize courage should be used.

Advice

Group activity

Even in small gaming groups, there is still a group involved. Try and come up with characters, ideas and courses of action that will not disrupt the play for the rest of the group. Try and allow time for other players to get their turn to describe what their character is doing. And let the group know if there is something that you are expecting or wanting that is not being met.

Story is the center

What the players of a roleplaying game are doing is telling a story. Even if you have a great idea, a great character concept or a great plan. If it does not advance the story being told or if it will not be fun for the group, maybe you should write it down and save it for later.

Narration

You should realize that the goal of any roleplaying game is to have fun and that the secondary goal is to tell a cool story. The more each player (including the Judge) can add to the story narrative, the more engaging and fun that story can become. So, if you can describe your character's actions with a little narrative flair, you are adding to the game in a real and meaningful way.

You can get a bonus to the difficulty level through the group's estimation of the quality of your narration:

Narrative Difficulty Modifier Table		
Quality	Difficulty Modifier	Example
Normal	+0	I attack him with my sword
Descriptive	-1	My character lunges at their foe with his rapier
Narrative	-2	"I shall avenge my comrades!" Fredrick shouts as he fiercely wields his rapier and aims for the villain's heart

Note: Lower Difficulties are better

Bear in mind that a descriptive or narrative explanation of what your character is doing does not have to be original or flowery. It can be a creative re-wording of a line from a movie, book or any source. As long as it is descriptive, in genre and in character it will add to the story being told.

The Devil is in the Details

The devil really is in the details. Combine the details on the group's character sheets, background information and setting information to create detailed plots and subplots. Conversely, if you do not include details in your character background or narration, the game will be duller, so try to maximize the fun of the group and the story.

Finally, no matter how cool of a character concept you have, no matter how thorough of a background story, no matter if the character is legal or not, if it is not compatible with the rest of your group, it is not the right character right now. Players have things they should and should not do:

Please:

- Communicate
- Explain, in detail, what your character is doing
- If appropriate, explain a character's motivations behind their actions
- Make characters that seem original and fun to you
- Play your character in character
- Try and play your character according to their stated goals and motivations
- Play your character contrary to your stated Goals and Motivations when it seems right for the story
- Consider the group needs when making and playing your character
- Consider the story needs when making and playing your character
- Learn and understand the rules affecting your character
- Learn and understand the background of your character
- Compare planning and strategy ideas with the group
- Communicate your preferred play style to the group

Please do not:

- Assume
- Put your preferred play style ahead of the needs of the rest of the group
- Sacrifice group dynamic for the sake of creativity
- Justify disruptive behavior by explaining you were playing in character
- Argue for arguments sake or play devil's advocate
- Say "I told you so." If something happens in game (good or bad), you are just as responsible as the rest of the group
- Keep things to yourself
- Make stereotypical or copyrighted characters

Judging

Introduction

The Judge of a Legends of Lanasia game has several hats to wear: describing the world the characters live in, describing how characters that live in that world react and relate to the players' characters, telling a story worth listening to, casting the players' characters in that story, and arbitrating rules. It can and should be fun and with this chapter, it should become a whole lot clearer how this is done. The other players have responsibilities in this story as well, including using their character to advance the shared story in a fun and meaningful way.

Concepts

Disruptive

A player or players are being disruptive when one of two things happen. One, they do things that prevent the other players from having fun. Two, they do something that monopolizes an unreasonable amount of time. The second is harder to pin down. There are times where a character is the center of the story. This is normal and natural. When this happens too often or for too long, it is becoming disruptive to the other players.

Encounter

Any single event in the lives of the characters.

Epic

A collection of related Stories or Adventures.

NPC

Or Non-Player Character, this is a character played entirely by the Judge.

People and persons

This could be any sentient character.

Play Style

This is a term referring to the way an individual player plays a game. Of course, not all players will fit into a single style. But the concept can help to manage the game.

Roleplaying

Making every action of the character be entirely in character instead of tactically or based on out of character information.

Story or adventure

A series of events linked by a common thread of storytelling.

Identifying player types

Players are not usually one-dimensional, but there are certain play styles that some players will favor, recognizing them will enable the group to better tailor their game to have more fun.

Powergaming

Powergamers enjoy making their characters more powerful. They will spend a lot of time creating their character and will want very powerful talents. During play they will seek out adventures, quests and tasks that will increase that power. The advantage to having this kind of player in your group is that they will generally learn the system and game world better than most others. They will also be highly motivated and truly heroic. The disadvantage is that these characters can unbalance the group's combat abilities. Also, these players will not be helpful and might even be counterproductive if

the player's goals are not being served. The Judge will have to provide moments for these player's characters to shine and these kinds of players need to acknowledge their agenda and work with the group so that everyone has fun.

Hack and slashing

Hack and slashers enjoy fighting. If there is no conflict, hack and slashers are not interested. In fact, if they can, hack and slashers will instigate violence. Going to a bar or tavern and starting a fight or taking arms against any other character that they can justify. The advantage of these players is that they are easy to motivate into an adventure and they are fairly predictable and easy to please. The disadvantage is that they do not roleplay much and can end up committing random acts of violence. The Judge needs to recognize these players and adjust the NPC reactions and level of conflict to compensate. Players should be careful to look for this instinct in themselves and try to work to prevent their behavior from becoming disruptive or ruining the fun of the rest of the group.

PK'ing

PK'ers are similar to Hack and slashers, except they enjoy fighting other players. If the Judge and the other players are OK with this, this can be an interesting and challenging play style. But, if the Judge or other players are not aware of this tendency in a member of their group, this can be very disruptive. Judges are advised to decide what their policy is regarding player vs. player combat before the first story begins and communicate that to all players in the group. Players with the desire to play this way should communicate this to the group and discuss ways to integrate this play into the groups activities.

Roleplaying

Roleplayers enjoy playing their characters, imagining what it would be like to actually be their character and how they would likely react in that situation. These players will fight when their characters would fight and will not if their characters would not. The advantage of these players is that they really get into the game and are easy to predict once you understand their character's personality. The disadvantage of these players is that they will become dissatisfied with the game if they do not have the ability or opportunity to portray their character in the way they feel it should be portrayed. Judges need to work with these kinds of player during character creation and really try to work out what the character's personality is and make sure that as the game moves forward that the player is allowed to play their character accordingly. Players need to communicate these needs to the group and Judge and need to be extra careful to make a character that is compatible with the other characters and the stories being played.

Socializing

Some players enjoy RPGs for the social aspect. They just want to have some fun with their friends and RPGs are fun and sociable. As long as there are lulls in the roleplaying and fighting where the players can catch up on what is happening with their friends, these players will be happy to keep playing. Judges need to identify these types of players and make sure there are times where the players can converse casually and plays with these priorities need to make sure they let the group know that they do just want to shoot the breeze once in a while.

Your group

Your group of players will not be of all one type and even each player will not be one type of gamer 100% of the time. Talk to the players in your group and ask them what they want from the game and try to come up with a compromise that will satisfy all of them. This may mean that the game will be

mostly roleplaying or mostly combat, but most likely, it will be a mix that gives each player and character a chance to shine.

Pitfalls to look out for

Railroading

Railroading happens when the Judge presents the other players with an event or scenario where the players have no real choice of how to deal with the situation.

Examples:

This one is fairly obvious, the King says to the players, "We want you to undertake this quest in our name or you will be put to the sword!" Obviously, this is railroading. The players do not have a choice, they have to take the quest. Of course, the Judge can still offer the same quest. But offer to pay them and go to someone else if the players refuse.

The Judge comes up with a clever test of a noble character. The character will have to decide which character to save. He is told that one of his friends must die. The trick is that if the noble character chooses themselves, no one dies. The Judge does not feel like this is railroading, there is a solution and it is logical. In fact, this is railroading, the player or the character have no idea that there even is a solution and the options they are presented with are not good. Even if the player were to imagine the solution, there is but one solution.

The Judge spends weeks designing a perfect adventure. It takes place in the ruins of long lost and forgotten city. When the player's characters are given hints that there might be some sort of adventure there, they do not take the bait. Later, the characters are offered money to go there and retrieve one magic book, they refuse the mission. Finally, the characters find nothing interesting to do in the town and head out to the next town. On the road, the players encounter a basilisk whose gaze can turn the characters to stone, its venom is deadly and its scales are impervious to wood or metal weapons. Once the characters understand this, they run and finally lose the basilisk outside of a long lost and forgotten city. This, of course, is also railroading. Characters may not have a reason to visit the ruins of an ancient city or the players may have reason to avoid going there, bear this in mind and save the adventure in this ruin for another time.

Casting the player's characters as extras

Every Judge has a story they want to tell. Some are simple, some are intricately woven, some are original, and some are clever re-writes of existing stories. No matter what story you want to tell, cast the group's characters as the main heroes of the story. Do not create an Archetype character that could do everything the players are doing but is too busy to do it themselves. If the story you want to tell is complete and does not require anyone else's help to tell it, then write a novel or a screenplay. Roleplaying is interactive and the other players should be able to influence the story as much as you do.

Monty Halling

The appeal of many game shows is the idea that the contestants are rewarded for little or no effort. A new car or fabulous vacation is hardly justified compensation for standing in line for a couple of hours and then answering questions or solving puzzles. The players should try to remember that when the characters are being rewarded for completing difficult tasks. The reward should be proportional to the amount of effort expended. What can happen is that the characters can get too powerful too quickly and challenges that would normally be appropriate for those characters become trivial. By carefully gauging the reward before you give it to the characters, you prevent the awkward dilemma of trying to take away a reward that is too powerful later.

Playing favorites

It happens to the best of us, there is a group of players and one of them outshines the others. They get what the Judge is trying to do with their setting, their character truly impresses the Judge and they are doing the most to make the Judge's story move along in the direction they want. This person is their idea of an ideal player. The Judge naturally wants to give them more game time, lets their characters do more with what they have and devises encounters tailored to that character and play style. But the Judge really needs to avoid this pitfall, it is actually negative reinforcement to the other players. Those players will start to think that there is no point in even trying to improve their character, after all, they are not the Judge's favorite. If you feel the group starting to do these things, the remedy is simple. Let the Judge know so they can do that for each of the players in turn. This is actually a great way to involve the players and enrich the game.

Playing it your way

You may find yourself bored or frustrated with a game. You might even notice this too late. After you have done something disruptive or have already started flaking out on your group. This is happening because the group is not playing the way you want or in the style you prefer. To prevent this, stop and take a second to think about your own style of play. Be sure to communicate this to the group and try to remind them if it has been a while since the last time that style was incorporated.

Just as players have a play style, so to does the Judge. The Judge may find themselves in a situation where the players are not doing the things they want them to do or playing their characters the way they expect them to. When this happens, it is tempting for the Judge to railroad the players, give bonuses to the players that conform to their style or penalize players that do not. But the Judge must avoid this at all costs.

For instance, you cannot force another player to roleplay, if the best you can get out of them is "I attack them with my sword," then so be it. If the Judge feels the urge to penalize a player for doing something that they feel is disruptive, it is recommended that they suppress that urge. If a player is being disruptive, talk to them outside of the game. If a character is being disruptive in game, enforce realistic consequences for that character in the game. Don not try and deal with in game issues out of the game or try and deal with out of game issues in the game.

Characters that are a little too unique

Sometimes a player will make a character that is a little too unique. You can tell right away when there are in game conflicts. If the players all made heroes except for one that is a thief and assassin. There will be a problem. They can fall into a few categories, some are easier to deal with than others:

Ambitious Thief

This character is good at what they do. But what they do is illegal. This can be totally normal, totally fun or totally annoying depending on the make up of the rest of the group. This character can monopolize the Judge's time as the group waits to see the outcome of the rogue's actions. Then the Judge has to come up with a challenging puzzle that is proportional to the item the thief is trying to steal. Then the Judge has to come up with a reasonable penalty for getting caught, all of this without excluding the other players or sidetracking the current story too much.

Example:

The characters come to a new town. The warrior needs to repair his armor, the Priest needs ingredients for his potions and the Mage needs to spend some quality time with a new magic tome they just found. The thief visits some shops casing the places and selects a shop that has an emerald ring. In game time, the characters will be in this town for hours, but in real life each of the players will make one or two skill rolls and they can hit the road again. But, the thief wants to snag that ring, so he waits til it is dark, breaks in, fights and kills the monitor lizard left as guard and purloins with the ring. This will take hours of game time just as with the other characters, but will require a significant amount of real time. First, picture if you will, how the game play will go:

Judge: Eric, what does your Mage do?

Eric: he will continue to read his tome

Judge: Pat, what does your Warrior do?

Pat: he will continue to work on his armor

Judge: Cheryl, what does your Priest do?

Cheryl: Continue working on my Alchemy

Judge: Leroy, what does your Thief do?

Leroy: I look for city guards and then duck into the alley behind the shop

Judge: Eric, what does your Mage do?

Eric: he will continue to read his tome

Judge: Pat, what does your Warrior do?

Pat: he will continue to work on his armor

Judge: Cheryl, what does your Priest do?

Cheryl: Continue working on my Alchemy

Judge: Leroy, what does your Thief do?

Leroy: I shimmy up the drainpipe to a second story window and see if it is trapped (Leroy the rolls dice).
17 for acrobatics, 14 for Awareness, what do I see?

Judge: There appears to be no trap on the window, but you hear a weird scraping noise. Eric, what does your Mage do?

As you can see, this is not very fun for the others. But it gets worse, if the thief succeeds, they will have gotten experience for using their skills while the other characters just sat on their hands. And he will have this treasure that he will not be inclined to share, since the other characters did nothing to help him get it. Not only that, but unless this town is very busy, it will not take much for shopkeepers and possibly the city guard to connect the arrival of the players' characters to the theft. So the merchants will be distrustful of the characters (even those not involved) and the guards may arrest people for questioning. If they fail or get caught after the fact, then there will be a whole trial, jail time and possibly severe punishments for the thief and, possibly, other characters. Leaving the other players with tough decisions, like whether to cover for the thief, whether to defend them in court, whether to break them from prison, etc. Turning a quick stop in town for supplies into an ordeal.

And there is no good answer, if the character is not allowed to use their skills, then they will not get as much XPs as others. Generally, this is an issue the whole group has to solve together.

Of course, the same thief can use their skills to benefit the group as a scout, locksmith and trapper, but it is up to the player to want to do these things.

Evil Mastermind

This character is truly evil, they will do whatever it takes to achieve their goal. Some are loyal to their friends, some will keep their word even, at least for a time. Again, this can be totally awesome, totally normal or totally annoying, depending on the other characters. If the other characters are not evil, but not righteous, it might be OK. But if two players have diametrically opposed characters, then there will be conflict within the group. Worse, this is not conflict that can be easily overcome, fundamental differences in values and beliefs will cause the characters to be constantly at loggerheads. Ultimately, the Judge and the other players should think long and hard before accepting a contentious character into the group. Again, the discussion should be about the character, not the player. If the players cannot come to a unanimous compromise about the evil character, see if the player concerned can hold on to that character for another time and bring a more compatible character.

CRPG Gamer

This is the player that has played many computer RPGs (CRPGs for short) and feel that Tabletop RPGs can be played in the same way. Or worse, they will want to do all the things that they cannot do in a CRPG. This might entail killing innocent villagers, shopkeepers, city guards, pick pocketing kings, wizards, city guards or just plain fighting anyone that is mouthy. On the surface, this may not seem very disruptive, after all it is a freeform virtual world that the players are all helping create. But, the danger of this philosophy is that the player will not be roleplaying their character, but experimenting with the game world to see what they can get away with instead. Usually, this can be solved by talking to the player outside of the game and explaining that while the game world is freeform, there would also be realistic consequences for their actions. Then if the character continues to act like it is in a CRPG, have logical consequences follow each of their actions, even if that means killing the character. Be careful not to be heavy handed at first and try not to let this one player disrupt the whole group, but bear in mind you can only do so much. It is tempting to want to exploit and experiment with the boundaries of the game world, but remember that roleplaying is a group activity and you should make and play your character in a way that is compatible with your group and the stories your character is helping to tell.

Crime and Punishment

Occasionally, players will do things that you do not like. They might hack and slash when you want to roleplay, make a cheesy character when the Judge wants to run a very character-driven story, they might ask or do the same things over and over again like a robot. Whatever the issue, try and put it in perspective. Try to see if this behavior is actually disrupting your play style or just interrupting your mood temporarily. Try to gauge if the other players are affected, or if they are still having fun. Try to understand if you are communicating these issues or if you are smoldering silently and the player is oblivious. Even if the answer to all of these questions are the worst possible, try to resolve these types of issues outside of the game. Talk to them when the other players are not around, explain the issue and ask them how they can help make the situation better. If there is not improvement, try and talk to the player with the rest of the group, but still outside the game. Whatever you do, if the character itself is not doing anything out of character, that character should not be penalized. Obviously, the character should experience measured consequences to their actions, but if those actions are not disruptive, do not try and tackle an outside of game issue in game.

Ignoring problems

One of the worst things any player can do is to ignore an issue. Whatever the issue, you should voice your opinion whenever something unacceptable happens. Even minor infractions should be pointed out. In this way, you can build an understanding between the players as to what you will and will not accept. When you ignore problems and then call players out for later infractions, everyone involved will be confused as to what the actual problem is and will not know how to remedy it.

Assuming

Do not assume. Do not assume the players are thinking what you are thinking. Do not assume the players understand the story you are trying to tell. Do not assume that the players will take the most logical action. Do not assume that the players will run when faced with an insurmountable force. Do not assume that the players will work with any measure of teamwork. Do not assume that you know what the characters will and will not do for money. Do not assume that you know what the characters will or will not die fighting for. And please for the sake of your game, do not assume.

Judges, it is not a dictatorship

Being Judge does not make you master of the game. You are a Player, just like the rest of the group. You have things you can do and things you cannot do:

Please:

- Explain anything to players that their character should see, hear, smell, know, remember or understand
- Explain exactly what characters can and can not notice about NPCs
- Allow players to solve a problem in their own way
- Ensure that each player gets equal time to describe their character's actions
- Ignore players that are talking over other players
- Make all of your rules decisions consistently
- Decide and describe which background world is being used (and which elements of that game world are being used)
- Get involved in a player's character creation
- Decide which characters are not allowed in the current group
- Decide which rules will and will not be in effect
- Communicate all of these decisions
- Decide realistically what each NPC does and says

Please do not:

- Assume
- Railroad
- Ignore what the other players want in their play style
- Penalize players in game for out of game issues
- Play favorites
- Tell players what their character does
- Give the players only one viable option
- Ignore player's comments or suggestions about play style
- Dictate to players their character's backgrounds, skills, professions

Do what I say, not what I do

Some Judges can complain about non-heroic characters, bad or no roleplaying or substandard tactics and strategies. As Judge, they need to lead by example. If they want the players to roleplay more they need to roleplay every encounter. If they want the other players to use strategy and tactics, They need to use them themselves. If the players see the Judge doing it, they might see the advantage or the fun of it.

Not describing things

Judges, you are the eyes, ears, nose, tongue, skin of the characters. The players and their characters do not know anything about the current situation, environment or encounter if the Judge does not tell them. You need to take the time and describe things to the players. If you are not very creative or original in your ideas, it is OK to say something like: "You see a large creature, it sort of

looks like that one slimy alien from the movie we saw last week, except it is lime green.” Even though this description is not poetic or even original, the players will have an idea of what is going on and will see what you see.

Mechanics

Combat

Judges, when playing NPCs, try and remember why they want to fight and what their goal is. Really keeping this mind, you will know how intelligently they fight, when they run, if they will pursue those that flee and whether they will go in for the kill or just walk away.

Willing to talk

Characters that think they are outnumbered or outclassed, characters that have something to live for and characters that are charismatic will want to talk to the group’s characters before getting into a fight. Depending on the situation, these characters might even agree to not fight or delay their attack for a later time.

Aggressive

Some characters are wild, aggressive or are motivated to attack the group’s characters, these characters will generally choose to fight when confronted.

Tactics

Many characters are intelligent or are natural predators and will use tactics to try and gain some advantage over the group’s characters.

Aiming

Some characters will be more analytical, have battle experience or just have an instinct for going for a certain body part, these characters will aim (sometimes effectively, sometime ineffectively) at specific locations on the player’s characters bodies.

Death Blow

Many characters will not Death Blow. They may not want to spur other characters to revenge, they may be morally opposed to such acts or they may just feel that that sort of action is beneath them. Player’s should not assume this though.

Flee

Some characters will flee, they may think they can get while the getting is good, they may just want to save their lives.

Pursue

Only the most aggressive characters will pursue fleeing player characters. If they perceive a benefit to the effort of chasing them down, if they feel that the characters will return to finish the fight or if they are just bloodthirsty, they will chase down fleeing characters. Other characters may just be glad the fight is over.

Interpersonal skills

It is important for the roleplaying and the rules to match up. Whenever a player wants to use an interpersonal skill, have them say what their character is saying to accomplish this goal. The Judge should then decide how well this type of behavior would influence the other character as well as what skills should be used and what modifiers would be applied. The Judge should either modify the speakers roll or the listeners roll, but not both.

When characters attempt to influence one another, these attempts should fall into four basic categories:

Roleplaying

Whenever characters interact and everything is going according to established roles, abilities and motivations, no roll is required. If the brave knight is leading his willing men into combat, no charisma roll is required. If the socially awkward Mage is trying to charm the worldly daughter of a merchant, perhaps you might want to roll.

Players influencing NPCs

The descriptions of the various skills are written with NPCs in mind, use these rules when players cannot roleplay because of an extraordinary request.

Players influencing players

Use the rules as a guideline to these interactions. Although it would be better for players to roleplay these scenes, if either player feels like a request is extraordinary, rolling might help sort out what is really possible. Even after one player wins a contested roll, it is still best if both players roleplay the results. If a player feels that their character must defy the character persuading them, they will take a penalty to all skill rolls equal to -1 (and an additional -1 for every two full points that their roll lost by).

NPCs influencing players

Use the player versus player rules as a guideline to these interactions. Although it would be better for players to roleplay these scenes, if the player feels like a request is extraordinary, rolling might help sort out what is really possible. Even if the NPC wins a contested roll, it is still best if both players roleplay the results. If a player feels that their character must defy the character persuading them, they will take a penalty to all skill rolls equal to -1 (and an additional -1 for every two full points that their roll lost by).

Reputation

At the Judges discretion, Reputation may affect Interpersonal skill use. To determine if a character recognizes another by their reputation roll and add the character's Cunning (SoC) and the other character's Reputation (treat negative Reputations like positive ones for this roll). If the total is 20 or higher, the first character recognizes the second. As usual, Unmodified 2 fails and Unmodified 12 always succeeds, fumbles are not possible.

Luck and Destiny

Judges need to announce the Skill Roll totals of NPCs, in this way, players can decide when to use Luck.

- When a player declares that they want to use a Destiny Point, that Player and the Judge need to talk about what they want to do. What needs to be understood:
- What is being added to the story (a character, an item, an event, subplot, etc.)?
- What is the urgency of the addition (does the element need to be added immediately, eventually, gradually)?
- What characters are affected (PCs, NPCs)?
- What characters are required for the addition (more relevant with subplots, but it is vital to consider)?
- How the current plot will transition into the addition (simple if it is an item added to the scene, but could be more complicated for events and subplots)?
- How the addition will transition back into the current plot (simple if it is an item added to the scene, but could be more complicated for events and subplots)?

Other players should make suggestions, additions, comments as ideas occur to them. The player spending the point has veto power on any suggestion, and the Judge and the player spending the point have final approval. It is also important to understand that once the point is spent, the group needs to come to a compromise that satisfies the needs of the current story as well as the player spending the point.

Replenishing Destiny

Whenever the Judge feels that a player or character has done something out of the ordinary to advance the current plot, they should award the player a Destiny Point immediately.

Example

Later in the same adventure, Pat's Warrior outsmarts an NPC and learns the location of the Bandit's hideout. The Judge is impressed that the Warrior decided to use his brains instead of his brawn, so Pat's character gets a Destiny Point.

Books and scrolls

Books and scrolls are the main repositories of all magic, prayer and techniques. Some of these items are from modern authors in the last 100 years or so, but many are 1,000 years old and older. Some refer to unknown kingdoms, unknown scholars and unknown eras. Magic texts have names like tome, scroll, cyclopedia, anthology, compendium, libris or companion. While Religious texts would have names like scripture, sutra, book, liturgy or sacred text. Mystic texts will have names like sutra, manual and discourse.

Examples:

Magical texts

Tome of Peradu
Almanac of the Ethereal World
Zivilex's Anthology
Principals of Magic
Marshalling Fire by Sirtia
Adepts' Scrolls
Elemental Cyclopedia
Compendium of Illusions
Libris Arcanum III
Gaseous companion

Religious texts

Scriptures of Bepa
Imperial Sutras
Book of Luon
Liturgy of the Eye
Sacred Texts of Apnokeia

Mystic texts

War Manual of Calna
Discourses of Talon
Sutra of Mystic Affinity

Laws and legal systems

What is and is not illegal varies from country to country and can even vary from region to region. Certain things are universal, harming an influential person will be prosecuted to the fullest extent of the law. Trespassing, burglary, robbing, stealing, theft, arson, counterfeiting, defaulting on debts, espionage, grave robbing, insurgency, kidnapping, madness, murder, perjury, public drunkenness, smuggling, tax evasion and treason are usually serious offenses in every locale. Insulting a noble, assault, blackmail, extortion, fraud, gambling, narcotics trafficking, prostitution, rape, slander, vandalism, weapons possession or harming a peasant may not be fully prosecuted in all areas. During these harsh times and in wilder environs, only those that can influence the government are protected. There are exceptions to every rule, for instance Aerie does not believe in the noble class, so peasants receive the same protection under the law as Senators.

Village, cities and other environs

There are many urban and rural environments:

Capital city – During this era, a city of 15,000 to 30,000 people. Here you will find national and local government, flourishing trade, extensive libraries and places of worship. When characters are in such a city, almost anything can be had for a price. Tourism and merchant traffic is so voluminous that most characters can enter unnoticed. There will be guards posted, so if the character is a wanted criminal or in some way famous, news of their arrival will be swift.

Trade capital – Some countries do not have a centralized capital. Still, in these countries, one city rises above the rest as the one place where trade inside the borders is done. Size and merchant traffic is comparable to a capital, but security may not be as tight.

Trade hub – Any place where two or more trade routes cross or where one trade route is particularly heavily used, a trade city will emerge. These cities range in size from 8,000 to 16,000. International trade is fairly heavy so a wide variety of foreign and domestic goods are readily available. Security is present, but clever people can enter without attracting attention to themselves and once in, no one takes notice of a strangers face.

City – Every 45 kilometers or so along major trade routes, a good size city will flourish. These cities range in size from 4,000 to 8,000 people and most people will know most others. Even characters that can slip past the guards will be recognized as an outsider. Still, if a character was trying to avoid detection, they could still get lost in a crowd. These cities see lots of merchants, unfortunately, these cities are usually not the destination, so very little of the international or even rare domestic goods are available in these cities. Still these things are more widely available then in smaller villages.

Town – Sometimes a village is particularly prosperous or is situated at the crossing of two roads. Or a city falls in decline because of changes in crops, tastes or trade routes. These towns range in size from 500 to 4,000 people. In a place like this, outsiders will definitely stand out. Someone new arriving will be a big deal and people will talk. Usually these towns are best to look when searching for older items. As town life is not very conducive to following modern trends. Still rare and valuable items will be hard to find and may not be for sale when you do find them.

Village – Every kilometer or two on any major road a village will pop up. Some of these are farming villages, others will be villages of craftsmen, trade villages, tourist villages and even other kinds. They range in size from 200 to 400 people and all outsiders are immediately apparent as most villagers will be on a first name basis with everyone in their village. Whatever the village specializes in will be abundantly available and at a very good price, anything else will be hard to find if it exists there at all.

Remote village – These villages farm in remote locales away from trade villages or specialize in hunting, furring or harvesting rare plants and animals. They range in size from 100 to 200 people and are usually very distrustful of outsiders. They do not get any trade traffic, usually a merchant or caravan will deliver their specialized goods to a nearby village or city and return with their modest earnings. In this way, being removed from major trade routes and roads and not having a thriving market, they are not used to seeing outsiders and knowing what to do when they arrive. Again, for the item they specialize in, these small remote villages will have a cheap and plentiful supply. Once you prove trustworthy, you should have no problem acquiring it. They will not likely have much else except the bare necessities.

Lost village – These villages are lost to time. Perhaps a village elder in the past felt that isolating the village was best, perhaps the villagers have not understood the importance of trade or they have been politically sanctioned. These little villages are 100 to 200 people and totally self-sufficient. They will probably not want anything outsiders have to offer and will remain distrustful until something happens to change their mind. These villages are out of touch with news and politics and are easy prey for fraudulent tax collectors and phony governors. Still these villages have managed to survive for a long time and can be a potential source of history and of very old items if you can warm up to the local villagers.

Travel

Characters use their Walk speed to determine their Long distance travel speed. When traveling long distance, you can use this system to determine how far characters travel per hour. To determine how many points a character has to spend, multiply their modified Walk speed by 10. The costs below assume that each hex or square is a kilometer across and that characters are traveling the majority of the hour. Beasts of burden can be assumed to have 18 Move points and riding horses would have 36. Consult the following table to determine distance traveled per hour:

Long Distance Terrain Cost Table			
Terrain	Walking	Driving	Riding
Road	3	3	3
Off-road	4	4	3
Wilderness	5	6	4
Hills	+2	+2	1
Valleys/Canyons	+2/+10	+1/+10	+0/+5
Mountains	+3	+3	+2
Underground	+1	+2	+1
Marsh	+2	+5	+3
River	+0/+10	+0/+10	+0/+10
Lake	+10	+10	+10
Sea/Ocean	+10	+10	+10
Tropical	+1	+2	+1
Temperate	+0	+0	+0
Desert	+2	+2	+2
Arctic	+3	+4	+4

Walking – Also includes marching. Characters can multiply their run speed by 8 and spend that many points per hour. Running characters can do this for a number of consecutive hours equal to their Endurance Skill or Faith Ability (whichever is lower). But for each hour spent running, one hour must be spent resting where no movement is made.

Driving – This is driving beasts of burden. Run speeds are not possible.

Riding – All horses that are not pulling a cart or wagon use the riding speed of 36 movement points. Draft Horses cannot use Run speed either. Heavy Warhorses Can run at a speed of 72 for one hour, but then must rest for two hours afterwards. Light Warhorses can Run at a speed of 72 for up to two consecutive hours, but must rest for one hour for each hour ran. Saddle Horses can run at a speed of 72 for up to 8 hours, they must rest for one hour if they Run for one hour, but must rest for 2 hours for every hour Run consecutively after that. Light Horses are bred for endurance, they can move at Run speeds of 72 for a number of hours equal to your Animal Handling Skill consecutively and need only rest for two hours afterwards.

Road – The quality of the road does not matter, even a dusty dirt road with wagon ruts is smoother than the open ground.

Off-road – Any unobstructed terrain, grassy fields, rolling hills, any thing fairly easy to navigate.

Wilderness – Any terrain that is not a Road or off-road is considered Wilderness. Rocky terrain, forest or jungle growth is wilderness.

Hills – If the road or other terrain is in the hills, you have to pay extra to navigate it.

Valleys/Canyons – There are two costs, The lower cost is to travel in the valley or canyon along the ridge or bed. The second cost is to cross it.

Mountains – Any terrain in mountains will be a little harder to navigate.

Underground – There is a few large international tunnel systems near the Wall of Order Mountains.

Marsh – Mudbogs, marsh, swamp, bogs, moors, quicksand riddled areas or any terrain where the ground is naturally moist and yielding should have this terrain modifier.

River – Two prices are listed, one to go up or downstream with the river and one to cross.

Lake – The movement cost is the same whether crossing or skirting the shore

This is a Beta version, do not distribute for any reason

Sea/Ocean – Assumes you are skirting the shore.

Tropical – Any humid environment is hard to travel in.

Temperate – Any area that is not Tropical, Desert or arctic.

Desert – The heat of the desert days and chill of the desert nights make travel difficult.

Arctic – The cold chill of arctic climates make travel a labor, even for short distances.

Talents

Game balance is a difficult concept to understand when you first play a new game. Even experienced players do not fully understand the concept. The best way to describe it is to understand the changes you make and the rules you allow before introducing them to the game. The following Talent design issues were made for the sake of game balance:

Not adding to Abilities

Not adding Talents to Abilities allows the Designer and Judge to set Target Numbers that are not situational. And create enemies that are realistic and a match for any character in the group. If one or more characters are allowed to elect a Talent that adds to their Abilities you will have unrealistically high Ability Skill Mods as well as unrealistic DR, Rec or other Stats.

Not adding to Skills or Skill Rolls

Although the temptation is high to allow Talents to add to Skills, the Judge must understand that at higher levels truly daunting tasks will become trivial and challenging the character will become more difficult.

Magic vs. Martial Arts

If you compare Magic and Martial Arts, you will see that the base damage for Magic can be a lot higher than Martial Arts. This is a game balance issue. Magic does not do more damage if you roll higher, but Martial Arts does do bonus damage when a character rolls higher.

Powerful Abilities

You have read about game balance, realism and skewing Target Number data, but also keep in mind that Talents that are not Affinity, Magic or Prayer Talents should be as powerful as Affinity, Magic or Prayer throughout the level progression of the Talent. So, when you are working with the players to develop a new Talent, try and make sure that the Talent is worthy of the game and what the player and character are trying to portray.

Magic and Summoning

When summoning a being that there are existing stats for, use those stats. Judges, do not feel like you have to modify the difficulty of the summoning based on the power of the being. However, use this system if a player is summoning a fantastic or specialized creature. If this system is required, determine how many points you have by, squaring the difficulty of the spell and multiplying it by the Arcane Lore Level of the researcher times two.

Summoning Cost Table		
Attribute	Default	Cost per Difference
Ability	0	Ability squared (You do not have to buy abilities for non-sentient creatures)
Sprint	1	Sprint squared
Run	0	Run cubed
Init	0	10 each
Defense	0	Defense squared
DR	0	DR cubed
DMG/0	0	10
DMG/-1	1	10
Rec	0	20
Stun	3	3-Stun cubed
Attack Roll	+0	Attack squared
DMG	1	5
Stun Mod	+0	20
Skill	+0	Skill Squared (Include total bonus if Abilities are not purchased, level only for entities with Abilities)
Talent	+0	Talent cubed (Cannot be bought for non-sentient)
Minor Power	None	30 (Flight, prophecy or remote sight)
Power	None	125 (Special attacks or powers)
Major Power	None	1000 (More powerful than Affinity, Magic or Prayer)

Once summoned, unintelligent beings, animals, and beings of lesser intelligence are completely loyal for the duration of the spell. Once the duration is over, they return to the Ethereal World. Beings from the Ethereal World have a very high estimation of the power of anyone that can summon them to Lanasia. Sentient and super intelligent beings summoned from the Ethereal World will obey willingly if they are of moderate power, but will not feel compelled to obey the exact word of their summoner. Instead, they will obey, if it is beneficial, advise, if the command is not wise and resort to guile and misdirection, if they need to in order to survive. Ultimately, they will never harm their summoner and will resort to banishing themselves in order to save their own lives if necessary.

Optional Rules

Grid movement

Movement cost Table	
Terrain	Cost
Paved	1.0
Plain	1.1
Uneven	1.2
Rocky	1.3
Obstructed	1.5
Swampy	2.0
Pool	2.0
Flow	2.0*
Sea	2.0*
Uphill	+0.1
Downhill	+0.0
Light underbrush	+0.2
Heavy underbrush	+0.5
Facing change	0.1
Position change	0.1
Moving diagonally (square grid)	+0.5

Paved – Hard-packed dirt road, cobbled streets, etc.

Plain – Flat terrain, but not prepared as a walk way (dusty plains for instance)

Uneven – Any kind of rough ground. Perhaps there are gopher holes or the ground is washed out from a recent rain

Rocky – Rocky, hard to manage terrain maybe near the foothills or near a stream.

Obstructed – Trees, large boulders, any time a character is in a hex or square that is occupied by a medium sized object.

Swampy – Swamp, marsh, bog, quicksand. And ground that is made more hazardous because of excess water.

Pool – Any standing water, puddle, pool, lake, etc.

Flow – Any flowing water, canal, stream, creek, river or even streets that are flooded after a heavy rain.

Sea – Moving through seas or oceans.

Uphill – Add this cost to the current terrain if the character is also traveling uphill

Downhill – Downhill movement can be faster. But characters have to slow down in order that they can stop themselves from tumbling.

Light underbrush – Grass, flowers, any growth that is below the knees.

Heavy underbrush – and kind of dense or tall undergrowth.

Facing change – Character can turn a number of faces (8 per square or 6 per hex) equal to their modified Rec (minimum of one) for each expenditure of .1 move.

Position change – Positions are Prone, crawling, kneeling, and standing. It costs .1 to go from any position to any other position.

Moving diagonally (square grid) – If you are playing on a square grid rather than a hex grid, diagonal moves should cost a little more.

You can save partial movement points (Never equal to or greater than one whole point) for one round only. If they cannot be used the next round or if the character does not move, they are lost. Characters that have a two round total of less than one, can save them to the next round by declaring they are trying to move.

It costs 0.1 of a move to change facing a number of facing changes equal to 1 facing or the character's Rec, whichever is higher. When playing on a square grid, there are 8 faces, then playing on a hex grid there are 6 faces. Characters can do two or more turning movements in a row if they deem it necessary.

Character progression

Character progression is not a simple matter of the level of a character's Talent. Many factors are a real concern. Judges need to balance progression through all of these elements.

Goals

Character's goals should be long-term endeavors. It is suggested to pace the goal over time. Try to find a way to divide the goal into smaller manageable actions and then pace the introduction of those actions with the character's overall development. Ultimately, you want to work with the player to develop a new goal before they complete their current goal.

Reputation

Reputation is a way that characters can develop. Try and time the advancement of Reputation to match the desired progression of the character. Reputation should not go up more than one from any one action. Reputation cannot be raised above 10 or lowered below -10. And characters should not have their Reputation modified from a single act or die roll. Generally, the acts should be better planned, affect more people and be nobler to gain the higher levels of Reputation. While the acts of evil should be better planned, affect more people and be viler to get lowered to the lowest levels of Reputation.

Characters, at the Judge's approval, can start with a negative Reputation. Also, it is important to understand that Reputation is not a measure of good or evil. It is a measure of how famous or helpful a character is. The most insidiously evil characters will have no witnesses and some of the greatest good deeds are done anonymously. It is possible during war a good character could commit vile acts against the enemy and gain a negative Reputation.

Social Status

Some characters may aspire to lead or rule an organization or society. You want to talk to your group if you have these aspirations and talk about expectations and standards of that organization. Try to divide this goal into manageable pieces and decide what is needed to accomplish them. And decide what would set back this goal and make sure the group understands what might trigger a setback.

Talent

A character's Talent is a measure of their advancement. A character's Talent goes up with their XPs. It is important not to give out XPs too fast, do not fall for the temptation of rewarding characters with XPs only.

Skills

Skills are also an important element of character advancement. Characters will be able to start with fairly high skill levels in their main area of expertise, but in order to fully develop their character into a full-fledged and complete individual they will need to advance many skills. The skills chosen will let you know how far along the character is on their progression and how far they need to go.

Weapons

Characters can start with a normal quality weapon. High quality weapons and even holy or magic weapons are also possible. As Judge, it is important to think about what weapons a character should have and stage the introduction of better weapons to match the progression of the character.

Armor

Armor is tricky to gauge progress on. Some characters will be easier than others. These are the characters that want the heaviest, toughest armor. But other characters prefer their mobility over heavy protection. Still the introduction of high quality or magical light armors will help, but will provide for a shorter upgrade path.

Books and scrolls

Many characters will need to collect bits of knowledge. Mages, Mystics, Priests and other characters need to collect esoteric and exotic knowledge. Martial Artists for instance may want to collect training manuals. The introduction of these materials is a way to advance the characters.

Potions

The accumulation of herbalism and Alchemy ingredients and recipes, the finding and making of potions are also something that can be a way for the Judge to allow the characters to progress through their advancement as well.

When searching and mixing ingredients, players can use one of three systems:

Generic

Generic herbs would have names like Low quality Healing herbs, Medium quality poison ingredients or high quality magic herbs. These would be combined to make the appropriate potions. For instance characters can combine two Medium quality healing herbs to make a medium strength healing potion.

Numeric

Another system is to keep track of the Survival Skill Rolls used to find the Herb. For instance, Healing-14, Poison-9 or Magic-19 might be found. And Poison-10 and Poison-12 could be used to make a poison with a difficulty of 10.

Pseudo-realistic

The last system players may want to try is a semi-realistic system where players find and combine realistic ingredients into pseudo realistic potions. For instance, a player might have Belladonna, Mandrake or Holly. And a character might combine Mandrake and quicksilver to make a potion that repairs armor.

Equipment

Characters can advance through gaining equipment. Even a simple Backpack that makes all of its content weightless is real progress for any character.

Money

Just like any other time or place, money is a gauge of character progress and ability to handle challenges.

XP's

XP's should be awarded by the Judge at the end of each story or adventure in a epic. Do not award XP's too often, nor wait too long to allow characters to advance their Talent, skills and abilities. When it is appropriate, use the table below to assess a characters performance of each skill and award XP's based on the skills that were used by the character and how they were used.

XP Awards Table	
Skill use	Award
Extraordinary or Creative use	+1
Imaginative use	+1
Mundane use	+1
Abusive use	-1
Exploitative use	-1

Extraordinary or Creative use – This can be awarded for even a single use. Any time players are surprised or impressed, there should be an XP reward. This can be awarded with for every single Extraordinary or Creative use.

Imaginative use – If a character consistently uses a skill to great effect, they should receive a reward for that use. This award should be granted at the end of an adventure (this award stacks with Extraordinary and mundane use awards).

Mundane use – If a character uses a skill 10 times or more, in character, during an adventure, they should be rewarded.

Abusive use – This penalty is applied when a character is making a nuisance of themselves. Practicing locksmith on the door at the inn they paid for, Pick Pocketing beggars and using combat skills on penned and domesticated animals qualifies as Abusive and should be penalized (This penalty should be assessed for each incident of abuse).

Exploitative use – When a character is using skills just to exploit the XP system and get XP's without using Skills in character, there is an XP penalty assessed (Players should be warned each time their character uses a skill exploitatively and assessed a penalty each time they disregard that warning).

In one story or adventure, never grant more awards or penalties (based on Talent Level) than what is listed below. The first few sessions you may want to keep a running tally of how many XP's you would award and stop and actually award them if one or more of the characters begin to approach these maximums. Once you get a feel for it, it will be second nature to award XP's at the beginning of end of a game session at the appropriate time.

XP Award and Penalty Maximums Table		
Talent Level	Max XP Award	Max XP Penalty
1	8	-4
2	16	-5
3	30	-10
4	30	-10
5	30	-10
6	60	-20
7	60	-20
8	60	-20
9	60	-50

Even after XPs are spent on Abilities and Skills, the total XP awarded apply to the character's Talent level. Use the table below to determine the Talent Level of the characters in your group.

Talent Level XP Requirements Table	
Talent Level	XP Minimums and Maximums
1	0-7
2	8-26
3	27-63
4	64-124
5	125-215
6	216-342
7	343-511
8	512-728
9	729-999
10	1,000+

XP's and Increasing Skills

Once a character gets XP's, Skills can be improved with XP's. Most characters will have Bonus and Penalty Skills. The level is not affected by these, but the roll is modified by +2 for Bonus Skills and -2 for Penalty Skills. To determine what a skill costs to increase, consult the following table:

Skill Increase Cost Table										
Level	1	2	3	4	5	6	7	8	9	10
0	1	4	9	16	25	36	49	64	81	100
1	N/A	3	8	15	24	35	48	63	80	99
2	N/A	N/A	5	12	21	32	45	60	77	96
3	N/A	N/A	N/A	7	16	27	40	55	72	91
4	N/A	N/A	N/A	N/A	9	20	33	48	65	84
5	N/A	N/A	N/A	N/A	N/A	11	24	39	56	75
6	N/A	N/A	N/A	N/A	N/A	N/A	13	28	45	64
7	N/A	N/A	N/A	N/A	N/A	N/A	N/A	15	32	51
8	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	17	36
9	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	19

Note: Skills can never be increased above Level 10 without the use of Prayer.

Designing Encounters

Designing encounters is a fragile process. You want to challenge the players. You need to make these challenges fun and interesting. But it is a fine line between a pushover, a challenge and a slaughter. Here are some guidelines:

Current Damage

Try to modify an encounter if the group is more damaged than you were expecting when you designed the encounter. Simply lowering the DR or skill rolls will give the players a fighting chance. If the players have shown a willingness to retreat, current Damage might not be as much of a factor.

Max combat skill roll

How likely is it for the characters to succeed in a single attack? Do the players even have a chance to overcome the Dodge skill? Do the players match against the Defense and DR? A character that is a challenge for one group, may be a pushover for another. Think about this before any fighting starts and scale accordingly if necessary.

Weapon Damage Ratings

The NPCs will have Defense, DR and Dodge skill. When you combine a good roll, accuracy, and weapon ratings, can the character do any damage? Scale the Defense, DR and Dodge to match the opponents. Again, this can be given different weight depending on the flexibility of the group to run in the face of insurmountable odds.

Current Defense and DR

The NPC will have a set skill roll, accuracy, and a weapon. Is it too low or too high? If the player's character's defenses are too tough or insufficient, it could ruin the encounter. Think about the player's defenses when designing an encounter and adjust accordingly.

Max interpersonal skill effect

Many times players will want to overcome an encounter non-violently. Do the NPCs Will and Intuition allow for that? Think about how high the characters can roll effectively, are you railroading the players by creating an encounter with only one solution? If it is reasonable for the characters to overcome an encounter by talking their way out, adjust the skill rolls or Interpersonal skill defenses of the NPCs to actually allow it.

Max interpersonal skill defense

NPCs can influence the characters. But how high is the character's Will and Intuition? Do not let interpersonal skills get out of hand. If the NPCs skills are too high or too low, it turn out not to be a fun encounter.

Max movement rate

Even if your party is not afraid to run from a fight, are you making that realistically possible for them to get away? What is the movement rate of the slowest character? What is the movement rate of the fastest NPC? What are the chances they can get away realistically?

Resources the characters have at their disposal

If the encounter requires holy water to overcome and the group has none, what should you do? Again, try not to design an encounter that has only one solution. Be flexible and allow for alternate solutions.

Threat Levels

One way to gauge the threat an encounter poses is to compare Threat Levels. Each character has two Threat Levels: Social Threat Levels (STL) and combat Threat Levels (CTL). To compute them, use the following tables:

Social Threat Level Values (STL)		
Skill	Value	Notes
Active	Level +3	Use the highest level between the applicable skills including: Barter, Charm, Charisma, Intimidation, Intrigue, Perform and Tactics
Awareness	Level +1	
Will	Level	Only use this value if Will is 2 points or more higher than Awareness
Reputation	Modifier	Only use this if Reputation is Relevant
Appearance	Modifier	Only use this if Appearance is Relevant

To calculate Combat Threat Level, use the following table:

Combat Threat Level (CTL)		
Stat	Value	Notes
Move	1	Run Speed
Init	1	Including Speed of the character's weapon
Accuracy	2	Including the accuracy of the weapon
DMG	2	DMG stat of the best weapon the character has
Stun	4	Stun Modifier stat of the best weapon the character has
Def	2	Including mods for armor
Def Skill	1	Use the highest applicable skill that the character can use for Defense
DR	3	Including mods for armor
Stun	4	Stun Modifier including armor
Rec	1	Including mods for armor
Luck	1	
Talent	4 per Level	Use half of this value if the Talent cannot be used in every Combat and do not include it at all if the Talent is not applicable to combat.

Example: Bear in mind, Threat Levels are one for one. For instance, it would take four Bears with a TL of 81 to challenge a character with a TL of 324.

Non-humanoid rules

The character sheet is set up perfectly for a humanoid damage model. But only minor adjustments are required to model other encounters.

Stun Save Modifier

Depending on the resilience of the non-humanoid, the first time you have to make a Stun Save may not be at a three or higher. It can be as low as -6 or as high as 11. Also, beings with a starting Stun Save of less than three can take a Skill mod or Init mod past -11.

Damage without Stun Save (DMG/0)

Humanoids can take three Damage before they have to start making Stun Saves. Non-Humanoid targets may take a different amount. Characters are not required to make a Stun Save due to Damage until they have taken more Damage than this value. When designing your own non-humanoids, base this number not on the size of the being, but on the overall toughness. For instance, a very large bird may be able to take a beating but their frail bone structure might give them less Damage without Stun Saves than a human, while a small lizard might take less attacks to defeat, but might be able to take more Damage before having to make Stun Saves.

Damage per Skill Mod (DMG/-1)

Humanoids again can take three Damage per -1 point of Skill Mod, but other beings are probably not the same. When designing your own, consider this a measure of overall toughness and assign accordingly.

Beings of Lanasia

Animals

Alligator/Crocodile/Monitor Lizard									
Init	+5	Run	4	Sprint	8	Defense	5	Stun	3
DR	4	DMG/0	6	DMG/-1	2	Rec	1	Awareness	+5
Attack Roll	+6	DMG	8	Stun Mod	+0	Intimidate	+3	Grapple	+6
Athletics	+6	Dodge	+1	Endurance	+9	Escape	+1	Resist	+5
Stealth	+6	Survival	+5	Tracking	+3	Unarmed	+5	Will	N/A
Special	Athletics can only be used for swimming								

Badger/Ferret/Hedgehog									
Init	+1	Run	5	Sprint	6	Defense	6	Stun	5
DR	0	DMG/0	2	DMG/-1	1	Rec	1	Awareness	+3
Attack Roll	+2	DMG	1	Stun Mod	+0	Intimidate	+1	Grapple	N/A
Athletics	+1	Dodge	+3	Endurance	+5	Escape	+3	Resist	+3
Stealth	+1	Survival	+5	Tracking	N/A	Unarmed	+1	Will	N/A
Hedgehogs	Making an attack roll by less than Dodge causes 1 DMG to the attacker								

Bat									
Init	+1	Run	1	Sprint	14	Defense	4	Stun	6
DR	-4	DMG/0	0	DMG/-1	1	Rec	0	Awareness	+3
Attack Roll	+1	DMG	1	Stun Mod	+0	Intimidate	N/A	Grapple	N/A
Athletics	N/A	Dodge	+3	Endurance	+1	Escape	+1	Resist	+5
Stealth	+5	Survival	+5	Tracking	+1	Unarmed	+1	Will	N/A
Notes	Sprint applies to flight only								

Bear									
Init	-1	Run	4	Sprint	12	Defense	5	Stun	-1
DR	4	DMG/0	3	DMG/-1	4	Rec	2	Awareness	+5
Attack Roll	+8	DMG	8	Stun Mod	-2	Intimidate	+3	Grapple	+6
Athletics	+5	Dodge	+1	Endurance	+7	Escape	N/A	Resist	+7
Stealth	+3	Survival	+7	Tracking	+9	Unarmed	+7	Will	N/A

Beetle/Roach/Scarab									
Init	+1	Run	1	Sprint	2	Defense	7	Stun	6
DR	-6	DMG/0	1	DMG/-1	1	Rec	0	Awareness	+5
Attack Roll	-5	DMG	0	Stun Mod	+0	Intimidate	N/A	Grapple	N/A
Athletics	N/A	Dodge	+3	Endurance	+5	Escape	+3	Resist	+7
Stealth	+1	Survival	+7	Tracking	N/A	Unarmed	N/A	Will	N/A

Boar									
Init	+0	Run	4	Sprint	6	Defense	6	Stun	0
DR	3	DMG/0	3	DMG/-1	3	Rec	1	Awareness	+7
Attack Roll	+5	DMG	3	Stun Mod	-1	Intimidate	N/A	Grapple	N/A
Athletics	+7	Dodge	+1	Endurance	+6	Escape	+3	Resist	+7
Stealth	+1	Survival	+7	Tracking	+5	Unarmed	+4	Will	+5

Bull/Cow/Ox									
Init	-2	Run	2	Sprint	3	Defense	4	Stun	2
DR	1	DMG/0	5	DMG/-1	2	Rec	1	Awareness	+1
Attack Roll	+4	DMG	2	Stun Mod	+0	Intimidate	+1	Grapple	N/A
Athletics	+1	Dodge	+1	Endurance	+9	Escape	N/A	Resist	+4
Stealth	N/A	Survival	+4	Tracking	N/A	Unarmed	+3	Will	+5

Chicken/Rooster									
Init	-1	Run	3	Sprint	5	Defense	3	Stun	6
DR	-4	DMG/0	0	DMG/-1	1	Rec	0	Awareness	+2
Attack Roll	-4	DMG	0	Stun Mod	+0	Intimidate	N/A	Grapple	N/A
Athletics	N/A	Dodge	+3	Endurance	+1	Escape	+1	Resist	+1
Stealth	N/A	Survival	+3	Tracking	N/A	Unarmed	N/A	Will	+1
Acrobatics	+1	Notes							

Chimpanzee/Monkey/Orangutan									
Init	+1	Run	4	Sprint	7	Defense	8	Stun	2
DR	1	DMG/0	4	DMG/-1	2	Rec	1	Awareness	+5
Attack Roll	+6	DMG	3	Stun Mod	+1	Intimidate	+1	Grapple	+7
Athletics	+7	Dodge	+8	Endurance	+5	Escape	+5	Resist	+5
Stealth	+3	Survival	+7	Tracking	+3	Unarmed	+5	Will	+8
Acrobatics	+5	Notes							

Crane/Pelican/Stork									
Init	+0	Run	1	Sprint	12	Defense	5	Stun	5
DR	-2	DMG/0	1	DMG/-1	1	Rec	0	Awareness	+7
Attack Roll	+0	DMG	1	Stun Mod	+0	Intimidate	N/A	Grapple	N/A
Athletics	N/A	Dodge	+3	Endurance	+2	Escape	+1	Resist	+5
Stealth	N/A	Survival	+5	Tracking	N/A	Unarmed	+0	Will	N/A
Acrobatics	+1	Notes	Sprint applies to flight only						

Crustacean									
Init	+1	Run	2	Sprint	3	Defense	6	Stun	6
DR	-3	DMG/0	2	DMG/-1	1	Rec	1	Awareness	+3
Attack Roll	+0	DMG	0	Stun Mod	+0	Intimidate	+1	Grapple	+1
Athletics	N/A	Dodge	+3	Endurance	+5	Escape	+2	Resist	+7
Stealth	+1	Survival	+7	Tracking	N/A	Unarmed	+0	Will	N/A

Deer/Elk/Gazelle									
Init	+4	Run	9	Sprint	18	Defense	8	Stun	2
DR	1	DMG/0	1	DMG/-1	3	Rec	2	Awareness	+7
Attack Roll	+8	DMG	4	Stun Mod	-1	Intimidate	N/A	Grapple	N/A
Athletics	+9	Dodge	+5	Endurance	+5	Escape	+3	Resist	+5
Stealth	+5	Survival	+7	Tracking	+1	Unarmed	+7	Will	+7

Dog/Wolf/Wolverine									
Init	+2	Run	5	Sprint	8	Defense	7	Stun	2
DR	0	DMG/0	2	DMG/-1	3	Rec	1	Awareness	+8
Attack Roll	+6	DMG	1	Stun Mod	+0	Intimidate	+3	Grapple	N/A
Athletics	+8	Dodge	+3	Endurance	+7	Escape	+1	Resist	+5
Stealth	+5	Survival	+7	Tracking	+7	Unarmed	+5	Will	+7

Dolphin									
Init	+0	Run	8	Sprint	12	Defense	7	Stun	2
DR	0	DMG/0	3	DMG/-1	3	Rec	2	Awareness	+7
Attack Roll	+7	DMG	2	Stun Mod	-1	Intimidate	N/A	Grapple	N/A
Athletics	+9	Dodge	+5	Endurance	+7	Escape	N/A	Resist	+7
Stealth	+1	Survival	+7	Tracking	+3	Unarmed	+6	Will	+5
Acrobatics	+3	Notes	Athletics applies to swimming only						

Elephant									
Init	-2	Run	5	Sprint	8	Defense	5	Stun	-2
DR	5	DMG/0	5	DMG/-1	4	Rec	3	Awareness	+7
Attack Roll	+10	DMG	10	Stun Mod	-3	Intimidate	+5	Grapple	+3
Athletics	+5	Dodge	+1	Endurance	+7	Escape	+4	Resist	+7
Stealth	N/A	Survival	+7	Tracking	+5	Unarmed	+8	Will	+5

Fish									
Init	+2	Run	5	Sprint	8	Defense	9	Stun	5
DR	-2	DMG/0	0	DMG/-1	2	Rec	1	Awareness	+7
Attack Roll	-3	DMG	0	Stun Mod	+0	Intimidate	N/A	Grapple	N/A
Athletics	+10	Dodge	+5	Endurance	+7	Escape	+5	Resist	+4
Stealth	+1	Survival	+7	Tracking	+1	Unarmed	N/A	Will	N/A
Acrobatics	+1	Notes	Athletics applies to swimming only						

Frog/Salamander									
Init	+2	Run	3	Sprint	5	Defense	8	Stun	4
DR	-4	DMG/0	1	DMG/-1	1	Rec	2	Awareness	+3
Attack Roll	-3	DMG	0	Stun Mod	+0	Intimidate	+1	Grapple	N/A
Athletics	+3	Dodge	+4	Endurance	+3	Escape	+1	Resist	+7
Stealth	+1	Survival	+7	Tracking	N/A	Unarmed	N/A	Will	N/A
Acrobatics	+1	Notes	Athletics applies to swimming only						

Goat/Lamb/Sheep									
Init	+0	Run	3	Sprint	5	Defense	5	Stun	4
DR	1	DMG/0	1	DMG/-1	2	Rec	1	Awareness	+2
Attack Roll	+4	DMG	3	Stun Mod	+0	Intimidate	+1	Grapple	N/A
Athletics	+5	Dodge	+1	Endurance	+6	Escape	+1	Resist	+9
Stealth	N/A	Survival	+9	Tracking	N/A	Unarmed	+3	Will	+7
Acrobatics	+1	Notes							

Hare/Rabbit									
Init	+5	Run	3	Sprint	8	Defense	8	Stun	5
DR	-3	DMG/0	1	DMG/-1	1	Rec	0	Awareness	+7
Attack Roll	-1	DMG	0	Stun Mod	+0	Intimidate	N/A	Grapple	N/A
Athletics	+1	Dodge	+5	Endurance	+5	Escape	+3	Resist	+3
Stealth	+3	Survival	+5	Tracking	+1	Unarmed	N/A	Will	N/A
Acrobatics	+1	Notes							

Horse									
Init	+0	Run	8	Sprint	12	Defense	5	Stun	2
DR	3	DMG/0	2	DMG/-1	3	Rec	1	Awareness	+7
Attack Roll	+4	DMG	3	Stun Mod	-1	Intimidate	+1	Grapple	N/A
Athletics	+5	Dodge	+1	Endurance	+7	Escape	+1	Resist	+4
Stealth	+1	Survival	+5	Tracking	+1	Unarmed	+3	Will	+3

Leopard/Panther									
Init	+4	Run	6	Sprint	9	Defense	8	Stun	2
DR	1	DMG/0	2	DMG/-1	2	Rec	1	Awareness	+5
Attack Roll	+8	DMG	3	Stun Mod	+1	Intimidate	+5	Grapple	+5
Athletics	+8	Dodge	+3	Endurance	+3	Escape	N/A	Resist	+5
Stealth	+5	Survival	+5	Tracking	+6	Unarmed	+7	Will	N/A
Acrobatics	+5	Notes	May Leap attack, use charge rules						

Lion									
Init	+3	Run	6	Sprint	9	Defense	6	Stun	0
DR	3	DMG/0	5	DMG/-1	3	Rec	2	Awareness	+5
Attack Roll	10	DMG	5	Stun Mod	+0	Intimidate	+5	Grapple	+5
Athletics	+6	Dodge	+3	Endurance	+3	Escape	N/A	Resist	+5
Stealth	+3	Survival	+5	Tracking	+4	Unarmed	+8	Will	+9
Acrobatics	+3	Notes	May Leap attack, use charge rules						

Lizard									
Init	+3	Run	4	Sprint	7	Defense	9	Stun	3
DR	0	DMG/0	2	DMG/-1	2	Rec	2	Awareness	+7
Attack Roll	+0	DMG	1	Stun Mod	+0	Intimidate	+1	Grapple	N/A
Athletics	+3	Dodge	+5	Endurance	+5	Escape	+5	Resist	+7
Stealth	+5	Survival	+7	Tracking	+3	Unarmed	+0	Will	N/A
Acrobatics	+3	Notes	Applies to anything under 0.6 m in length						

Mantis									
Init	+1	Run	1	Sprint	2	Defense	5	Stun	7
DR	-3	DMG/0	0	DMG/-1	1	Rec	0	Awareness	+5
Attack Roll	-5	DMG	0	Stun Mod	+0	Intimidate	+1	Grapple	N/A
Athletics	N/A	Dodge	+4	Endurance	+5	Escape	+3	Resist	+7
Stealth	+1	Survival	+7	Tracking	N/A	Unarmed	N/A	Will	N/A
Acrobatics	+1	Notes							

Octopus/Squid									
Init	+2	Run	3	Sprint	5	Defense	9	Stun	1
DR	1	DMG/0	3	DMG/-1	1	Rec	1	Awareness	+3
Attack Roll	+2	DMG	1	Stun Mod	+0	Intimidate	+1	Grapple	+6
Athletics	+3	Dodge	+5	Endurance	+7	Escape	+7	Resist	+7
Stealth	+5	Survival	+5	Tracking	+1	Unarmed	+1	Will	N/A

Pig									
Init	+1	Run	3	Sprint	5	Defense	5	Stun	3
DR	1	DMG/0	2	DMG/-1	2	Rec	1	Awareness	+4
Attack Roll	+1	DMG	1	Stun Mod	+0	Intimidate	N/A	Grapple	N/A
Athletics	+5	Dodge	+3	Endurance	+4	Escape	+3	Resist	+5
Stealth	+1	Survival	+3	Tracking	+4	Unarmed	+1	Will	+3

Pigeon/Songbird									
Init	+2	Run	1	Sprint	10	Defense	7	Stun	7
DR	-5	DMG/0	0	DMG/-1	1	Rec	0	Awareness	+5
Attack Roll	-4	DMG	0	Stun Mod	+0	Intimidate	N/A	Grapple	N/A
Athletics	N/A	Dodge	+5	Endurance	+5	Escape	+3	Resist	+5
Stealth	+3	Survival	+7	Tracking	N/A	Unarmed	N/A	Will	+6

Raptor/Raven									
Init	+1	Run	1	Sprint	12	Defense	7	Stun	5
DR	-1	DMG/0	1	DMG/-1	1	Rec	1	Awareness	+9
Attack Roll	-1	DMG	2	Stun Mod	+1	Intimidate	+3	Grapple	N/A
Athletics	N/A	Dodge	+1	Endurance	+7	Escape	N/A	Resist	+5
Stealth	+6	Survival	+5	Tracking	+7	Unarmed	+0	Will	N/A

Rat									
Init	+1	Run	2	Sprint	3	Defense	8	Stun	5
DR	-4	DMG/0	1	DMG/-1	1	Rec	0	Awareness	+7
Attack Roll	-1	DMG	0	Stun Mod	+0	Intimidate	+1	Grapple	N/A
Athletics	+1	Dodge	+5	Endurance	+5	Escape	+3	Resist	+7
Stealth	+6	Survival	+7	Tracking	+1	Unarmed	+0	Will	+11

Ray/Shark									
Init	-1	Run	8	Sprint	12	Defense	6	Stun	-1
DR	4	DMG/0	6	DMG/-1	4	Rec	1	Awareness	+8
Attack Roll	+10	DMG	8	Stun Mod	+0	Intimidate	+5	Grapple	N/A
Athletics	+8	Dodge	+3	Endurance	+9	Escape	N/A	Resist	+7
Stealth	+5	Survival	+7	Tracking	+5	Unarmed	+8	Will	N/A

Snake									
Init	+2	Run	3	Sprint	5	Defense	5	Stun	2
DR	1	DMG/0	3	DMG/-1	2	Rec	1	Awareness	+6
Attack Roll	+4	DMG	1	Stun Mod	+0	Intimidate	+5	Grapple	+5
Athletics	+2	Dodge	+3	Endurance	+7	Escape	+7	Resist	+7
Stealth	+7	Survival	+5	Tracking	+5	Unarmed	+3	Will	N/A
Acrobatics	+1	Notes	If Poisonous: 1 DMG/min for 6 mins. Challenging Resist to take 1 DMG/hr for 3 hrs						

Tiger									
Init	+5	Run	6	Sprint	9	Defense	7	Stun	1
DR	2	DMG/0	4	DMG/-1	3	Rec	2	Awareness	+5
Attack Roll	+12	DMG	4	Stun Mod	+0	Intimidate	+4	Grapple	+4
Athletics	+7	Dodge	+3	Endurance	+3	Escape	N/A	Resist	+5
Stealth	+4	Survival	+5	Tracking	+5	Unarmed	+9	Will	+11
Acrobatics	+4	Notes	May Leap attack, use charge rules						

Tortoise/Turtle									
Init	-1	Run	1	Sprint	2	Defense	5	Stun	2
DR	2	DMG/0	3	DMG/-1	1	Rec	1	Awareness	+3
Attack Roll	+1	DMG	0	Stun Mod	+0	Intimidate	+1	Grapple	N/A
Athletics	+1	Dodge	+1	Endurance	+5	Escape	+1	Resist	+5
Stealth	+1	Survival	+7	Tracking	N/A	Unarmed	+1	Will	N/A

Warhorse									
Init	-1	Run	7	Sprint	11	Defense	5	Stun	1
DR	2	DMG/0	4	DMG/-1	3	Rec	2	Awareness	+6
Attack Roll	+5	DMG	4	Stun Mod	-2	Intimidate	+3	Grapple	N/A
Athletics	+4	Dodge	+1	Endurance	+7	Escape	+1	Resist	+6
Stealth	+1	Survival	+5	Tracking	+1	Unarmed	+4	Will	+6

Whale									
Init	-3	Run	6	Sprint	10	Defense	3	Stun	-3
DR	7	DMG/0	6	DMG/-1	6	Rec	3	Awareness	+5
Attack Roll	+10	DMG	12	Stun Mod	-4	Intimidate	+3	Grapple	N/A
Athletics	+5	Dodge	+1	Endurance	+9	Escape	N/A	Resist	+5
Stealth	+1	Survival	+7	Tracking	+3	Unarmed	+8	Will	+11
Acrobatics	+1	Notes	Athletics applies to swimming only						

Monsters

Alerion									
Init	+5	Run	1	Sprint	12	Defense	9	Stun	4
DR	-2	DMG/0	1	DMG/-1	2	Rec	1	Awareness	+7
Attack Roll	+10	DMG	9	Stun Mod	+0	Intimidate	+7	Grapple	N/A
Athletics	N/A	Dodge	+5	Endurance	+7	Escape	N/A	Resist	+7
Stealth	+3	Survival	+5	Tracking	+5	Unarmed	+8	Will	N/A
Special	Firey red bird with razor sharp wings								

Balaur									
Init	+3	Run	3	Sprint	20	Defense	12	Stun	-3
DR	8	DMG/0	6	DMG/-1	4	Rec	6	Awareness	+15
Attack Roll	+12	DMG	15	Stun Mod	-3	Intimidate	+15	Grapple	+9
Athletics	+5	Dodge	+1	Endurance	+9	Escape	+1	Resist	+9
Stealth	N/A	Survival	+9	Tracking	+5	Unarmed	+9	Will	N/A
Arcane Lore	+9	Charisma	+1	Lore	+5	Occult	+7	Theology	+3
Special	Multi-headed, frilled dragon								

Cerastes									
Init	+5	Run	3	Sprint	8	Defense	9	Stun	0
DR	2	DMG/0	3	DMG/-1	2	Rec	2	Awareness	+6
Attack Roll	8	DMG	2	Stun Mod	-1	Intimidate	+7	Grapple	N/A
Athletics	+2	Dodge	+3	Endurance	+7	Escape	+7	Resist	+7
Stealth	+5	Survival	+7	Tracking	+5	Unarmed	+6	Will	N/A
Acrobatics	+1	Notes	Horned desert snake						

Cherufe									
Init	-1	Run	2	Sprint	3	Defense	5	Stun	1
DR	4	DMG/0	6	DMG/-1	2	Rec	4	Awareness	+5
Attack Roll	+7	DMG	3	Stun Mod	-1	Intimidate	+5	Grapple	+3
Athletics	+1	Dodge	+1	Endurance	+9	Escape	+9	Resist	+11
Stealth	N/A	Survival	+5	Tracking	+3	Unarmed	+5	Will	N/A
Special	Lava creature - Making an attack roll by more than 3 causes 5 DMG to the attacker								

Ichneumon									
Init	+6	Run	14	Sprint	21	Defense	9	Stun	-3
DR	8	DMG/0	3	DMG/-1	3	Rec	2	Awareness	+9
Attack Roll	+10	DMG	2	Stun Mod	-2	Intimidate	+7	Grapple	+5
Athletics	+11	Dodge	+14	Endurance	+9	Escape	+7	Resist	+7
Stealth	+9	Survival	+7	Tracking	+9	Unarmed	+8	Will	N/A
Acrobatics	+8	Arcane Lore	+3	Lore	+3	Occult	+5		
Special	Armored Serpent, enemy of dragons, crocodiles and asps. After a bite: Causes 1 DMG per hour for 3 hours. Average Resist to take no effect								

Karkadann									
Init	+5	Run	9	Sprint	14	Defense	10	Stun	0
DR	3	DMG/0	5	DMG/-1	4	Rec	9	Awareness	+9
Attack Roll	+10	DMG	4	Stun Mod	-2	Intimidate	+5	Grapple	N/A
Athletics	+9	Dodge	+3	Endurance	+9	Escape	+3	Resist	+9
Stealth	+3	Survival	+7	Tracking	+5	Unarmed	+8	Will	+15
Lore	+9	Occult	+9	Notes	White behemoth with a vicious black horn. Roams the deserts, plains and steppes				

Kulshedra									
Init	+2	Run	4	Sprint	4	Defense	8	Stun	-3
DR	6	DMG/0	5	DMG/-1	5	Rec	5	Awareness	+13
Attack Roll	+15	DMG	14	Stun Mod	-2	Intimidate	+13	Grapple	+11
Athletics	+7	Dodge	+3	Endurance	+11	Escape	+5	Resist	+9
Stealth	+4	Survival	+9	Tracking	+5	Unarmed	+10	Will	N/A
Acrobatics	+1	Arcane Lore	+5	Lore	+5	Occult	+3	Theology	+1
Special	Fire dragon (Can change shape into a hideous hairy woman)								

Pard									
Init	+6	Run	8	Sprint	12	Defense	9	Stun	2
DR	2	DMG/0	2	DMG/-1	2	Rec	1	Awareness	+9
Attack Roll	+15	DMG	5	Stun Mod	-1	Intimidate	+7	Grapple	+7
Athletics	+11	Dodge	+5	Endurance	+7	Escape	+3	Resist	+7
Stealth	+9	Survival	+5	Tracking	+7	Unarmed	+10	Will	N/A
Acrobatics	+7	Notes	Swift, spotted feline that attacks with a pounce						

Scytale									
Init	-1	Run	2	Sprint	4	Defense	6	Stun	-3
DR	1	DMG/0	3	DMG/-1	3	Rec	2	Awareness	+8
Attack Roll	+6	DMG	1	Stun Mod	-6	Intimidate	+11	Grapple	+5
Athletics	+1	Dodge	+1	Endurance	+7	Escape	+5	Resist	+7
Stealth	+5	Survival	+7	Tracking	+3	Unarmed	+4	Will	N/A
Acrobatics	+1	Notes	Serpent with a stunning gaze						

Shedu									
Init	+0	Run	5	Sprint	10	Defense	6	Stun	2
DR	1	DMG/0	3	DMG/-1	3	Rec	1	Awareness	+5
Attack Roll	+7	DMG	2	Stun Mod	+0	Intimidate	+3	Grapple	N/A
Athletics	+1	Dodge	+1	Endurance	+9	Escape	N/A	Resist	+9
Stealth	N/A	Survival	+5	Tracking	+1	Unarmed	+5	Will	N/A
Special	Winged bull – Sprint is flying only								

Tazel worm									
Init	+1	Run	3	Sprint	12	Defense	6	Stun	2
DR	3	DMG/0	3	DMG/-1	3	Rec	1	Awareness	+7
Attack Roll	+8	DMG	3	Stun Mod	-1	Intimidate	+5	Grapple	N/A
Athletics	+5	Dodge	+5	Endurance	+7	Escape	+3	Resist	+11
Stealth	+3	Survival	+5	Tracking	N/A	Unarmed	+6	Will	N/A
Acrobatics	+1	Notes	Tunneling, venomous, two-legged lizard – Bite: Causes 1 DMG/sec for 12 hrs. Very Difficult Resist to take 1 DMG/min for 6 mins. Breath: 2 m x 3 m cloud causes 1 DMG/hr for 3 hrs. Average Resist to take no effect						

Yali									
Init	+0	Run	5	Sprint	10	Defense	8	Stun	1
DR	1	DMG/0	4	DMG/-1	2	Rec	1	Awareness	+9
Attack Roll	+5	DMG	2	Stun Mod	+0	Intimidate	+4	Grapple	+5
Athletics	+7	Dodge	+5	Endurance	+9	Escape	+5	Resist	+5
Stealth	+1	Survival	+5	Tracking	+1	Unarmed	+3	Will	N/A
Notes	A lion with trunk & tusks of a elephant								

Ziz									
Init	-1	Run	1	Sprint	12	Defense	5	Stun	2
DR	-1	DMG/0	1	DMG/-1	4	Rec	1	Awareness	+7
Attack Roll	+3	DMG	2	Stun Mod	+0	Intimidate	N/A	Grapple	N/A
Athletics	+14	Dodge	+1	Endurance	+9	Escape	N/A	Resist	+9
Stealth	N/A	Survival	+5	Tracking	N/A	Unarmed	+1	Will	N/A
Special	Enormous flying bird – Sprint is flying only								

Denizens of Lanasia

Although they are called Denizens, these are intelligent beings that have not formed countries or nations in Lanasia. They can be found singly, in small family dwellings, in villages and tribes. Players cannot make characters from a Denizen race.

Abarimon									
Init	+10	Run	8	Sprint	12	Defense	12	Stun	3
DR	-4	DMG/0	2	DMG/-1	2	Rec	4	Awareness	+6
Attack Roll	+4	DMG	3	Stun Mod	-1	Intimidate	+1	Grapple	+3
Athletics	+11	Dodge	+11	Endurance	+1	Escape	+9	Resist	+5
Stealth	+9	Survival	+5	Tracking	+5	Unarmed	+3	Will	+5
Acrobatics	+11	Alchemy	+3	Animal Handle	+1	Arcane Lore	+1	Armorsmith	-2
Artifice	+1	Artisan	+5	Barter	+1	Cartography	-2	Charisma	-2
Disguise	+1	Dual Wield	+3	Engineering	-2	Hide	+1	Forgery	-2
Gamble	+1	Interrogate	+3	Intuition	+5	Invention	+1	Locksmith	+1
Lore	+3	Medicine	+1	Melee	+3	Missile	+4	Occult	+3
Perform	+1	Persuasion	+1	Pick Pocket	+3	Repair	+1	Sail	-2
Slashing	+1	Style	-2	Tactics	-2	Teaching	+1	Theology	+1
Trapping	+3	Weaponsmith	+1	Notes	Super-fast, brown-skinned, wild haired beings with backwards feet				

Akkadian									
Init	+3	Run	6	Sprint	9	Defense	8	Stun	2
DR	5	DMG/0	2	DMG/-1	3	Rec	3	Awareness	+7
Attack Roll	4	DMG	2	Stun Mod	+1	Intimidate	+5	Grapple	+9
Athletics	+6	Dodge	+5	Endurance	+7	Escape	+5	Resist	+11
Stealth	+7	Survival	+5	Tracking	+3	Unarmed	+3	Will	+5
Acrobatics	+1	Alchemy	+5	Animal Handle	+1	Arcane Lore	+3	Armorsmith	-2
Artifice	+1	Artisan	+5	Barter	+1	Cartography	-2	Charisma	-2
Disguise	-2	Dual Wield	+3	Engineering	-2	Hide	+1	Forgery	-2
Gamble	+1	Interrogate	+1	Intuition	+3	Invention	+1	Locksmith	-2
Lore	+3	Medicine	+1	Melee	+3	Missile	+2	Occult	+3
Perform	+1	Persuasion	+1	Pick Pocket	+1	Repair	+1	Sail	-2
Slashing	+3	Style	-2	Tactics	-2	Teaching	+1	Theology	+3
Trapping	+3	Weaponsmith	+3	Notes	Black, chitinous, scorpion folk				
Special	Sting: causes 1 DMG/hr for 3 hrs. Average Resist to take no effect								

Anunnaki									
Init	+2	Run	5	Sprint	12	Defense	8	Stun	0
DR	6	DMG/0	4	DMG/-1	3	Rec	4	Awareness	+9
Attack Roll	4	DMG	2	Stun Mod	+1	Intimidate	+5	Grapple	+5
Athletics	+9	Dodge	+5	Endurance	+7	Escape	+3	Resist	+7
Stealth	+5	Survival	+5	Tracking	+3	Unarmed	+3	Will	+7
Acrobatics	+2	Alchemy	+4	Animal Handle	+2	Arcane Lore	+5	Armorsmith	+2
Artifice	+1	Artisan	+6	Barter	+4	Cartography	+1	Charisma	+1
Disguise	+1	Dual Wield	+4	Engineering	+1	Hide	+2	Forgery	+1
Gamble	-2	Interrogate	+3	Intuition	+4	Invention	+2	Locksmith	+1
Lore	+4	Medicine	+3	Melee	+3	Missile	+2	Occult	+4
Perform	-2	Persuasion	+4	Pick Pocket	+1	Repair	+2	Sail	+1
Slashing	+3	Style	+1	Tactics	+1	Teaching	+3	Theology	+4
Trapping	+4	Weaponsmith	+2	Notes	Dragon folk – Sprint is flight speed				

Asterion									
Init	+1	Run	7	Sprint	10	Defense	7	Stun	1
DR	4	DMG/0	3	DMG/-1	4	Rec	3	Awareness	+5
Attack Roll	+4	DMG	3	Stun Mod	-1	Intimidate	+4	Grapple	+5
Athletics	+7	Dodge	+3	Endurance	+9	Escape	+3	Resist	+5
Stealth	+1	Survival	+7	Tracking	+3	Unarmed	+3	Will	+9
Acrobatics	N/A	Alchemy	+3	Animal Handle	+5	Arcane Lore	+1	Armorsmith	+5
Artifice	+3	Artisan	+7	Barter	+5	Cartography	+1	Charisma	+1
Disguise	-2	Dual Wield	+2	Engineering	-2	Hide	+1	Forgery	+1
Gamble	+3	Interrogate	+3	Intuition	+3	Invention	+3	Locksmith	+3
Lore	+1	Medicine	+1	Melee	+3	Missile	+1	Occult	+1
Perform	-2	Persuasion	+1	Pick Pocket	-2	Repair	+3	Sail	+1
Slashing	+3	Style	+1	Tactics	+1	Teaching	+1	Theology	+3
Trapping	+3	Weaponsmith	+3	Notes	Race of bull-headed men				

Duscha									
Init	+11	Run	11	Sprint	16	Defense	13	Stun	-7
DR	18	DMG/0	4	DMG/-1	4	Rec	10	Awareness	+16
Attack Roll	+16	DMG	14	Stun Mod	-2	Intimidate	+16	Grapple	+16
Athletics	+16	Dodge	+16	Endurance	+16	Escape	+16	Resist	+16
Stealth	+16	Survival	+16	Tracking	+16	Unarmed	+16	Will	+16
Acrobatics	+16	Alchemy	+16	Animal Handle	+16	Arcane Lore	+16	Armorsmith	+16
Artifice	+16	Artisan	+16	Barter	+16	Cartography	+16	Charisma	+16
Disguise	+16	Dual Wield	+16	Engineering	+16	Hide	+16	Forgery	+16
Gamble	+16	Interrogate	+16	Intuition	+16	Invention	+16	Locksmith	+16
Lore	+16	Medicine	+16	Melee	+16	Missile	+16	Occult	+16
Perform	+16	Persuasion	+16	Pick Pocket	+16	Repair	+16	Sail	+16
Slashing	+16	Style	+16	Tactics	+16	Teaching	+16	Theology	+16
Trapping	+16	Weaponsmith	+16	Notes	Astral beings trapped on Lanasia				
Special	Sprint is the flying speed								

Jotun									
Init	-1	Run	3	Sprint	6	Defense	6	Stun	-1
DR	10	DMG/0	5	DMG/-1	5	Rec	5	Awareness	+8
Attack Roll	+13	DMG	8	Stun Mod	-2	Intimidate	+5	Grapple	+5
Athletics	+8	Dodge	+1	Endurance	+8	Escape	+3	Resist	+9
Stealth	N/A	Survival	+4	Tracking	+1	Unarmed	+9	Will	+7
Acrobatics	N/A	Alchemy	+1	Animal Handle	-2	Arcane Lore	+1	Armorsmith	+1
Artifice	+1	Artisan	+3	Barter	+1	Cartography	-2	Charisma	+1
Disguise	-2	Dual Wield	-2	Engineering	+1	Hide	+1	Forgery	-2
Gamble	-2	Interrogate	-2	Intuition	+1	Invention	-2	Locksmith	-2
Lore	+1	Medicine	+1	Melee	+7	Missile	+5	Occult	+1
Perform	-2	Persuasion	+1	Pick Pocket	-2	Repair	+1	Sail	-2
Slashing	+7	Style	-2	Tactics	-2	Teaching	-2	Theology	+1
Trapping	+1	Weaponsmith	+1	Notes	A Giant, female Jotun are called Gygur. They Live in the mountains & forests. Mountain Jotuns have ruddy brown skin and white hair. Forest Jotuns have green skin and misty grey hair				

Lamassu									
Init	+1	Run	6	Sprint	12	Defense	8	Stun	1
DR	4	DMG/0	3	DMG/-1	2	Rec	2	Awareness	+7
Attack Roll	+6	DMG	2	Stun Mod	+1	Intimidate	+4	Grapple	N/A
Athletics	+9	Dodge	+4	Endurance	+7	Escape	+5	Resist	+5
Stealth	+3	Survival	+7	Tracking	+5	Unarmed	+4	Will	+5
Acrobatics	+1	Alchemy	+3	Animal Handle	-2	Arcane Lore	+5	Armorsmith	+3
Artifice	+3	Artisan	+3	Barter	+1	Cartography	-2	Charisma	+3
Disguise	-2	Dual Wield	-2	Engineering	-2	Hide	-2	Forgery	-2
Gamble	-2	Interrogate	+3	Intuition	+5	Invention	+3	Locksmith	-2
Lore	+5	Medicine	+1	Melee	-2	Missile	-2	Occult	+5
Perform	-2	Persuasion	+3	Pick Pocket	-2	Repair	-2	Sail	-2
Slashing	-2	Style	+1	Tactics	+3	Teaching	+3	Theology	+5
Trapping	+3	Weaponsmith	+1	Special	Sprint speed is for flying				
Notes	Astral guardians of temples. Winged, human-headed bulls. The females have the body of lions. Both have grey skin and black hair								

Ljeschi									
Init	+0	Run	5	Sprint	8	Defense	7	Stun	2
DR	2	DMG/0	2	DMG/-1	2	Rec	2	Awareness	+5
Attack Roll	+5	DMG	2	Stun Mod	+1	Intimidate	+1	Grapple	+3
Athletics	+5	Dodge	+1	Endurance	+5	Escape	+5	Resist	+9
Stealth	+3	Survival	+9	Tracking	+3	Unarmed	+4	Will	+7
Acrobatics	-2	Alchemy	+4	Animal Handle	+5	Arcane Lore	+1	Armorsmith	-2
Artifice	+1	Artisan	+6	Barter	+4	Cartography	-2	Charisma	-2
Disguise	-2	Dual Wield	-2	Engineering	-2	Hide	+3	Forgery	-2
Gamble	+3	Interrogate	+3	Intuition	+3	Invention	+3	Locksmith	-2
Lore	+3	Medicine	+3	Melee	+3	Missile	+2	Occult	+3
Perform	-2	Persuasion	+1	Pick Pocket	-2	Repair	+3	Sail	-2
Slashing	+3	Style	+1	Tactics	-2	Teaching	+3	Theology	+3
Trapping	+3	Weaponsmith	+1	Notes	Goat-legged folk				

Merrow									
Init	+0	Run	5	Sprint	12	Defense	7	Stun	2
DR	3	DMG/0	2	DMG/-1	2	Rec	3	Awareness	+7
Attack Roll	+9	DMG	2	Stun Mod	+0	Intimidate	+1	Grapple	+1
Athletics	+7	Dodge	+5	Endurance	+7	Escape	+5	Resist	+7
Stealth	+5	Survival	+7	Tracking	+3	Unarmed	+7	Will	+5
Acrobatics	+3	Alchemy	+5	Animal Handle	+5	Arcane Lore	+5	Armorsmith	-2
Artifice	+3	Artisan	+6	Barter	+1	Cartography	+3	Charisma	+3
Disguise	-2	Dual Wield	+3	Engineering	-2	Hide	+3	Forgery	-2
Gamble	+1	Interrogate	+3	Intuition	+5	Invention	+1	Locksmith	-2
Lore	+5	Medicine	+5	Melee	+7	Missile	+5	Occult	+5
Perform	-2	Persuasion	+3	Pick Pocket	-2	Repair	+3	Sail	+7
Slashing	+7	Style	+1	Tactics	+3	Teaching	+3	Theology	+5
Trapping	-2	Weaponsmith	+1	Notes	Merpeople				
Special	Breathes Above and below water normally and Sprint speed is underwater only								

Napaeae									
Init	+1	Run	3	Sprint	12	Defense	9	Stun	-3
DR	1	DMG/0	2	DMG/-1	2	Rec	8	Awareness	+11
Attack Roll	+8	DMG	2	Stun Mod	+0	Intimidate	+5	Grapple	+3
Athletics	+5	Dodge	+9	Endurance	+7	Escape	+11	Resist	+11
Stealth	+16	Survival	+9	Tracking	+16	Unarmed	+6	Will	+11
Acrobatics	+1	Alchemy	+6	Animal Handle	+16	Arcane Lore	+16	Armorsmith	-2
Artifice	+3	Artisan	+6	Barter	-2	Cartography	+1	Charisma	+1
Disguise	-2	Dual Wield	-2	Engineering	-2	Hide	+11	Forgery	-2
Gamble	-2	Interrogate	+7	Intuition	+16	Invention	-2	Locksmith	-2
Lore	+6	Medicine	+7	Melee	+6	Missile	+7	Occult	+6
Perform	-2	Persuasion	-2	Pick Pocket	-2	Repair	-2	Sail	-2
Slashing	+6	Style	+5	Tactics	-2	Teaching	+16	Theology	+7
Trapping	+7	Weaponsmith	-2	Notes	Nymph - Astral Valley Guardian				
Special	Prayer Talent +6								

Piskey									
Init	+1	Run	3	Sprint	12	Defense	8	Stun	-3
DR	1	DMG/0	2	DMG/-1	2	Rec	4	Awareness	+11
Attack Roll	+10	DMG	3	Stun Mod	+0	Intimidate	+5	Grapple	+5
Athletics	+7	Dodge	+8	Endurance	+8	Escape	+11	Resist	+11
Stealth	+11	Survival	+9	Tracking	+7	Unarmed	+8	Will	+9
Acrobatics	+5	Alchemy	+5	Animal Handle	+7	Arcane Lore	+7	Armorsmith	+3
Artifice	+5	Artisan	+5	Barter	+5	Cartography	+1	Charisma	-2
Disguise	+5	Dual Wield	+6	Engineering	-2	Hide	+5	Forgery	-2
Gamble	+3	Interrogate	+5	Intuition	+9	Invention	-2	Locksmith	+5
Lore	+6	Medicine	+3	Melee	+8	Missile	+6	Occult	+16
Perform	-2	Persuasion	+5	Pick Pocket	+5	Repair	+3	Sail	+1
Slashing	+8	Style	-2	Tactics	-2	Teaching	+6	Theology	+3
Trapping	+7	Weaponsmith	+3	Notes	Wingless fairies with green skin and blue hair. Occasionally have magic Talents				

Sarpa									
Init	+2	Run	5	Sprint	8	Defense	8	Stun	-1
DR	3	DMG/0	2	DMG/-1	3	Rec	5	Awareness	+8
Attack Roll	+7	DMG	2	Stun Mod	+0	Intimidate	+3	Grapple	+5
Athletics	+8	Dodge	+5	Endurance	+7	Escape	+5	Resist	+7
Stealth	+5	Survival	+5	Tracking	+3	Unarmed	+5	Will	+5
Acrobatics	+5	Alchemy	+5	Animal Handle	+1	Arcane Lore	+3	Armorsmith	-2
Artifice	+3	Artisan	+5	Barter	+1	Cartography	-2	Charisma	-2
Disguise	-2	Dual Wield	+3	Engineering	-2	Hide	+1	Forgery	-2
Gamble	-2	Interrogate	+3	Intuition	+3	Invention	+3	Locksmith	+3
Lore	+5	Medicine	+3	Melee	+5	Missile	+4	Occult	+3
Perform	-2	Persuasion	+1	Pick Pocket	+3	Repair	+1	Sail	+1
Slashing	+5	Style	+1	Tactics	-2	Teaching	+1	Theology	+3
Trapping	+5	Weaponsmith	+3	Notes	Lizard folk living near rivers, deserts and mountains				

Shigo									
Init	+2	Run	3	Sprint	12	Defense	8	Stun	2
DR	1	DMG/0	2	DMG/-1	2	Rec	3	Awareness	+7
Attack Roll	+7	DMG	2	Stun Mod	+0	Intimidate	+1	Grapple	+5
Athletics	+5	Dodge	+7	Endurance	+5	Escape	+7	Resist	+5
Stealth	+1	Survival	+7	Tracking	+3	Unarmed	+5	Will	+5
Acrobatics	+7	Alchemy	+3	Animal Handle	+1	Arcane Lore	+3	Armorsmith	-2
Artifice	+3	Artisan	+3	Barter	+5	Cartography	+1	Charisma	-2
Disguise	+1	Dual Wield	+3	Engineering	-2	Hide	+1	Forgery	+3
Gamble	+3	Interrogate	+5	Intuition	+5	Invention	+5	Locksmith	+5
Lore	+5	Medicine	+3	Melee	+5	Missile	+6	Occult	+3
Perform	+3	Persuasion	+5	Pick Pocket	+3	Repair	+3	Sail	+1
Slashing	+5	Style	+1	Tactics	-2	Teaching	+1	Theology	+3
Trapping	+5	Weaponsmith	+3	Notes	Flying monkey men, sprint is flight speed				

Sileni									
Init	+0	Run	8	Sprint	12	Defense	6	Stun	1
DR	2	DMG/0	4	DMG/-1	4	Rec	4	Awareness	+7
Attack Roll	+9	DMG	3	Stun Mod	-1	Intimidate	+3	Grapple	+5
Athletics	+9	Dodge	+3	Endurance	+9	Escape	+5	Resist	+5
Stealth	+1	Survival	+7	Tracking	+5	Unarmed	+7	Will	+6
Acrobatics	-2	Alchemy	+7	Animal Handle	+5	Arcane Lore	+3	Armorsmith	+5
Artifice	+5	Artisan	+7	Barter	+5	Cartography	+3	Charisma	+3
Disguise	-2	Dual Wield	-2	Engineering	+1	Hide	+3	Forgery	+1
Gamble	-2	Interrogate	+5	Intuition	+5	Invention	+3	Locksmith	+3
Lore	+5	Medicine	+3	Melee	+7	Missile	+7	Occult	+3
Perform	-2	Persuasion	+3	Pick Pocket	-2	Repair	+5	Sail	-2
Slashing	+7	Style	+1	Tactics	+3	Teaching	+3	Theology	+3
Trapping	+3	Weaponsmith	+5	Notes	Body of a Horse and torso and head of a man or woman				

Tengu									
Init	+3	Run	3	Sprint	12	Defense	9	Stun	3
DR	1	DMG/0	1	DMG/-1	2	Rec	3	Awareness	+11
Attack Roll	+8	DMG	2	Stun Mod	+0	Intimidate	+5	Grapple	+3
Athletics	+6	Dodge	+10	Endurance	+5	Escape	+11	Resist	+11
Stealth	+16	Survival	+9	Tracking	+16	Unarmed	+6	Will	+7
Acrobatics	+4	Alchemy	+5	Animal Handle	+3	Arcane Lore	+11	Armorsmith	-2
Artifice	+9	Artisan	+9	Barter	-2	Cartography	+5	Charisma	+5
Disguise	+9	Dual Wield	+6	Engineering	+3	Hide	+9	Forgery	+11
Gamble	+9	Interrogate	+11	Intuition	+16	Invention	+16	Locksmith	+16
Lore	+16	Medicine	+7	Melee	+6	Missile	+8	Occult	+11
Perform	+16	Persuasion	+7	Pick Pocket	+9	Repair	+5	Sail	+16
Slashing	+6	Style	+16	Tactics	+9	Teaching	+5	Theology	+16
Trapping	+16	Weaponsmith	-2	Notes	Crow fairies				

Tennin									
Init	+3	Run	3	Sprint	12	Defense	8	Stun	1
DR	1	DMG/0	2	DMG/-1	2	Rec	4	Awareness	+11
Attack Roll	+7	DMG	2	Stun Mod	+1	Intimidate	+3	Grapple	+5
Athletics	+3	Dodge	+9	Endurance	+5	Escape	+11	Resist	+11
Stealth	+9	Survival	+9	Tracking	+16	Unarmed	+5	Will	+16
Acrobatics	+2	Alchemy	+15	Animal Handle	+15	Arcane Lore	+15	Armorsmith	-2
Artifice	-2	Artisan	-2	Barter	-2	Cartography	-2	Charisma	+15
Disguise	-2	Dual Wield	+5	Engineering	-2	Hide	-2	Forgery	-2
Gamble	-2	Interrogate	+16	Intuition	+16	Invention	+16	Locksmith	-2
Lore	+15	Medicine	+15	Melee	+5	Missile	+7	Occult	+15
Perform	+15	Persuasion	+15	Pick Pocket	-2	Repair	-2	Sail	+15
Slashing	+5	Style	+3	Tactics	-2	Teaching	+15	Theology	+15
Trapping	-2	Weaponsmith	-2	Notes	Benevolent fairies				
Special	Some have the Magic Talent at +6								

Volkh									
Init	+6	Run	6	Sprint	12	Defense	10	Stun	1
DR	6	DMG/0	2	DMG/-1	2	Rec	4	Awareness	+11
Attack Roll	+10	DMG	3	Stun Mod	-1	Intimidate	+7	Grapple	+7
Athletics	+9	Dodge	+9	Endurance	+5	Escape	+11	Resist	+13
Stealth	+9	Survival	+11	Tracking	+9	Unarmed	+8	Will	+7
Acrobatics	+9	Alchemy	+6	Animal Handle	-2	Arcane Lore	+9	Armorsmith	+9
Artifice	+9	Artisan	+9	Barter	-2	Cartography	+9	Charisma	-2
Disguise	+16	Dual Wield	+8	Engineering	+3	Hide	+9	Forgery	+9
Gamble	-2	Interrogate	+7	Intuition	+7	Invention	+9	Locksmith	+9
Lore	+16	Medicine	+9	Melee	+8	Missile	+6	Occult	+16
Perform	-2	Persuasion	-2	Pick Pocket	-2	Repair	+9	Sail	-2
Slashing	+8	Style	-2	Tactics	-2	Teaching	+5	Theology	+9
Trapping	+9	Weaponsmith	+9	Notes	Insect fairy				
Special	May shapeshift 3 times per day into any living creature								

Woodwoses									
Init	+2	Run	3	Sprint	5	Defense	8	Stun	0
DR	2	DMG/0	4	DMG/-1	4	Rec	4	Awareness	+7
Attack Roll	+11	DMG	2	Stun Mod	+0	Intimidate	+5	Grapple	+9
Athletics	+9	Dodge	+5	Endurance	+7	Escape	+5	Resist	+7
Stealth	+6	Survival	+7	Tracking	+5	Unarmed	+8	Will	+5
Acrobatics	-2	Alchemy	+1	Animal Handle	-2	Arcane Lore	-2	Armorsmith	-2
Artifice	-2	Artisan	-2	Barter	-2	Cartography	-2	Charisma	-2
Disguise	-2	Dual Wield	+6	Engineering	-2	Hide	-2	Forgery	-2
Gamble	-2	Interrogate	-2	Intuition	+4	Invention	-2	Locksmith	-2
Lore	+1	Medicine	+1	Melee	+8	Missile	+6	Occult	-2
Perform	-2	Persuasion	-2	Pick Pocket	-2	Repair	-2	Sail	-2
Slashing	+8	Style	-2	Tactics	-2	Teaching	-2	Theology	-2
Trapping	+6	Weaponsmith	-2	Notes	Hairy, primitive forest dwellers				

Yamanba									
Init	+3	Run	3	Sprint	9	Defense	9	Stun	1
DR	+5	DMG/0	2	DMG/-1	3	Rec	3	Awareness	+11
Attack Roll	+9	DMG	3	Stun Mod	+1	Intimidate	+7	Grapple	+7
Athletics	+7	Dodge	+7	Endurance	+9	Escape	+9	Resist	+11
Stealth	+11	Survival	+9	Tracking	+13	Unarmed	+7	Will	+7
Acrobatics	+7	Alchemy	+6	Animal Handle	-2	Arcane Lore	+9	Armorsmith	-2
Artifice	+9	Artisan	+9	Barter	+9	Cartography	+7	Charisma	+5
Disguise	+11	Dual Wield	+7	Engineering	+9	Hide	+9	Forgery	+9
Gamble	+15	Interrogate	+9	Intuition	+7	Invention	+9	Locksmith	+9
Lore	+9	Medicine	+9	Melee	+7	Missile	+9	Occult	+16
Perform	+9	Persuasion	+9	Pick Pocket	+9	Repair	+9	Sail	+9
Slashing	+7	Style	+9	Tactics	+9	Teaching	+9	Theology	+15
Trapping	+9	Weaponsmith	-2	Notes	Forest Ogre				
Special	Disguise is augmented by limited shape shifting								

Yukionna									
Init	+2	Run	3	Sprint	12	Defense	8	Stun	2
DR	3	DMG/0	2	DMG/-1	2	Rec	4	Awareness	+11
Attack Roll	+7	DMG	3	Stun Mod	+1	Intimidate	+5	Grapple	+5
Athletics	+5	Dodge	+7	Endurance	+9	Escape	+9	Resist	+11
Stealth	+16	Survival	+16	Tracking	+9	Unarmed	+5	Will	+11
Acrobatics	-2	Alchemy	+15	Animal Handle	-2	Arcane Lore	+15	Armorsmith	+3
Artifice	+9	Artisan	+9	Barter	+9	Cartography	+9	Charisma	+3
Disguise	+5	Dual Wield	+5	Engineering	+5	Hide	+9	Forgery	-2
Gamble	+9	Interrogate	+9	Intuition	+11	Invention	+9	Locksmith	-2
Lore	+16	Medicine	+9	Melee	+5	Missile	+7	Occult	+16
Perform	-2	Persuasion	+9	Pick Pocket	-2	Repair	+5	Sail	-2
Slashing	+5	Style	-2	Tactics	-2	Teaching	+5	Theology	+9
Trapping	+9	Weaponsmith	+3	Notes	Snow Fairy – Males and females have white skin and white hair				
Special	Ice touch: Double DMG after subtracting DR on any successful attack								

Archetypes of Lanasia

The stats provided below are for quick reference, feel free to modify them at will.

Advisor/Scholar									
Init	-1	Run	4	Sprint	6	Defense	7	Stun	3
DR	0	DMG/0	3	DMG/-1	3	Rec	2	Awareness	+8
Attack Roll	+1	DMG	5	Stun Mod	-1	Will	+6	Intuition	+4
Alchemy	+8	Arcane Lore	+10	Barter	+2	Cartography	+7	Charisma	+1
Endurance	+7	Engineering	+7	Hide	+1	Interrogate	+4	Invention	+7
Lore	+8	Medicine	+2	Melee	-2	Occult	+10	Persuasion	+3
Sail	+6	Survival	+5	Tactics	+7	Teaching	+6	Theology	+7
Notes	Concentration: 4 – Luck Replacement for Researching with books								

Artisan									
Init	+1	Run	5	Sprint	7	Defense	7	Stun	2
DR	0	DMG/0	3	DMG/-1	3	Rec	3	Awareness	+4
Attack Roll	+0	DMG	3	Stun Mod	+0	Will	+4	Barter	+8
Alchemy	+2	Animal Handle	+3	Armorsmith	+6	Athletics	+3	Artifice	+1
Artisan	+9	Endurance	+6	Hide	+3	Intuition	+3	Invention	+4
Locksmith	+2	Lore	+6	Medicine	+2	Occult	+1	Persuasion	+3
Repair	+9	Resist	+3	Sail	+5	Style	+1	Survival	+4
Teaching	+1	Trapping	+1	Weaponsmith	+5	Talent	Crafting +4		
Notes	Crafting acts as Luck Replacement for creating items								

Bandit									
Init	-2	Run	3	Sprint	4	Defense	8	Stun	2
DR	4	DMG/0	3	DMG/-1	3	Rec	2	Awareness	+5
Attack Roll	+9	DMG	11	Stun Mod	+0	Intimidate	+7	Intuition	+3
Acrobatics	+3	Alchemy	+1	Animal Handle	+2	Athletics	+3	Cartography	+1
Charisma	+1	Dodge	+1	Endurance	+1	Escape	+6	Forgery	+2
Gamble	+1	Grapple	+2	Hide	+3	Locksmith	+1	Melee	+7
Missile	+5	Pick Pocket	+3	Resist	+4	Stealth	+5	Survival	+5
Tracking	+5	Trapping	+2	Will	+1	Talent	Estimation +4		
Notes	Estimation Re-rolls for Awareness to detect things worth stealing. Most Bandits have a Reputation between -4 and -6								

General									
Init	-1	Run	4	Sprint	5	Defense	7	Stun	-1
DR	6	DMG/0	3	DMG/-1	3	Rec	2	Awareness	+7
Attack Roll	+5	DMG	5	Stun Mod	+0	Will	+6	Charisma	+8
Alchemy	+1	Animal Handle	+2	Armorsmith	+2	Barter	+2	Dodge	+1
Endurance	+4	Gamble	+1	Grapple	+2	Interrogate	+5	Intimidate	+4
Intuition	+7	Lore	+2	Missile	+1	Perform	+2	Persuasion	+7
Resist	+3	Slashing	+5	Stealth	+3	Survival	+1	Tactics	+4
Tracking	+2	Trapping	+1	Unarmed	+1	Weaponsmith	+2	Rank	+4
Notes	Rank provides re-rolls for Charisma and Intimidate when addressing followers.								

Guard									
Init	-1	Run	4	Sprint	5	Defense	7	Stun	0
DR	8	DMG/0	3	DMG/-1	3	Rec	1	Awareness	+7
Attack Roll	+9	DMG	3	Stun Mod	+0	Intimidate	+7	Will	+5
Acrobatics	+2	Animal Handle	+2	Artisan	+2	Athletics	+5	Dodge	+1
Endurance	+6	Escape	+1	Forgery	+2	Gamble	+1	Grapple	+3
Interrogate	+5	Intuition	+3	Lore	+1	Melee	+6	Missile	+1
Repair	+2	Resist	+3	Slashing	+5	Stealth	+2	Survival	+2
Tracking	+1	Unarmed	+4	Notes	Authority +4 – Authority replaces Luck when Intimidating civilians				

Knight									
Init	-6	Run	2	Sprint	3	Defense	6	Stun	-2
DR	9	DMG/0	3	DMG/-1	3	Rec	1	Awareness	+5
Attack Roll	+6	DMG	11	Stun Mod	-2	Intimidate	+6	Will	+6
Athletics	+6	Animal Handle	+2	Armorsmith	+0	Barter	+0	Cartography	+0
Charisma	+2	Endurance	+6	Intuition	+0	Lore	+4	Melee	+6
Missile	+3	Slashing	+7	Style	+0	Survival	+0	Repair	+0
Tactics	+5	Theology	+0	Weaponsmith	+0	Talent	Strategy +4		
Notes	Strategy provides Re-rolls for Tactics								

Mage									
Init	-2	Run	3	Sprint	5	Defense	7	Stun	0
DR	1	DMG/0	3	DMG/-1	3	Rec	2	Awareness	+9
Attack Roll	+3	DMG	5	Stun Mod	-1	Will	+9	Intuition	+9
Alchemy	+9	Arcane Lore	+9	Artisan	+0	Athletics	+2	Barter	+2
Cartography	+6	Charisma	+2	Dodge	+6	Endurance	+8	Engineering	+6
Invention	+6	Lore	+8	Medicine	+8	Melee	+0	Occult	+9
Repair	+0	Sail	+6	Survival	+6	Tactics	+6	Teaching	+6
Notes	Magic +4 – Artisan, Melee and Repair are at lvl 1								

Mayor									
Init	+2	Run	6	Sprint	8	Defense	7	Stun	0
DR	1	DMG/0	3	DMG/-1	3	Rec	2	Awareness	+7
Attack Roll	+1	DMG	5	Stun Mod	+1	Intimidate	+5	Charisma	+6
Animal Handle	+4	Artisan	+4	Athletics	+2	Barter	+7	Cartography	+4
Endurance	+4	Gamble	+1	Interrogate	+9	Intuition	+7	Lore	+5
Melee	+2	Missile	+1	Persuasion	+7	Repair	+3	Resist	+2
Style	+2	Survival	+4	Will	+7	Notes	Community +4 Luck Replacement for Will or Intuition when protecting his community		

Merchant									
Init	-2	Run	6	Sprint	8	Defense	7	Stun	0
DR	1	DMG/0	3	DMG/-1	3	Rec	4	Awareness	+7
Attack Roll	+2	DMG	3	Stun Mod	+1	Will	+7	Barter	+9
Animal Handle	+4	Artisan	+4	Athletics	+2	Cartography	+4	Dodge	+2
Endurance	+5	Forgery	+3	Interrogate	+8	Intuition	+7	Lore	+6
Melee	+2	Perform	+1	Persuasion	+9	Repair	+4	Resist	+5
Style	+4	Survival	+4	Notes	Haggle +4 – Re-roll Intuition or Awareness when trying to determine resale value				

Monk									
Init	0	Run	4	Sprint	6	Defense	9	Stun	0
DR	2	DMG/0	3	DMG/-1	3	Rec	2	Awareness	+8
Attack Roll	+10	DMG	5	Stun Mod	+1	Intuition	+8	Theology	+8
Acrobatics	+4	Alchemy	+6	Arcane Lore	+7	Artifice	+4	Artisan	+1
Athletics	+3	Dodge	+5	Endurance	+5	Escape	+3	Interrogate	+2
Intimidate	+1	Lore	+8	Medicine	+5	Melee	+6	Occult	+7
Resist	+3	Stealth	+2	Survival	+6	Teaching	+6	Martial Arts	+4

Mystic									
Init	-3	Run	3	Sprint	5	Defense	7	Stun	0
DR	1	DMG/0	3	DMG/-1	3	Rec	2	Awareness	+9
Attack Roll	+7	DMG	6	Stun Mod	-1	Intuition	+9	Occult	+8
Acrobatics	+1	Alchemy	+5	Arcane Lore	+6	Athletics	+3	Charisma	+3
Endurance	+7	Escape	+1	Lore	+7	Medicine	+8	Melee	+5
Missile	+9	Persuasion	+7	Resist	+6	Stealth	+1	Survival	+5
Teaching	+6	Tracking	+6	Will	+9	Notes	Affinity +4		

Noble									
Init	-2	Run	6	Sprint	8	Defense	7	Stun	0
DR		DMG/0	3	DMG/-1	3	Rec	2	Awareness	+7
Attack Roll	-2	DMG	1	Stun Mod	+1	Will	+7	Charisma	+7
Animal Handle	+6	Disguise	+2	Dodge	+0	Endurance	+2	Gamble	+2
Interrogate	+8	Intimidate	+4	Intuition	+7	Lore	+7	Occult	+2
Perform	+1	Persuasion	+9	Resist	+4	Style	+6	Tracking	+4
Tactics	+9	Notes	Dignity +4 – Provides Re-Rolls for Charisma and Persuasion when used on their subjects. Dodge is actually lvl 1						

Peasant									
Init	-1	Run	3	Sprint	5	Defense	6	Stun	2
DR	3	DMG/0	3	DMG/-1	3	Rec	2	Awareness	+4
Attack Roll	+5	DMG	9	Stun Mod	+0	Will	+6	Gamble	+6
Acrobatics	+1	Alchemy	+2	Animal Handle	+3	Arcane Lore	+1	Artisan	+3
Athletics	+6	Barter	+2	Dodge	+2	Endurance	+9	Escape	+2
Grapple	+2	Hide	+2	Interrogate	+2	Intimidate	+3	Intuition	+1
Invention	+1	Lore	+4	Medicine	+2	Melee	+3	Missile	+1
Occult	+2	Perform	+1	Persuasion	+2	Repair	+2	Resist	+6
Stealth	+2	Style	+1	Survival	+4	Teaching	+6	Theology	+2
Tracking	+4	Trapping	+3	Unarmed	+1	Notes	Grit +4 – Luck Replacement for Will and Endurance when working their own plot		

Performer									
Init	+1	Run	4	Sprint	6	Defense	8	Stun	1
DR	2	DMG/0	3	DMG/-1	3	Rec	3	Awareness	+8
Attack Roll	+3	DMG	3	Stun Mod	+2	Intuition	+8	Perform	+12
Acrobatics	+12	Arcane Lore	+4	Athletics	+5	Barter	+6	Charisma	+4
Disguise	+6	Dodge	+4	Endurance	+5	Escape	+7	Forgery	+2
Gamble	+4	Hide	+0	Invention	+5	Lore	+4	Missile	+5
Occult	+4	Persuasion	+4	Stealth	+7	Survival	+2	Panache	+4
Notes	Panache is Luck replacement for Perform, Acrobatics, Charisma, Disguise, Escape and Stealth in front of an audience								

Priest									
Init	-2	Run	4	Sprint	5	Defense	7	Stun	0
DR	3	DMG/0	3	DMG/-1	3	Rec	2	Awareness	+7
Attack Roll	+5	DMG	2	Stun Mod	-1	Intuition	+7	Theology	+8
Alchemy	+7	Arcane Lore	+4	Artifice	+8	Artisan	+3	Athletics	+1
Charisma	+6	Endurance	+7	Intimidate	+1	Lore	+6	Medicine	+8
Melee	+3	Occult	+4	Perform	+2	Repair	+3	Resist	+3
Survival	+3	Teaching	+6	Notes	Prayer +4				

Rogue									
Init	+0	Run	4	Sprint	6	Defense	9	Stun	0
DR	4	DMG/0	3	DMG/-1	3	Rec	2	Awareness	+6
Attack Roll	+5	DMG	6	Stun Mod	+1	Intimidate	+5	Intuition	+6
Acrobatics	+4	Athletics	+5	Disguise	+5	Dodge	+4	Endurance	+4
Escape	+5	Forgery	+5	Gamble	+4	Locksmith	+5	Lore	+2
Melee	+5	Occult	+3	Persuasion	+5	Pick Pocket	+6	Resist	+4
Stealth	+7	Survival	+4	Tracking	+4	Trapping	+5	Will	+2
Notes	Artful +4 – Can Re-Roll Pick Pocketing in crowded areas								

Shaman									
Init	-2	Run	3	Sprint	5	Defense	7	Stun	0
DR	1	DMG/0	3	DMG/-1	3	Rec	3	Awareness	+8
Attack Roll	+5	DMG	5	Stun Mod	-1	Intuition	+8	Persuasion	+8
Alchemy	+4	Animal Handle	+4	Arcane Lore	+2	Artifice	+4	Artisan	+4
Athletics	+2	Barter	+1	Charisma	+4	Dodge	+2	Endurance	+6
Hide	+2	Lore	+7	Medicine	+8	Melee	+2	Occult	+7
Perform	+3	Repair	+5	Resist	+4	Survival	+5	Teaching	+7
Theology	+8	Will	+6	Notes	Prayer +4				

Soldier									
Init	-1	Run	3	Sprint	4	Defense	8	Stun	1
DR	6	DMG/0	3	DMG/-1	3	Rec	1	Awareness	+7
Attack Roll	+7	DMG	5	Stun Mod	+0	Will	+5	Slashing	+7
Animal Handle	+2	Armorsmith	+3	Athletics	+5	Cartography	+2	Dodge	+3
Dual Wield	+6	Endurance	+3	Engineering	+2	Escape	+1	Grapple	+1
Interrogate	+1	Intimidate	+1	Intuition	+1	Lore	+2	Melee	+7
Missile	+4	Persuasion	+1	Repair	+2	Resist	+3	Stealth	+1
Survival	+4	Tactics	+1	Tracking	+1	Trapping	+1	Unarmed	+1
Weaponsmith	+3	Notes	Fortitude +4 – Adds to Rec when in a battle						

Thug									
Init	-4	Run	4	Sprint	5	Defense	8	Stun	2
DR	4	DMG/0	3	DMG/-1	3	Rec	2	Awareness	+7
Attack Roll	+10	DMG	8	Stun Mod	-2	Will	+3	Intimidate	+7
Acrobatics	+1	Athletics	+7	Barter	+1	Dodge	+1	Dual Wield	+2
Endurance	+3	Escape	+3	Gamble	+5	Grapple	+2	Hide	+1
Interrogate	+1	Intuition	+2	Lore	+1	Melee	+8	Missile	+4
Occult	+1	Persuasion	+1	Resist	+3	Slashing	+7	Stealth	+2
Survival	+4	Tracking	+2	Unarmed	+1	Notes	Tough +4 – Luck replacement for Will vs. Intimidation. Typically has a Rep of -4 to -6		

Witch									
Init	-2	Run	4	Sprint	6	Defense	6	Stun	0
DR	1	DMG/0	3	DMG/-1	3	Rec	3	Awareness	+7
Attack Roll	+4	DMG	5	Stun Mod	-1	Intuition	+7	Occult	+7
Alchemy	+3	Animal Handle	+3	Arcane Lore	+4	Artifice	+2	Artisan	+5
Athletics	+1	Barter	+3	Charisma	+2	Dodge	+2	Endurance	+6
Hide	+2	Intimidate	+2	Lore	+7	Medicine	+8	Melee	+1
Perform	+1	Persuasion	+5	Repair	+3	Resist	+4	Survival	+7
Teaching	+7	Theology	+6	Will	+6	Notes	Magic +4 or Prayer +4		

Designing Treasure

Whenever a character overcomes a challenge, try to reward them realistically. A farmer that sells beans is not going to have 10,000 silver coins and a tiger will not have any coins on them at all. Also, try and think of a logical reason for NPCs to have money or items. And think about what you give out and what impact that will have on your game world before having the characters write it on their character sheet.

Designing Adventures

An adventure is a short story that the Judge has to tell. There are certain elements you that are required to make a good adventure:

Locales

Where does the story take place? Why does it take place there? If the characters go off on their own, can it be moved to a new locale? What are the advantages or disadvantages of the terrain? Does it lend itself to mobility or defense?

Characters

What NPCs are involved directly with the story? What NPCs are required for this story? What is needed to tell the story if a required NPC is killed? Can the NPCs be moved to a new locale if the characters do something unexpected? Are the NPCs supposed to be more or less powerful than the characters? Are the characters supposed to be able or willing overcome it with more than combat? What are the NPCs motivations and goals? What are the NPCs reputations? What are the NPCs willing to do to accomplish that goal?

Resources

What resources (silver, items, books, scrolls and supplies) are central to the story? What resources do the NPCs have, want or need? What resources will the players be able to keep if they defeat the NPCs? Do the characters have any resources that the NPCs want? How hard are the NPCs willing to fight for these resources?

Events

Once you know that, where, what and how, it is time to decide when. What are the key events of your story? What are the NPCs going to do? What do the NPCs have planned? What will inspire them to act or change their plans? How can the characters overcome these events?

Designing Epics

A epic is a collection of related adventures. A good epic consists of interlocking stories, recurring characters and related events. One adventure should have hooks that lead to the next. Unexplained events in one adventure can be a hook for the next adventure. Valuable resources, long-term goals and strategically significant locales can create a central theme for a series of adventures.

Not what they expect

The premise of Legends of Lanasia is to carefully combine the familiar with the unexpected. When possible, players should try to inject the unexpected. Not only is this more fun for the group, but it is also a way to express your creativity.

Inspiration

Judges can use a wide range of sources as inspiration. Even sources that are non-sword and sorcery fantasy can be inspiration. Sci Fi, anime, horror, mythology and dramatic entertainment can be sources of inspiration. Combining two different stories or dressing up a very good story with new costumes and names can be enough to fuel an entire epic.

The Ethereal/Astral Connection

This information is unknown to all but the smartest characters on Lanasia. Around level 3 or 4 Arcane Lore or Magic Talent level 1, characters start to learn that Magic is somehow fuelled by the Ethereal world and around Arcane Lore level 6 or 7 and Magic Talent level 3 or 4 they come to understand that items summoned are actually drawn from the Ethereal World. Characters with Theology of level 6 or 7 or Prayer level 3 or 4 have an idea that there is some connection between the Astral World and Lanasia.

Ethereal World

The Ethereal World is essentially a parallel universe. At some point in the distant past, they may have had identical populations, but as time has past, the members of each parallel world have grown and evolved separately. Today you will not find mirror or identical characters between Lanasia and the Ethereal World.

The Ethereal World differs from Lanasia in that Magic is normal while the mundane is virtually unknown. The Ethereal version of a Mage would be a person that can make fire without Magic. While even the most uneducated peasant in the Ethereal World can cast a spell that would start a fire, but would be hard pressed to even think of using Flint and Steel. It is important to note that the Magic of the Ethereal World is not of the same type as that on Lanasia, Ethereal inhabitants do not summon items and beings from Lanasia, but practice a more traditional, fantasy model of Magic. Religion has only a minor influence in the Ethereal World and there is no connection to the Astral World. Almost every conceivable creature, being or monster exists in the Ethereal World, the characters of Lanasia just have to do the research to learn of their existence and how to summon them. And this relationship is important to understand. Characters cannot summon items that do not (for whatever reason) exist in the Ethereal World. Also, the Ethereal world is a vast and complete world unto itself, a character summoning water will probably not have to worry about the Ethereal world running out. Conversely, A Mage does need to consider whether the Staff of Luon is still in the Ethereal World or not.

The connection between Lanasia and the Ethereal World has become restricted. There are tales of a glorious past where Magic, items and beings of all sorts moved freely between the Ethereal World and Lanasia, but, since then, the connection has been restricted. Light, energy and matter can pass through the connection to Lanasia and return. But nothing that originally existed in Lanasia can pass to the Ethereal World. This is not permanent, nor natural, but no being on Lanasia has the power to change it. And there is no way to connect the Ethereal World and the Astral World. Ethereal beings are religious, but they do not have holy powers. Because the link between Astral and Ethereal Worlds is severed any powers that an Ethereal being has are not endowed by a god.

Fairies were originally brought here from the Ethereal World in a long forgotten era. Many Fairies are still imbued with power from the Ethereal World. Others have Tapped into Lanasia and are no longer vulnerable to Ethereal energies.

Astral World

All gods exist in the Astral World. The true nature of the Astral World is unknown. Some research has shown that the spirits of the dead do not go there. Again, the connection between the Astral World and Lanasia is limited. Only the Prayers of worshippers can pass from Lanasia to the Astral World, and the powers of the gods can pass from the Astral World to Lanasia. There is no limit to the quantity that can pass from the Astral World to Lanasia just the type of thing that passes through. It is theoretically possible for Priests of a small religion to get penalties to their Prayer Talent if not many followers are offering up prayers to their god. But the total followers in all of Lanasia would have to be very few indeed. Again, there are tales of a Golden age when the connection between Lanasia and the Astral World was unrestricted and unlimited. This was changed by a force in the Astral World and may be changed again in some other era.

This is a different era from our own. The idea that a character could have a crisis of faith and stop believing in a god is laughable. The most drastic of a change that religious matters can bring on, is a change of religion. Probably initiated by a change in a character's overall outlook on what life is about. In these cases, a Priest or other devotee simply changes their religion. It is possible that the new deity might require a sign of faith or a test of character, but there should not be a point during the change of religion where a Priest does not have full access to their Talent.

There is no mechanic in the Prayer creation rules to create a Prayer that will raise a dead character. Any god may raise the dead, but whether they would or not is up to their motivations and the deeds and motivations of the deceased.

In a previous era, religious forces conspired to summon Nymphs to Lanasia to defend areas controlled by those same religions. Today some Nymphs still have an intrinsic Astral nature. Others have lost their link to the Astral World.

This is a Beta version, do not distribute for any reason

And a final word, Judges, other players, enjoy this game and have fun with your friends.

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