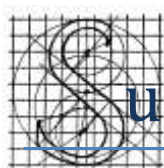


The image shows the front cover of an antique book. The cover is bound in dark brown leather, which shows signs of wear and age. A wide, ornate border is decorated with intricate gold tooling. The border consists of a repeating pattern of stylized, interlocking floral and foliate motifs. The central area of the cover is plain leather, with the word "Superliga" printed in a gold, serif font. The spine of the book is visible on the left edge, showing the same leather binding and some wear.

Superliga



Superliga

Errata Edition

This specially prepared Errata edition fixes up some glaring typos and layout oversights. Several rules are clarified, and convenient headings dot the landscape. This is how I show my love for my people.

Writing Credits

The author of this work is Brendan.

Thanks To

My fiancé, Megan, who is awesome.

Arlo and Ashley, who read over drafts of this document and gave feedback.

Kevin, who pointed out that Overseer could be truncated to “OS”.

Rob Lang for some invaluable advice on formatting.

Legal Thingies

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Images harvested from the wonderful site <http://www.fromoldbooks.org> – check it out.

To the best of my knowledge, all images in this work are public domain. If you believe they are not, please contact me.

Contact

I am in general thrilled to receive feedback, comments, constructive criticism, etc.

This can be directed to ogrillion@gmail.com – put “Superliga” in the subject line.



Table of Contents

Errata Edition	1	Location, Location.....	12
Writing Credits.....	1	Damage	12
Thanks To	1	Taking It Like A Pro.....	12
Legal Thingies.....	1	Damage Effects	12
Contact.....	1	What are Damage Types?	13
Introduction	4	What happens when I (or someone near me) reach 0 Health?.....	13
Influences.....	4	What if I want to come back to life?.....	13
Basic Character Creation.....	5	Skill Trees	14
Prime Statistics	5	Remember: Don't Panic!	15
Luck	5	Path of Combat	16
Who Needs What?	5	The Way of the Bow.....	18
Secondary Statistics	6	The Way of the Bow.....	19
Class Statistics.....	6	Show Me Your Guns.....	20
Skills	7	The Lotus Order	21
Everything You Need To Know About Dice.....	9	General Skills.....	23
Making Checks, Rolls and Passing Tests	9	Sneaky Gits.....	25
Failing a Check	9	A Leader Among Men	27
Critical Successes	9	Medicinal Healing	29
Critical Failure	9	The Arts.....	32
Opposed Rolls	9	Arcanistry.....	33
Combat and Damage	11	Wizardly Ways	36
Combat Order	11	The Pathways of the Mind.....	52
Actions and Rounds	11	Stigma	54
Movement	11	Piety	58
Hitting the Other Guy	11	Trades	61
Fumble	11	Battlesuit.....	64

Mechanowalker	68	Big Guns	82
Item List	70	Limitations	82
Armour X.....	70	Consumables.....	83
Statistic Bonuses.....	70	Legendary Items	84
The Economy	70	Item Sets	86
Just Starting Out – a handy list	70	Modifiers.....	87
Armoury.....	72	List of Potential Bonuses.....	87
Headgear.....	72	Martial Bonuses Arcane Bonuses	88
Chest Pieces	72	Mentalist Bonuses General Modifications	89
Bracers	73	Penalties.....	92
Cloaks.....	73	Compendium of Marvellous Sights.....	89
Belt.....	74	Type One.....	90
Pants	74	Type Two.....	92
Boots.....	75	Type Three	95
Gloves	75	Type Four	98
Shields.....	76	The Environment	100
Ceramics.....	76	Diseases	100
Arsenal	77	A list of humorous names for your diseases:.....	100
Swords	77	Poison	100
Daggers	77	The World in Which We Live	101
Bows.....	78	A List of Planes.....	102
Crossbows.....	78	Sample Character Sheet	103
Axe	79	Sample Adventure.	106
Staves.....	80	Zombie Shuffle.....	106
Mace	80	Final Words.....	115
Pole arm	81		
Guns	81		

Introduction

Superliga is a d20 pen and paper RPG system which is intended to encompass a variety of character concepts. The primary aim of Superliga is to provide players with a wide range of abilities for the personalisation of their characters, while allowing the Overseer the flexibility to create their own adventures. (Overseer is the word I use for “Dungeon Master” to distinguish it from D&D. I will probably revert to “DM” or “GM” because it’s easier to type in a hurry. “OS” may also become a popular term).

The cosmology of Superliga is a mournful salute to every games master ever who’s described the setting of their campaign as a film noir only to be asked if the player can make a drow ranger. Superliga takes place in the twisted psyche of that particular player’s mind – tiny splinters of the material plane float through some dark void where gigantic whales lurk. On some splinters, knights battle valiantly against dragons. On others, walking tanks fire missile salvos against psychic assassins. On the most numerous splinters, the same knights are bemusedly locked in combat with equally confused robots. All it takes to traverse from one splinter to the next is a little imagination, and of course a couple of skill points spent in the Planar school of magic.

A fully functional bestiary and inventory is not a major aim of this edition, but some concessions to Overseers who believe they’re too important to come up with their own statistics for a short sword in their imaginary fantasy land will be made. After all, I need to keep my own notes on my imaginary fantasy land *somewhere*, so putting it in my own personal rulebook makes sense.

Influences

Superliga’s title is influenced by the Danish rock band Nephew. The system takes some inspiration from (but doesn’t impose on the copyrights or intellectual rights of!) D&D, Rifts, MMORPGs, Paranoia, the little I’ve heard about GURPS and it is also no doubt irrevocably tainted by my forays into the unhallowed tomes of *Vampire: The Masquerade* as a teenager.

Superliga most owes its creation to STOCS lite, the only publication not included here as an attempt at name-dropping. STOCS lite is a much purer version of what I’m attempting to do here. You should play it first, because it is also free and it’s easily accessed at <http://www.iworg.com/waste/> if you want something that isn’t the horrible amateur work of an unknown writer.



Basic Character Creation

A character requires a name and a back-story. The lewdness of the name and the ridiculousness of the character are constrained only by what the Illustrious Overseer will allow into their campaign.

Prime Statistics

The prime statistics (sometimes 'stats') for a beginning character are STRENGTH, CONSTITUTION, DEXTERITY, INTELLECT, WILLPOWER and MAGIC.

Roll 6x 2d10s, recording each result separately. When this is done, you should have 6 numbers between two and twenty. Assign a number to each prime statistic as you see fit. If you are dissatisfied with your batch of six numbers, you may discard all of them, and begin again.

Optional Variants

- You may re-roll any individual dice with the result of '1', and add it to the other dice (which remains untouched) for your number. This is highly recommended.
- You may re-roll any result that totals less than '7' after adding both d10's together. This is recommended.
- You may allow players to roll without the overseer constantly looking over their shoulder to ensure rolls aren't unduly lucky. This is recommended if you enjoy players proffering their character sheet with the words 'look, I know five 20s seem excessive, but...'
- You may assign each character the numbers 18, 16, 15, 13, 12, 11 to be distributed, without re-rolls. These numbers have not been mathematically tested for statistical pleasingness, but honestly, they're pretty good numbers.
- Characters with a prime statistic above 18 who have stats below 11 may sacrifice a point from their highest stat to gain a point in their lowest stat. This can be done as long as the character has a prime statistic above 18. This is somewhat handy in certain situations.

Luck

The character then rolls a d20 in sight of the overseer, with no possible re-rolls allowed. This number is immediately settled upon as the "Luck" stat. Luck is a very important stat from the player's perspective

because it allows them to fudge rolls and save themselves from death. It is very important from the overseer's perspective, because you can subtract luck from the poor gullible saps at will to bring them into line. Particularly heinous actions cause massive loss of luck (unless you're an evil wizard who fuels his spells with the kinetic energy harvested from kicking woodland animals), while particularly valorous or awesome actions can cause incremental gains in luck. Luck cannot go higher than 20. The character's Luck may drop below 0* as a result of heinous deeds, but not as a result of the character spending their luck - If the character has a Luck score of 0 or lower, they are not permitted to voluntarily sacrifice a Luck point for any reason, nor do they receive any of the benefits from Luck at all, *even as a matter of life and death*.

*Negative Luck can also be counted as "Stigma", which is described in the Pathways of the Mind section.

Who Needs What?

A Fighter archetype will benefit from high Strength and Constitution to deal out and take more damage.

A Wizard archetype will benefit from high Magic and Intellect to have a good chance of casting their spells and be able to learn all the spells they want.

A Ranged archetype will benefit from high Dexterity and Intellect so they can move quickly and make use of their skills.

A Mentalist archetype benefits from high Willpower and Intellect so they have a wide range of psychic powers and a good chance of casting them.

A Pilot archetype should take a high Intellect and Strength to allow them to make the best use of their battlesuits.

Secondary Statistics

The secondary statistics for a beginning character are STACK, HEALTH, RESILIENCE, and SKILL POINTS. Each of these is calculated based on the character's prime statistics and are much more likely to change throughout the course of the game.

Skill Imbalances

Skills are *usually* calculated as (INT x 2).

In general, a dumb character (that is, with a low Intellect) is at a disadvantage during skill creation. For this reason, if a player does find that their INT is their lowest statistic, they can calculate their skill points as (STR x 2) or (CON x 2) in which case they may only select Path of Combat, The Lotus Order or General skills, (DEX x 2) in which case they may only select The Way of the Bow, Show Me Your Guns, Sneaky Gits or General Skills, or (WIL x 2) in which case they may only select skills from A Leader Among Men, The Pathways of the Mind or General Skills, or (MAG x 2) in which case they may only select Wizardly Ways or Arcanistry skills (please note that they will still find it difficult to learn very many skills). The character must spend all their skill points during character creation. After the game begins, they can branch out however they wish. A character who sticks to (INT x 2) can choose any skill, or get (INT x 3) skill points in which case they're limited to The Arts, First Aid, Arcanistry, Trades and General Skills.

Class Statistics

Advanced skill sets, such as wizard, samurai and mentalist, all have "class statistics". This is only as complicated as the Overseer allows. E.g. although characters are not forbidden from being a wizard/samurai/mentalist who's dabbled in the forbidden warlock path, the resultant mess on the character sheet will include mana, honour, psychic points and humanity. If either party isn't prepared to do the bookwork, each character will have a limit of one class statistic on their character sheet.

Some class statistics may be useful for multiple skill sets. Which is nice, ya know?

Stat	Starting Calculation	Description/Uses
STACK	(STR - 10)	The character's raw, physical potency. <i>This is added on to (or subtracted from) every melee attack made by the character.</i> Ranged and magical attacks are not affected.
HEALTH (maximum)	(CON)	The amount of high-pressure blood spurts a character can jettison before dying. <i>Damage taken reduces health.</i> Refer to a later section on what happens when you reach zero.
RESILIENCE	((CON+WIL) / 5)	The character's fantastical ability to avoid taking damage that would clearly kill people in a non-fantasy RPG. <i>Any damage done to the character is divided by Resilience before subtracted from health.</i>
SKILL POINTS	(INT x 2) (This can be any prime statistic multiplied by two. The character's skill choices are limited in character creation)	The character's accumulated street-smarts and book-learnin', <i>used to buy skills for the character.</i> The character gradually accumulates more skills over the course of their adventures. For a smaller number of players, this could be (INT x 3) to allow a variety of roles.

Skills

Skills are bought using skill points. During character creation, the player should assign as many skills as he or she is able. Skills can be found in a later section of this book, possibly in their own appendix. Characters must satisfy all Pre-requisites in order to purchase a skill.

Skills can be awarded to characters by the Overseer. This will usually be in one-half-to-one point skill increments as the game begins, up to about five at a time. Emerging victorious from a fight is generally worth half a skill point, completing an entire epic campaign which sweeps through an entire world map is worth about 5. Of course, the Overseer is more than welcome to just dish out extra skill points in the event of good role-playing occurring, or at random if the characters complain they aren't ludicrously powerful enough.

Optional: If a Character has previously legally purchased a skill, but their stats are altered such that they no longer satisfy the requirements, they may still continue to use the skill. The Overseer may institute either a slight penalty to using the skill or a general luck penalty if steps are not taken to "re-qualify" for the skill, at their discretion.

A Skill will use the following template:

Skill Name

Cost to buy in Skill Points

Any Pre-requisites

The first section will generally be a poetic description of the skill.

The second section will list any passive effects of the skill.

Any active effects of the skill will be listed here. If it requires a specific skill or statistic be tested, that will be written in the form - Statistic being checked : Effect if successful. Effect if failed. Any additional costs.

Additional ranks

Cost to buy in Skill Points

Any additional fluff descriptions.

Any passive effects.

Any additional active effects.

"That's all very well and good, but I require copious amounts of examples to feel I've properly grasped a concept. Won't you please show me some?"

An Example:

Big Damn Hero

2 Skill Points

Requires Combat Training, STR 12+

The character is a brawny, heroic type, always busting wives, beggars and fellow heroes out of prison, kicking down doors, villains and various random objects. This has given them a flair for the dramatic.

The Big Damn Hero gains +2 Stack when fighting with – a candelabra, a chair, a piece of furniture, some fine art, or a door they just kicked down. The Stack bonus is increased by an additional 2 if he is indoors and protecting or kidnapping a resident of the building who is good romantic fodder for the character, and an additional 4 if he is fighting more than two individuals who are wearing matching uniforms (such as guards).

(STR): The character may kick open any door that is not sealed with magic.

Additional ranks

1 Skill Point for each additional rank

For each additional rank, choose one:

"CON: The character takes no damage from shattering glass this round if they caused the breakage. "

"The character gains an additional point of Resilience if their shirt has recently been torn by an opponent's melee attack, to a maximum of +2 Resilience."

"WIL: The character may attempt to kiss any resident of the building if they are considered good romantic fodder by both player and Overseer. Both resident and the Big Damn Hero gain one point of Health and +5 Stack for three rounds. If the resident would normally use this advantage to attack the Big Damn

Hero, they are stunned for one round. If the hero fails the willpower check, the resident slips out of the Big Damn Hero's grasp and neither gain any benefit from each other."

"That's a ridiculous skill!"

Yes, it is, possibly because it's too versatile. To buy this skill, a character would need 12 or more Strength, and spend 2 skill points from their starting skill point total. For each additional skill point they spent, they would gain the ability to choose one of the effects listed. If

the hero had purchased the skill and then spent an additional point to get the first ability in the "Additional Ranks" list, they could then make a CON check whenever they leaped through a glass window to...

"Whoa, whoa. CON check? STR check? WIL check? I've let this go by a few times, but now you're over-using jargon on me. What's a CON check? What's CON? What are checks?"

I'll explain that in a moment!



Everything You Need To Know About Dice

Making Checks, Rolls and Passing Tests

Superliga is a d20 system, which means that the results of the implausible actions that are undertaken by both the characters and the Overseer's various supporting roles are all verified by the roll of a twenty-sided dice.

Whenever something happens that has a sense of risk or chance of failure attached to it, the Overseer will announce that a 'check' must be made. For instance, if a Big Damn Hero wants to knock down a door, the Overseer will announce that a "Strength Check" must be made. The player responsible for initiating the action rolls a d20. If the player rolls below the character's Strength, the action is a success. If the player rolls above the character's Strength, the action is a failure.

Please note that Superliga differentiates itself from much more successful RPGs like D&D in two ways: Firstly, Superliga does not make its still-living creator nearly enough money to pay the bills and Secondly, Superliga 'rolls low'. When making a "Check", rolling low is generally better, and rolling high is generally worse.

Failing a Check

In the event that a player fails a roll that they'd really rather have succeeded in (i.e. any of them), the player may sacrifice a Luck point to re-roll the dice, or two Luck points to receive an instant success.

Critical Successes

Occasionally, really wonderful things happen. In Superliga, whenever a character passes a check by rolling a '1', it's the time for something wonderful to happen. In a fight, this can mean something as banal as dealing extra damage. When kicking down a door, the door may land on a foe on the other side. When picking a lock, the lock may be picked quickly, with the thief discovering and disabling a silent alarm just in time to save their accomplices from discovery. When stepping in poop, it may turn out to be still-edible chocolate

cake. The point is, it's a really good result and the Overseer will generally accommodate such a result in their description.

Critical Failure

Occasionally, really terrible things happen. In Superliga, whenever a character fails a check by rolling a '20', it's the time for something really bad to happen. In a fight, this can mean something as banal as slicing your own head off. When kicking down a door, the door may explode, killing everyone the player's character loved most in the world. When picking a lock, the lock may trigger an alarm that brainwashes the character's accomplices into turning on him for the reward money. When eating food and jokingly asking for a dice roll to see "how good it tastes", the food becomes instantly fatal to anyone within three feet of it. The point is, it's awful, it's bad, the dice hate you and the Overseer was against you from the start. The Overseer is encouraged to be light-hearted but cruel in determining what happens on a critical failure.

A player may sacrifice a luck point to turn a Critical Failure into a normal Failure, but cannot turn it into a re-roll, or a success.

Opposed Rolls

Characters do not exist in a vacuum (unless they have an alternate source of oxygen). When a character's actions directly oppose the actions of another character, these two characters may make an Opposed Roll. This is a d20 check pitting one character's most relevant stat against the other's most relevant stat. The character with the highest relevant stat makes the roll. In a skill description, this is written as (Character's Relevant Stat vs. Opponent's Relevant Stat).

An Opposed roll is calculated as $10 + (\text{Higher relevant stat} - \text{Lower relevant stat})$. Rolling below or equal to this number is considered a success, rolling above is considered a failure. The standard rules for critical failures and successes apply to the character making the roll.

How does this work?

Example: Bill and Ted are two wild stallions. They decide to wrestle each other for dominance, and the Overseer decides that they will make an opposed roll, with each using their strength as the relevant statistic. Bill has a Strength of 15, while Ted has Strength of 11. Thus, Bill will make the roll to determine who wins the wrestling match. Bill must roll $(10 + (15-11))$ to succeed, which means he must roll a 14 or less. He rolls a 17, and Ted easily brings him to the ground. They begin to whinny.

Example: Lord Grobulous wishes to stop Janie the Princess Girl from escaping his castle. He grabs her upper arm in an attempt to halt her leaving her prison in the arms of Sir Chad. Grobulous is relying on his Strength to overcome Janie, while Janie is attempting to wriggle out of his grip using her superior Dexterity. The overseer pits the two against each other in an opposed roll, Grobulous using STR 17 and Janie using DEX 15. Grobulous makes the roll, requiring a 12 $(10 + (17-15))$ to succeed. He rolls a 12, narrowly stopping Janie's screaming retreat.

"Da-ad!" she cries. "I wanna go out with my boyfriend now!"

"Do your chores," hisses the evil Lord Grobulous.

Difficulty

In some cases, the Overseer may find it necessary to assign a difficulty to the task and thus alter the dice necessary. There are three cases where this can crop up: Difficulty, Time and Epic. In the case of "difficulty", an "Easy" task attracts a +5 bonus, a "Hard" task attracts a -5 penalty and a "Very Hard" task attracts a -10 penalty. "Very Easy" modifiers shouldn't be used. Time can also play a factor. If the character attempts to rush a task that would usually take time, apply a -10 penalty. Taking time can increase bonuses, up to +10 for taking 10x the normal amount of time necessary. In an "epic" case, the character is attempting to do something that ordinary people just can't do – like punch through a castle gate. In this case, the character would make an opposed roll against the Constitution of the castle gate (assume about CON 30). Naturally, Epic cases are only for characters with ridiculously above average statistics.



Combat and Damage

In a fight involving multiple people (which is kind of necessary for any sort of conflict), lots of things are going to happen. For one thing, people may die, which is awesome, because that's dramatic.

Combat Order

In a combat, the characters with the lowest Dexterity must declare their actions first, with each player taking it in turns until the character with the highest Dexterity declare their actions. Then, the order is reversed, with the highest Dexterity resolving their actions before other actions are resolved. Once actions are declared, they cannot be taken back.

Interfering: If a character with a higher Dexterity wishes to interfere with a less dextrous character's activities, their actions are resolved at the time when the less-dextrous character would normally act.

To keep track of this system, each participant should have their name on a flashcard in the centre of the table, arranged from lowest-to-highest dexterity. A counter can be used to indicate the active player.

Actions and Rounds

A round consists of all the actions performed by all the players in any given situation, usually combat. A round starts with the character with the lowest Dexterity declaring their actions and then moving through each character until the highest Dexterity character declares their actions. This order is then reversed, with the highest Dexterity character *resolving* their actions and working back through the list of actions (some of which may be made obsolete by faster characters) until the lowest dexterity character resolves their action. A round takes no more than a few seconds of game-time.

A character receives one action per round. Talking is not an action, neither is any ability that can be used "at will". Any other ability, or any movement, or any use of a skill counts as a person's action for the round.

Movement

Moving is a nebulous concept in a game system that has no incentive to release miniatures. Generally speaking, movement allows a character to move "into melee", "out of melee" and "near an object I can interact with (climbing, jumping, fondling)". Generally speaking, a character with a higher Athletics skill moves faster and further than a character with a lower Athletics or none at all.

Hitting the Other Guy

This requires a check in a relevant skill. If making melee attacks against a character with an applicable defensive skill, this is an opposed roll. Success means a hit, in which case the location of the hit is calculated during the next step. Failure means there is no hit. Critical success means double damage, Critical failure means the character fumbles.

Fumble

Roll a d3. If a d3 is physically impossible in your universe, a d6 where 1-2 = 1, 3-4 = 2 and 5-6 = 3 might work. The theory has never been tested.

- 1 – The fumbling character has the lowest Dexterity for the next round.
- 2 – The target of the fumbling character may make a single melee attack against them.
- 3 – The fumbling character rolls for damage as though they had made a successful attack against themselves. Quadruple damage if the unfortunate sod hits themselves in the head.

Location, Location

Roll a d10.

1 – Headshot, boom! (Double damage)

2 – Left arm. (Half damage)

3 – Right arm. (Half damage).

4-8 – Torso (Normal damage)

9 – Left leg. (Half damage).

0 – Right leg. (Half damage).

Damage

Weapons, spells and other such offensive aids have a damage stat listed in their descriptor. A melee attack is (Weapon Damage + Stack), an unarmed melee attack is 1d10 + Stack. Ranged weapons and magic spells do not add Stack to their damage.

The d10 is the dice of choice when calculating damage in Superliga. When rolling for damage, a 0 means “10 damage, and roll again”. The next roll is added to the damage being done, and if it yields a 0, the damage continues to pile up. Re-roll as long as the 0s keep turning up.

Taking It Like A Pro

After all this, the damage is:

- multiplied by two if it came from a critical hit,
- multiplied by two if it hit in the head,
- divided by two if it hit a limb,
- (Subtract the target's Armour value from the damage)
- divided by the target's Resilience statistic, with remainders being discarded at the end of every step.
- This final number is the damage dealt to the target character, which is subtracted from the target's Health.

Damage Effects

An attack that causes the loss of three health or more in one hit causes the area that the damage was caused in to become 'disabled'.

A disabled limb no longer functions, and counts as a roll of “4 – Torso” when damaged until it is healed.

If the limb is an arm, the character has -4 STR until it is healed.

If the limb is a leg, the character has -5 Athletics until it is healed.

A disabled Torso counts as a roll of “1 – Head” on all future location rolls until it is healed.

A disabled head sends the character into a coma until healed.

A character that loses 3 or more Health in one attack must roll WIL or become panicked.

A character with three or less Health remaining must roll WIL – 5 each round or become panicked.

A panicked character will not engage in combat unless cornered, and will generally do anything to escape combat in one piece. A panicked character rolls WIL-2 each turn. If successful, they regain their composure. If failed, they continue to flee combat using any means possible.

Characters regain lost Health at a rate of one point of health per day. This does not happen on any day during which a character's limbs are disabled, and this healing does not fix a disabled limb. The character must make use of the First Aid ability for that.

What are Damage Types?

Sometimes, a spell or effect may refer to a “type” of damage, for example, a hypothetical fireball spell might very well deal Fire damage.

Melee and Unarmed attacks deal Normal damage, Bows and Guns deal Ranged damage and spells will deal different types of damage.

Some effects can improve the amount of damage you do with a specific damage type, while others will help you protect yourself against certain types of damage.

What happens when I (or someone near me) reach 0 Health?

A character at 0 Health is in severe danger of dying, but not dead. The procedure is as follows:

The character takes a Luck check. Success puts the character at 1 Temporary health for one day.

Failure results in a Constitution check. Success puts the character at 1 Temporary health for one day, but in a coma.

Failure causes the body to begin shutting down. A skilled first aid user can still save the character, but they have 3 rounds to do it in.

Failure at this point results in actual death.

What if I want to come back to life?

You can appeal to your fellow players or overseer for a resurrection. Be warned, they may not hear you over the sound of the treasure they’re removing from your pockets.



Skill Trees

Skills allow a character to really define who they are. There are no limits on how diverse a character's skills can be – with an agreeable Overseer holding the reins a character could conceivably acquire every skill in this section.

“Additional Ranks” allow a character to spend more skill points in order to upgrade their already-purchased skill points. All skills start at (Rank 1), and then each “Additional Rank” purchased increases that number by one. Some skills will require you to have a certain number of Ranks in a given skill, so keep notes on this.

As an additional note, a character attempting to make a roll to perform a task which they have never received training or bought skills for will succeed on a roll of 3 or less, unless that skill would normally depend on a class statistic, or would clearly need training.

Examples: A character can pick up a weapon with which they are not familiar and hit an opponent with it in earnest on the roll of 3 or less. They might also be able to run medium distances and climb walls with handholds, also on a 3 or less. A character could not cast Fireball if they did not have mana. A character could not operate a complicated piece of machinery if they had never heard of a computer before.

If the character would like access to a skill that is not covered in this section, they need only talk to the Overseer about it. Determine what ability the player is after, which tree it belongs to, whether or not it should have pre-requisites, and how much it should cost (2-3 points for the first rank, and 1-2 points for every rank thereafter, or about 4 skill points for a spell or single-ranked ability).



Remember: Don't Panic!

There are a huge number of skills contained in this manual. So much so, that it would be fairly demoralising to feel you had to learn them all at once in order to play the game. Don't feel that you're going to be penalised if you don't have a complete understanding of the skill trees when you first start out, and don't feel that you absolutely gotta catch 'em all. Start out with a single concept, and then branch out from there.

If you're aiming for a melee-warrior type, the Path of Combat is a good place to start. The General, Leadership and First Aid Skills will all help out.

A ranged attacker who isn't interested in getting caught up in all that melee stuff would benefit from The Way of the Bow and maybe some of the skills found in Sneaky Gits to find a good place to stand while shooting people all day long.

For the budding rogue, Sneaky Gits and General skills will make you a combat-evading powerhouse, able to steal just about anything.

For something different, the disciplines of the lotus flower might provide a welcome distraction. If anyone messes with your meditation, you can punch 'em through a wall.

If you're aiming for a magical powerhouse, consider a combination of Arcanistry and Wizardly Ways.

If you're interested in a great deal of risk and reward, explore the Ways of the Mind and become a master psionist!

Of course, if none of that really works for you, then use the Show Me Your Guns skill tree, buy a Battlesuit and work your way up to owning a fully functioning Mechanowalker, when at last you'll discover even three guns is just barely enough.

Remember, while you're butchering you're enemies that at some point, you'll be the ones taking the pain. Make sure you have First Aid or someone with Piety around to patch you up, or you can just keep stumbling into fights and crawling back out with your teeth.



Path of Combat

Combat Training

2 Skill Points

The character has received basic training in the use of a standard weapon in use by the military, or a mentor. Choose a weapon from the following list to become skilled with: Dagger, One-Handed Sword, Two-Handed Sword, One-Handed Axe, Two-Handed Axe, One-Handed Mace, Two-Handed Mace, Polearms, Staves or Exotic. The character's skill with weapons of the chosen type becomes 5. When attacking with a weapon which they have received Basic Training with, the character may make the following check-

Weapon Skill (Chosen Weapon vs. ___): Deal weapon damage + Stack damage to a chosen target in melee range.

Overseer's Note: Melee combat is always an opposed roll against whatever relevant skill the target has. This can be Weapon Skill or Unarmed, or anything else appropriate.

Additional Ranks

2 Skill Points

For each Additional Rank, choose one of the following –
“The character gains Weapon Skill 5 with one of the following: Dagger, One-Handed Sword, Two-Handed Sword, Pistol, One-Handed Axe, Two-Handed Axe, One-Handed Mace, Two-Handed Mace, Polearms.”
“The character's weapon skill with a weapon of their choice is increased by two”.

Charge!

3 Skill Points

Requires Combat Training

The character can charge the opponent, laying into him with full force. The character may make the following check:

[COMBAT TRAINING, CHARGE!

COMBAT NERVES, SHIELD
DEFENSE, STAMINA, RESISTANCE,
WEAPON FOCUS, RAGE,
BRUTALITY, DISARM, COMBAT

STYLE]

(Weapon Skill – 5): Deals Weapon damage + 2x Stack to any opponent in non-melee range within fifty metres. The opponent is now within melee range and is stunned during their next round. On failure, the character makes it within melee range but fails to deal any damage, allowing their opponent to make a free attack if they are currently using a melee weapon.

Additional Ranks

2 Skill Points

Choose One:

“The character has Weapon Skill + 1 when making this check and deals an additional five points of damage if successful.”

“The target cannot cast spells for an additional one round after they have been stunned”

Combat Nerves

4 Skill Points

Requires WIL 10+, Combat Training, 5 Ranks.

You do not need to take a WIL check if you lose 3 or more health from a single hit.

Shield Defense

3 Skill Points

Requires Combat Training

The character has received training in the use of a shield for defence. The character gains +1 Resilience. The character gains a Block skill of 5. When attacked with any melee attack, the character may make the following check-

(Block vs. Weapon Skill): The character loses 1 less Health from damage done by the current attack. There

is no penalty for failure, but regardless of the result the blocking character has -2 to all Weapon Skills next turn.

Additional Ranks

4 Skill Points

The character's Block skill increases by 5.

Stamina

3 Skill Points

Requires Shield Defense

The character gains +1 Resilience and +1 Maximum Health

Resistance

3 Skill Points

Requires Stamina

The character's extraordinary physical toughness actually provides a sort of defence against harmful magic. When targeted by an opponent's spell, the character may make the following check -

(Resilience vs. MAG): Halve the damage done by the chosen spell which is targeting this character.

Please note this doesn't cover spells that are detrimental without causing 'damage' and does not cover spells that don't target (area of effect spells, for instance).

Weapon Focus

3 Skill Points

Requires Weapon Skill 10 in any weapon.

The character has decided they quite like a particular kind of weapon. The character may choose any weapon in which they have Weapon Skill 10 or higher to receive this effect. The character deals an extra five points of damage when attacking with their chosen type of weapon.

Additional Ranks

3 Skill points

The character deals an additional five damage when dealing damage with their chosen type of weapon.

Rage

4 Skill Points

Requires Combat Training

The character can trigger their deep-seated animalistic rage at will. For d6 rounds, the character gains +2 Stack, +2 Resilience and +2 temporary Health and cannot be panicked, stunned, or stopped in anyway unless killed. At the end of the Rage effect, the character is stunned for one round and may not rage again for 2d6 rounds.

(Temporary Health means that the character's health goes up by a certain amount. This can take them above their Maximum Health, and when Health is subtracted from the character, it is assumed that the Temporary Health is the first to go. At the end of the effect, the Temporary Health dissipates whether the character was damaged or not).

Brutality

2 Skill Points

Requires Rage

The character gains +2 Stack when in Rage.

Additional Ranks

1 Skill Points

The character gains +1 Stack when in Rage.

Disarm

3 Skill Points

Requires Weapon Focus, 5 Ranks.

The character's skill with a weapon allows them to deprive others of theirs. The character gains a Disarm skill equal to their Weapon Skill - 2.

(Disarm vs. Weapon Skill): the character's target drops their currently equipped weapon (requires an action to recover). This ability always hits the target's weapon arm, and thus always does half damage. The target's weapon-holding limb is disabled for d3 rounds. On a failure, the opponent may make an attack with their currently held weapon against the character.

Among the most advanced warriors there is some schism of thought over which fighting style is the most effective. Is it a complete defence that is only broken in order to deliver a single, devastating response? Is it an overwhelming rage that leaves no room for a response? Is it surgically disabling the opponent piece by piece as one balances between defending and attacking at the opportune moment?

Combat Style

5 Skill Points

Requires Combat Training, 10 ranks.

Choose One:

“Turtle Style – the character does not incur the normal - 2 Weapon Skills penalty when using Shield Block and instead gains +2 to all Weapon Skills next round for each successful block. Characters with Turtle Style gain +2 to all rolls made against or targeting characters with Serpent Style.”

“Bull Style – the character is never stunned after using Rage. Instead of gaining +2 Stack when enraged, the character gains +10 Stack. Characters with Bull Style double their Stack against characters with Turtle Style.”

“Serpent Style – failure to Disarm does not allow the opponent to gain a free attack. Targets affected by the character’s Disarm may not use spells or psychic powers for d3 rounds. Characters with Serpent Style gains +2 to all rolls made against or targeting characters with Bull Style.”



The Way of the Bow

Archery Training

3 Skill Points

The character has received basic training in archery. The character is equally proficient with bows and crossbows. The character gains a Weapon Skill (Archery) value of 5, and may make the following check-

(Archery): Deal weapon damage to a chosen target not in melee range. If the target is in melee with another character, there is a 50% chance it will hit another character instead.

Additional Ranks

1 Skill Point

The character gains +1 (Archery).

Devotee of the Arrow

3 Skill Points

The character may calculate their Stack as DEX-10. This is now used for ranged attacks with a bow or crossbow only. Think carefully, this ability doesn't stack with any other Stack altering effects or bonuses.

Rapid Shot

2 Skill Points

Requires Archery Training, 10 Ranks

Sacrificing accuracy for speed, the character nocks an arrow, lets it fly in the general direction of his target and sends another at great speed trailing behind it.

(Archery -5, Archery -7): For each successful roll, Deal weapon damage to a chosen target not in melee range. If the target is in melee with another character, there is a 50% chance it will hit another character instead.

Fast Reload

3 Skill Points

Requires Rapid Shot, DEX14+

The character takes one less round to reload crossbows.

[ARCHERY TRAINING, DEVOTEE

OF THE ARROW, RAPID SHOT, FAST
RELOAD, MEASURED SHOT, SNARE

SHOT,]

Measured Shot

3 Skill Points

Requires Archery Training, 10 Ranks

Sacrificing speed for damage, the character waits a moment to let fly a perfect arrow.

(Archery), lose next action: Deal Weapon Damage + Dexterity to chosen target not in melee range. Ignore the normal penalty for firing at a character if they are in melee.

Additional Ranks

1 Skill Points

Measured shot will deal an extra two points of damage on a successful Archery check.

Snare Shot

4 Skill Points

Requires Measured Shot

The character's next shot avoids all vital organs, instead aiming to disable a target's limbs.

(Archery - 7): Choose a location (not the head). That body part is disabled.

Additional Ranks

4 Skill Points

Choose One:

"(Archery - 10): The arrow strikes the head. Target is instantly knocked unconscious for d3 rounds."

"The character gains +1 Archery when using Snare Shot".

Show Me Your Guns

[FIREARMS TRAINING, HEAVY
WEAPONRY]

Firearms Training

4 Skill Points

The character has received basic training in rifle marksmanship. The character is equally proficient with pistols and rifles. The character gains Weapon Skill 9 in (Guns), and may make the following check-

(Guns): Deal weapon damage to a chosen target not in melee range. If the target is in melee with another character, there is a 50% chance it will hit another character instead.

Additional Ranks

1 Skill Point

The character gains +1 (Guns).

Heavy Weaponry

3 Skill Points

Requires Firearms Training

Requires STR 14+

The character has the brawn necessary to haul several kilos worth of heavy weaponry about with him, and the training required to fire it for massive damage. The character gains a weapon skill (Big Guns) value of 5, and may make the following check -

(Big Guns): Deal weapon damage to a chosen target not in melee range. If the target is in melee with another character, there is a 50% chance that the shot will deal half damage to that character as well.

Additional Ranks

2 Skill Points

The character gains +1 Big Guns.



The Lotus Order

A descendant of the monk traditions of the Far East, The Lotus Order combines the powerful spiritualism of ancient civilisations with the powerful kicks of a Hollywood box office movie.

Please note that Katas are not spells. Effects that prevent a character from casting spells do not prevent the use of Katas. Effects that protect against specific damage types still provide protection from Katas as normal.

Unarmed Combat

2 Skill Points

The character knows Kung Fu, man. Better watch out. The character gains Unarmed 5. The following check can be made if the character is not currently holding a weapon:

(Unarmed vs. ____): The character deals 1d10+Stack damage to a target in melee range.

Overseer's Note: Melee combat is always an opposed roll against whatever relevant skill the target has. This can be Weapon Skill or Unarmed, or anything else appropriate.

Additional Ranks

1 Skill Point

The character gains Unarmed +1

Kata: Flurry of Blows

2 Skill Points

Requires I Know Kung Fu, 10 Ranks.

The character can make multiple punches each round. The following check can be made:

(Unarmed -7, Unarmed -5, Unarmed -3): For each successful unarmed check, the character deals 1d10+Stack damage to a target in melee range.

[UNARMED COMBAT, KATA:

FLURRY OF BLOWS, KATA:

SHORYUKEN!, KATA: LETHAL

NONWEAPON, KATA: FLAMING

FIST, KATA: ICY VICE, KATA:

LIGHTNING LASH, KATA: ETHER-

SPLITTING KICK, KATA: DIM MAK]

Kata: Shoryuken!

2 Skill Points

Requires I Know Kung Fu, 10 Ranks.

The character has a power fist! The following check can be made in melee:

(Unarmed), lose next action: The character strikes their opponent in the head, dealing 1d10+Stack damage.

Additional Ranks

7 Skill Points

The character may add their STR to the damage done by this ability.

Kata: Lethal Nonweapon

2 Skill Points

Requires I Know Kung Fu, 15 Ranks.

The characters hands have become like unto deadly weapons in their own right. When rolling damage, the character may roll an additional d10 for damage on a result of 8, 9 or 10.

Kata: Flaming Fist

2 Skill Points

Requires Lethal Nonweapon

School - Fire

The character can superheat their internal Ki, resulting in a ball of flame that orbits their fist. The character gains Flaming Fist 5. The following check can be made at will:

(Flaming Fist): The character's next unarmed attack deals Fire damage instead of any other type of damage. Add +7 to the character's Stack for their next attack. This check can be made any number of times in a round

at -2 for each subsequent check. Failure causes the character to lose all Kata effects and miss their action for this turn.

Overseer's Note: Flaming Fist, Icy Vice and Lightning Lash do stack together. The most recent ability used determines the final damage type of the unarmed attack.

Additional Ranks

1 Skill Point

The character gains +1 to Flaming Fist.

Kata: Icy Vice

2 Skill Points

Requires Lethal Nonweapon

School - Ice

The character can lower their internal body temperature, regulating their breath such that a powerful gust of polar wind accompanies their attacks. The character gains Icy Vice 5. The following check can be made at will:

(Icy Vice): The character's next unarmed attack deals Cold damage instead of any other type of damage. The target of this ability becomes stunned for 1 round per Icy Vice currently in effect. This check can be made any number of times in a round at -2 for each subsequent check. Failure causes the character to lose all Kata effects and miss their action this turn.

Additional Ranks

1 Skill Point

The character gains +1 to Icy Vice.

Kata: Lightning Lash

2 Skill Points

Requires Lethal Nonweapon

School - Lightning

The character can make a lightning fast strike against their opponents, zapping through the air and supercharging their intestines. The character gains

Lightning Lash 5. The following check can be made at will:

(Lightning Lash): The character's next unarmed attack deals Lightning damage instead of any other type of damage. The target of this ability must take a WIL check or be unable to cast spells for 1 round per Lightning Lash currently in effect. This check can be made any number of times in a round at -2 for each subsequent check. Failure causes the character to lose all Kata effects and miss their action this turn.

Additional Ranks

1 Skill Point

The character gains +1 to Lightning Lash.

Kata: Ether-Splitting Kick

4 Skill Points

Requires Lethal Nonweapon

School - Planar

The character leaps through the Etherium for a split second, colliding with their opponent as they re-enter the material world. The following check can be made:

(WIL, Unarmed): The character disappears and reappears next to the target of this attack with an audible crack, dealing 1d10+Stack damage. The target of this ability may only use their base Resilience when calculating damage, ignoring all Resilience bonuses, Blocks, Dodges, etc, et al, ad sic nauseum.

Kata: Dim Mak

4 Skill Points

Requires Lethal Nonweapon

School – Death

The character knows the Dreaded Dim Mak. Once per day, the character may declare that their Unarmed Attack will cause the Dim Mak effect. The character loses a Luck point. If the attack is successful, roll a d20 instead of determining location or doing damage. If the result is above the target's Resilience, the target is reduced to 0 Health. If not, the Dim Mak has no effect.

General Skills

Athletics

3 Skill points

The character gains Athletics 7. Athletics allows the character to make the following check –

(Athletics): The character can successfully climb a vertical surface, sprint along a horizontal surface, jump between two points, ride a steed, swim through any liquid*.

*If the liquid is on fire, or poisonous, or made out of people, or lava, or acid, etc, the character will still die, just not from drowning.

Additional Ranks

1 Skill Point

Choose One:

(Climb) “The character gains +1 when using Athletics to climb”

(Sprint) “The character gains +1 when using Athletics to sprint”

(Jump) “The character gains +1 when using Athletics to jump”

(Steed) “The character gains +1 when using Athletics to ride a steed”

(Swim) “The character gains +1 when using Athletics to swim”

Note: Be sure to clearly note what a character’s skill is in these specific branches of Athletics. Each one should be written under the Athletics heading with their individual value. Failure to adequately show how you have spent your skill points in these different areas can result in the Overseer ignoring them completely, wasting your skill points.

Overseer’s Note: Athletics skill checks can be made as opposed rolls, assuming that either the character is attempting to outperform another character with athletics, or that the object being interacted with (say, the side of a building which may have multiple cracks that allow for handholds, but also have lots of moss growing within) has some intrinsic “difficulty value”.

ATHLETICS, IMPROVED

STATISTICS, PERCEPTION

Improved Statistics

3 Skill Points

One prime statistic of the character’s choice is improved by 1 point. This may affect the character’s secondary statistics.

Overseer’s note: Yes, this allows you to go above 20. This ability is not as useful for low-level characters.

Additional Ranks

4 Skill Points

One prime statistic of the character’s choice is improved by 1 point. This may affect the character’s secondary statistics.

Fortitude

2 Skill Points

Requires CON 12+

The character is hearty enough to resist stunning effects. The character gains Fortitude 5. Whenever the character would normally be stunned, the following check can be made:

(Fortitude): The character may ignore the next stun effect that would affect them.

Self-inflicted stunning can’t be ignored in this way.

Additional Ranks

2 Skill Points

The character gains Fortitude +1

Perception

3 Skill Points

The character has eyes and ears and knows how to use them. The character gains a Perception skill of 5. At the player’s discretion, they may make the following check at any time, once a turn:

(Perception vs. Stealth): Currently concealed objects and people are revealed to the character. This can also reveal hidden doors, traps, etc.

If there are multiple concealed objects or people in the area, the character still makes the one roll, and the result is used to determine the results of ALL the opposed Perception rolls. The character may choose whether or not to share the information with other characters in the area. If they do, all stealth-using people are revealed instantly, although more complicated concepts such as a triggering device for an explosive which will detonate the building must be limited to "Don't Touch That!".

Additional Ranks

2 Skill Points

The character gains +1 Perception.

"I WANT EXAMPLES! IT'S BEEN TOO LONG SINCE WE HAD AN EXAMPLE!"

Oh, fair enough.

Torgus the Paladin is riding his steed Thunder-mare down a darkened alley. Torgus doesn't have Perception, and so he fails to notice a pickpocket making off with:

- 1) 200 gp
- 2) His copy of Holy Avenger magazine
- 3) His full-plate armour.
- 4) His steed.

If Torgus had spent the skill points in Perception, he could make a Perception check as he entered the alley, fearing for the safety of his Holy Avenger. Let's say Torgus had a Perception of 10. There are four pickpockets in the alley, with a Stealth skill of 6, 8, 12 and 14 respectively (for the purposes of this example, we ignore the pick-pocketing skill)

Torgus rolls a single d20, resulting in a 7. This number is used for *every* test made this round.

10 vs. 6 = a difference of four, so Torgus needs 14 or less to detect this pickpocket. He succeeds. Torgus picks up the pickpocket by the scruff of the neck as the thief lunges for his money bag.

10 vs. 8 = a difference of two, so Torgus needs a 12 or less to detect this pickpocket. Torgus swings the first pickpocket into the face of the second pickpocket.

10 vs. 12 = a difference of negative two, so Torgus needs an 8 or less to detect this pickpocket. The two pickpockets stumble back into the third pickpocket, knocking him over.

10 vs. 14 = a difference of negative four, so Torgus needs a 6 or less to detect this pickpocket. As Torgus rolled a 7, he does not notice the last pickpocket robbing him of one of his valuables.

Torgus pats his belly happily, and lovingly fondles his Holy Avenger, still securely strapped to his belt. He makes a gesture with his reins, but nothing happens! Thunder-mare has been stolen while he was sitting on it, leaving him suspended in mid-air. Torgus falls to the ground, moaning in annoyance.

Sneaky Gits

Agility

2 Skill Points

Requires DEX 12+

The character gains the ability to Dodge nonmagical nonpsychic melee or ranged attacks that target them directly (damage done across an area cannot be dodged). The character has a Dodge skill of 5. The following check can be made:

(Dodge vs. Weapon Skill): The character takes no damage from this attack. The character can make a Riposte if they have this skill. On failure, the character's efforts to dodge make their situation worse – damage is calculated this turn as though they had one less point of resilience, and they may not dodge next turn.

Additional Ranks

2 Skill Points

The character gains +1 to Dodge.

Dual-Wielding

4 Skill Points

Requires Agility, DEX 14+

The character can wield two one-handed weapons at a time. Treat both weapons as readied at all times. Whenever the character makes an attack with one weapon, they have a 25% chance of scoring an extra attack against the same target with the other weapon.

Characters with STR 16+ may wield two two-handed melee weapons at a time.

Riposte

4 Skill Points

Requires Agility

The character is a skilled combat *artiste*, punishing their lesser foes with ease and panache. The character may only make one Riposte per turn. The character can

[AGILITY, DUAL-WIELDING,
RIPOSTE, STEALTH, BACKSTAB,
PICKPOCKET, BURGLARY]

make the following check after successful dodging an attack:

(Weapon Skill vs. Weapon Skill): The character deals damage equal to Weapon Damage + Stack against the source of the attack they just dodged.

Stealth

3 Skill Points

Requires Agility

The character is a sneaky git, always hiding in shadows and positioning themselves behind objects and generally concealing their movements. The character has a stealth skill of 5. The following check can be made if the character is outside of melee combat:

(Stealth): The character cannot be seen, heard, or attacked. Any action other than movement or Athletics abilities will break this effect.

Additional Ranks

2 Skill Points

The character gains +1 to Stealth

Backstab

2 Skill Points

Requires Agility, Stealth (5 Ranks)

The character has become an expert in sneaking up behind their opponents and delivering a vicious attack. Provided the character can maintain their cover, they are able to make the following check in melee combat:

(Weapon Skill – 5): The character may triple their Stack if they are currently using Stealth. This ability breaks Stealth regardless of whether or not it is successful.

Additional Ranks

3 Skill Points

The character gains +1 to Weapon Skill when using this ability and deals an additional 5 damage if successful.

Pickpocket

2 Skill Points

Requires Stealth (5 Ranks).

The character's sneakiness grows even more virulent and antisocial. Not content to simply be unseen, the character pilfers pockets, pugnaciously purloining packages. The character gains a Pickpocket skill of 5. While in Stealth, the character may make the following check:

(Pickpocket): The character may attempt to steal a small item or a sum of money from their target. This will not break Stealth if successful. Large items cause a -10 penalty. Ridiculous items (e.g. "Their pants", "Their steed", etc) do not cause instant failure, but do cause a -30 penalty. Failure will break stealth and allow the target to make an attack against the character.

Additional Ranks

2 Skill Points

Choose one:

"The character gains +1 Pickpocket."

"The character gains +2 Pickpocket when pickpocketing for a specific item (for example, the character declares that they are searching for 'The Holy Avenger', 'The Biscuit of Zazzamarandabo' or 'The Gold Watch Mrs. Perkins Asked Us To Steal Back From The Evil Lord Grobulous'). If the character is not currently in possession of that item or the character cannot properly identify the item when making this attempt, it counts as an instant failure".

Burglary

2 Skill Points

Requires Pickpocket (5 Ranks)

The character has graduated on to larger things. No longer are they content with stealing from the pockets of wealthy nobles, the character now steals from the houses of the fabulously rich, too. The character gains Burglary 5. The following check can be made:

(Burglary): The character can attempt to pick a lock or disable a trap or alarm that they are already aware of. This will not break Stealth if successful. Failure will break stealth and will cause the targeted trap or alarm to activate.

Additional Ranks

2 Skill Points

The character gains +1 to Burglary.

A Leader Among Men

(also, kind of “General” skills. Get it? Ah, it’s the cheap puns that make this worthwhile)

Leadership

3 Skill Points

The character is one of those exemplary individuals who always get what they want done by being there at the front, giving the orders. The character has Leadership 5. This allows the following check:

(Leadership): Target character loses all Panicked effects.

Additional Ranks

1 Skill Point

The character gains +1 Leadership.

Taunt

3 Skill Points

Requires Leadership

The character is a master of attracting an opponent’s attention and playing on their emotions. The target does not necessarily need to understand the character’s language, but must be capable of hearing. The character gains Taunt 5. The character can make the following check:

(Taunt vs. WIL): The target is enraged by the character’s hurtful comments and will only attack that character, ignoring everything else in its presence. Attacks made by the target against the character are at -2 Weapon Skill.

Additional Ranks

1 Skill Point

The character gains +1 Taunt.

[LEADERSHIP, TAUNT, TERRIFY,
MORALE, INSPIRE, FINAL PUSH,
LAST STAND]

Terrify

4 Skill Points

Requires Leadership

The character throws their shoulders back and releases a bestial roar in the direction of an opponent. The following check can be made:

(Leadership vs. WIL+2): Target character becomes panicked.

Morale

4 Skill Points

Requires Leadership (5 Ranks)

Other characters may use this character’s WIL instead of their own when within 50 metres of him/her.

Inspire

4 Skill Points

Requires Leadership (5 Ranks)

The character sounds a triumphant bellow, rallying his troops. The following check can be made, once per battle:

(Leadership): All panicked friendly characters in 50m are no longer panicked. All friendly characters in 50m gain 2 Temporary Health and 2 Resilience for 3 rounds.

Final Push

4 Skill Points

Requires Inspire (5 Ranks)

The character forces his men forwards for one more push. The following check can be made, once per battle:

(Leadership): All panicked friendly units in 50m are no longer panicked. All friendly characters in 50m gain 2 Temporary Health and 10 Stack for 1 round. After this effect, all friendly characters in 50m have 0 Stack (regardless of the initial value) for 3 rounds.

Last Stand

4 Skill Points

Requires Final Push

If the character is reduced to 0 Health, he gains d10 Temporary Health for 3 rounds. When this effect ends, the character immediately passes into a coma unless they have recovered enough Health to bring them back above 0 Health.



Medicinal Healing

First Aid

3 Skill Points

The character is skilled in the application of bits of cloth to bleeding spots. The character has a First Aid skill of 5. This allows the following check:

(First Aid): Targeted character gains 1 Temporary Health. This effect lasts one day and can only be applied to wounded characters. Failure means the character cannot be treated by First Aid again for 3 rounds.

Additional Ranks

1 Skill Points

The character gains +1 First Aid.

Stabilise

4 Skill Points

Requires First Aid

The character can stop a person from dying, temporarily. The following check can be made on any character with a health already below 0 or who is in danger of dying:

(First Aid): The character has 0 Health and a disabled Head location. The character is in no danger of dying for a further d6 days. At the end of this period, they must be stabilised again. Failure causes the character to die after 1 day unless stabilised. Only one Stabilise attempt may be made each day.

Local Anaesthetics

4 Skill Points

Requires First Aid

The character knows all the right herbs to make a person go numb. This allows the following check:

(First Aid): Targeted character can ignore the effects of a single disabled limb (not the head). This

[FIRST AID, STABILISE, LOCAL

ANAESTHETICS, SPLINT, RECOVERY,
REMOVE POISON, CURE DISEASE,
TREAT COMATOSE PATIENT,

IMMUNISE, ANTIDOTE, SURGERY]

effect lasts one day. If the character sustains enough damage to disable the limb again during this period, the limb will require surgery before it can be used again. The character may only make this attempt once per day per limb.

Splint

4 Skill Points

Requires First Aid

The character can set a limb so it will heal properly. This allows the following check, once per day per limb:

(First Aid): Targeted character's limb will no longer be disabled after 3 days. During this time, the limb cannot sustain any damage, or the effect is lost.

Recovery

4 Skill Points

Requires First Aid

The character is able to form a treatment program that ensures their target can make a full return to health. The following check can be made:

(First Aid): The target of this ability returns to full health after a week if none of their limbs are disabled.

Remove Poison

4 Skill Points

Requires First Aid

The character is able to suck poison right out of the wound, using either a needle or his teeth. The following check can be made:

(First Aid): One poison effect is removed from the targeted character. Failure causes the poison effects to stack instantly.

Cure Disease

4 Skill Points

Requires First Aid (5 Ranks)

The character can cure disease! This allows the following check:

(First Aid): One disease effect is removed from the targeted character. The character will have -2 Resilience for the rest of the week, but be fine after that. Failure may cause the disease to mutate, increasing the statistic-reduction it causes by one.

Treat Comatose Patient

4 Skill Points

Requires First Aid (5 Ranks)

The character can do “what little can be done” for a coma patient. This allows the following check, once per day per patient:

(First Aid): The coma patient is properly fed, watered and cleaned. On a critical success, the coma patient wakes up. On a critical failure, the coma patient will require stabilising.

Immunisation

4 Skill Points

Requires Cure Disease

The character is capable of administering Immunisation shots to their patients. The following check can be made once per day per patient:

(First Aid): The target can ignore the first disease they contract today and gains +1 Resilience for the rest of the day.

Antidote

4 Skill Points

Requires Remove Poison

The character can whip up a low-intensity cure-all for just about any situation. The following skill can be used up to five times a day:

3 rounds: Creates an Antidote Vial, which can be given to any character. A character with an Antidote Vial in their possession can swallow the entire bottle to instantly neutralise a poison effect. It's highly toxic in larger doses, so each person can only take one per day.

Surgery

4 Skill Points

Requires First Aid (10 Ranks)

The character can cut a person open in an attempt to fix whatever's going wrong in there. The character has a Surgery skill of 5. This allows the following check once per day:

(First Aid, Local Anaesthetics, Surgery): Removes any foreign objects lodged in the body. This can also instantly cure a disabled limb, disease or coma patient or cancel a “will die in (x) days” effect. Failure at any stage will cause the patient to die after d3 days unless stabilised immediately. The character has -2 to all rolls for 3 days after the operation and shouldn't operate heavy machinery.

Operating on the head incurs a -10 penalty. Operating on a coma patient is always treated as though it were operating on the head. It should be noted that purchasing this skill does not make you a doctor, only ten years at a registered university makes you a doctor, during which you will be forced to acquire as high a surgery skill as possible, to the detriment of all your other skills. This skill is equivalent to being the guy in the tent on the battlefield who gives you a shot of rum and advises you to hold still, and finishes off by cauterising wounds with boiling tar.

Additional Ranks

4 Skill Points

The character gains +1 Surgery. If the character has Surgery 20 or higher without ever receiving some form of sanction from a registered learning institution, they may receive either an honorary degree or be summarily arrested and possibly executed if they use their skill in a civilised area.



The Arts

Classical Learning

4 Skill Points

The character knows everything there is to know on several highly specific topics. The character may choose five topics in conjunction with the Overseer to be familiar with. These topics should be relevant to the world at hand. These topics could include such things as: "Magical Swords: A List", "The Fate of Kings: Who they where, how they died", "Dragon Sightings", "Plot Hooks: A Convenient Guide", "Tropes And You: Making your Drama work for you", "The Witche's Almanack", "A Cookebook", etc. Bad choices would be: "Ultimate Power: The Quick Way", "The Exact Co-Ordinates of Every Magical Item in the Campaign", "A Current Diary of the Evil Overlord for this Campaign", "The Overseer's Campaign Notes". The character is able to call upon these sources of knowledge at will when seeking an answer to a given question.

Additional Ranks

2 Skill Points

The character may add another topic to their repertoire, in conjunction with the Overseer.

Research

4 Skill Points

Requires Classical Learning

The character is able to research new information efficiently. The character may make an Intelligence check when confronted with any body of knowledge (A book, a large scroll, an ancient tablet, a library, an ancient relic etc.). If successful, they are able to harvest the most relevant and useful information from it in the form of a pithy sentence, given to them by the Overseer. This information is good for one use only. The character will remember the exact snippets of information they receive at the end of the Research phase, but this does not in any way effect the number of Topics they have memorised through Classical Learning. In the event of failure, the character loses d3 days while being particularly enthralled by a given piece

CLASSICAL LEARNING, RESEARCH, LAW, LANGUAGE

of information. Particularly large bodies of knowledge or particularly obscure knowledge may take d6 days to trawl through regardless of success or failure.

Law

4 Skill Points

Requires Research

The character is well-versed in the concept of Laws. In a legal context, they are able to represent themselves in a court of law that they are already familiar with. If they are not familiar with a particular area of law being contested, they may make a Research check. Success will grant them familiarity with that aspect of the Law for d6 days, Failure has the usual penalty.

Language

4 Skill Points

Requires Research

The character is particularly accomplished in the concept of Languages. In a social context, they are able to communicate in their native tongue and one other language of their choice. If they are exposed to a new language, they may make a Research check. Success will grant them familiarity with the dialect being researched for d6 days. Failure has the usual penalty.

Additional Ranks

2 Skill Points

The character learns an additional language.

Arcanistry

There's a crucial difference between being a Wizard and a Sorcerer. A Sorcerer has a lot of raw magical power in him just waiting to burst forth, which expresses itself through the sheer ferocity of his spell-casting. A Wizard balances this lack of magical over-emotionality with a measured approach to spell-casting, using both the power of his spells and his understanding of the way magic works to advance his cause.

And then at the other end of the scale, there's the Arcanist, who may be anyone from the nerdy bookish types or someone who's been on the wrong side of a fireball and wants to get their own back. While a Wizard dabbles in Arcanistry as a matter of fact, the pure Arcanist may not even have his own mana reserves, or even know a spell! Yet, they are among a sorcerer's worst nightmare, having delved into the theory of magic such that they understand exactly how it works in people - and how to turn it off.

Arcane Sensitivity

4 Skill Points

The character can sense something... it's faint, but it's definitely there. It's here? No... it's over here, definitely. They're sure of it! The character has developed their sensitivity to the fields of energy that surrounds any object or place where magic is in effect.

The character can make a Magic check at will. If successful, the character will become aware of the *strongest* magical field within one kilometre of their location, whether it is emanating from an enchantment, a ley-line nexus, an object, a spell or a person. The character will have a rough idea of the strength of that magical field, which element it is aligned with (in the case of more than one, the Overseer will pick one), and the direction it is in. They will not know the distance, the size, or the exact workings of the magical field. In the event of failure, the hairs on the back of the character's neck will stand on end, or similar.

[**ARCANE SENSITIVITY, ANALYSE**

MAGIC, ARCANE WELLSPRING, DISPERSE MAGIC, BOLSTER MAGIC, COUNTERSPELL, ARCANE

MASTERY, CREATE MAGIC]

Analyse Magic

2 Skill Points

Requires Arcane Sensitivity

The character is able to analyse the workings of a magical field in detail. The character gains an Analyse Magic skill of 5. This allows the following check when the character is within touching range of the magical field:

(Analyse Magic): The character understands everything there is to know about the effects of the magical field. On a success, if the effects would normally be harmful, the character is protected from the magical field for d3 rounds.

Additional Ranks

1 Skill Points

The character gains +1 Analyse Magic.

Arcane Wellspring

3 Skill Points

Requires Arcane Sensitivity, the Mana class statistic.

The character gains additional mana points equal to their Magic statistic.

Disperse Magic

2 Skill Points

Requires Analyse Magic

The character's understanding of Arcanistry allows them to nullify the effects of a magical enchantment or object. The character has Disperse Magic with a skill of 5. This allows the following check:

(Disperse Magic vs. Magic): Magical effects on a character are paused for 3 rounds. The enchantment or object does not function for d3 rounds.

Additional Ranks

1 Skill Points

The character gains +1 to Disperse Magic.

Bolster Magic

2 Skill Points

Requires Arcane Sensitivity

The character's understanding of Arcanistry allows them to strengthen the effects of a magical enchantment, or guards against interference with an object or person. The character gains Bolster Magic with a skill of 5. This allows the following check:

(Bolster Magic vs. Magic): Cancels the effect of a Disperse Magic on the target. No Disperse Magic or Counterspell abilities can be used on this target for 1 round. Characters targeted by Bolster Magic deal an additional 5 points of damage when they cast damage-dealing spells.

Additional Ranks

1 Skill Points

Choose One:

"The character gains +1 Bolster Magic"

"On a successful Bolster Magic check, the enchantment or object is strengthened for an additional round"

"Targets of Bolster Magic deal +2 damage whenever they cast damage-dealing spells."

Counterspell

3 Skill Points

Requires Disperse Magic

The character can attempt to lock a person off from their source of magic temporarily. The character has Counterspell with a skill of 5. This allows the following check:

(Counterspell vs. Magic): The loser of this opposed roll cannot cast spells or use Arcanistry abilities for d3 rounds.

Overseer's note: If the target of this skill has a Counterspell skill higher than their Magic statistic, the

opposed roll can be done as (Counterspell vs. Counterspell)

Additional Ranks

1 Skill Points

The character gains +1 to Counterspell.

Arcane Mastery

3 Skill Points

Requires Counterspell (5 Ranks)

The character is sick and tired of other Arcanists messing with his work! Time to show them how real power can really mess you up! Ha! The character gains Arcane Mastery with a skill of 5.

Add the Character's Arcane Mastery to Magic or Arcanistry whenever the character makes opposed rolls using those stats. Whenever the character casts a spell that deals damage, it deals Arcane damage equal to the character's Arcane Mastery as well.

Additional Ranks

3 Skill Points

The character gains +2 Arcane Mastery.

Create Magic

3 Skill Points

Requires Bolster Magic.

The character has a deep interest in strengthening the presence of magic in the world. This allows the following check:

5 rounds: The character can enchant themselves, an area, or an object with any spell or enchantment they currently know. They must cast the spell in the same way that they normally would or pay 3 skill points, and choose a trigger – for example, "when I say 'boop'", "when an evil person enters the area", "when I unsheathe this sword", "when I am at half of my starting health". Failure causes the mana to be wasted.

Enchantments are created with one charge. Each usage removes one charge until there are none left, and then the enchantment is destroyed.

The character may only have a maximum of one charge on an Enchantment.

The character may only have one Enchantment active at a time.

Additional Ranks

2 Skill Points

Choose One:

“The character may have a maximum of +1 charge on each Enchantment. Enchantments can receive an additional charge by spending the same amount of mana as the original spell cost to recharge it.”

“The character may have an additional Enchantment active at a time”

“The character gains +1 Create Magic”



Wizardly Ways

The following skill trees represent various methods of becoming adept in manipulating the strong magical forces of the world.

The ways of magic are expressed in three distinct flavours: Spells which are typified by an instantaneous mana cost and an instantaneous effect, Enchantments, which require a certain amount of mana and some preparation time for a more long-term effect and last but not least Rituals, which require a great deal of preparation but result in a massive effect.

Spells do not roll for location and as such never disable limbs.

Although the most popular image of a wizard is that of a mighty sorcerer who can pull a fireball out of thin air, the most powerful 'wizards' in popular lore (e.g. Gandalf the Gray or Merlin) very rarely use conventional magic at all, only sparingly turning to ritual magic to supplement their vast knowledge and cunning wit.

Arcane Knowledge

1 Skill Point

The character has studied spell craft and understands the concept of magic. The character may learn a total number of spells, enchantments and rituals equal to $((INT+MAG)/4)$.

Wizard's Path

1 Skill Point

A wizard is you! The character gains the class statistic "Mana", with a current and maximum value equal to (MAGIC). The character must pass a Magic check to successfully cast spells. All magical spells drain a certain number of current mana points, regardless of whether or not they are successful. At the end of the day, the character regains all mana points. A character may not have more Mana points than they do maximum Mana.

Characters may purchase either the Wizard's Path or the Sorcerer's Path, but not both.

BASICS

[ARCANES KNOWLEDGE,
WIZARD'S PATH, ARCANES
RESERVOIR, SORCERER'S PATH,
DRIVE TO POWER.]

Arcane Reservoir

5 Skill Points

Requires Wizard's Path

The Wizard adds nine points to their "mana" class statistic.

Sorcerer's Path

1 Skill Point

Requires MAG 12+

A sorcerer is you! The character gains the class statistic "Power Dice", with a current and maximum value equal to (MAGIC - 10).

When this character casts spells, they name the spell they wish to cast, enhance it as they choose, taking note of the mana required to cast it, and then selects the number of Power Dice they wish to use to cast it. The character may not use more dice than they currently have available. The character then rolls that number of d6s. If the result is above the mana cost of the spell, the spell is cast successfully and the power dice are not spent. If not, the spell fizzles and the Power dice are lost. A roll of a '1' causes that individual power dice to be lost, and does not count towards the success or failure of the spell. Lost power dice cannot be used to cast spells. At the end of the day, the character regains 3 power dice.

Characters may purchase either the Wizard's Path or the Sorcerer's Path, but not both.

Drive to Power

3 Skill Points

Requires Sorcerer's Path

Whenever the character deals damage with a spell, the spell does additional damage equal to the character's Magic statistic.

Spell: Firebolt

4 Skill Points

Requires Arcane Knowledge

School – Fire

2 mana: The character hurls a ball of flame that deals 1d10+10 Fire damage.

You may upgrade this spell with the following-

+2 mana: Firebolt deals +2d10 Fire damage.

+5 mana: Firebolt deals +10 Fire damage.

+15 mana: Copy this spell's effect, selecting a new target.

Spell: Mantle of Flame

4 Skill Points

Requires Arcane Knowledge

School – Fire

2 mana: The character becomes immune to Ice spells (or skills with "School – Ice"). The character ignores Cold damage and Chilled effects. Lasts 2 rounds.

You may upgrade this spell with the following-

+3 mana: This spell lasts +4 rounds.

Spell: Phoenix Circle

4 Skill Points

Requires Arcane Knowledge

School – Fire

7 mana: Everything within melee range of the caster (including the caster) takes 2d10+15 Fire damage.

You may upgrade this spell with the following:

+10 mana: This spell deals +15 fire damage to all targets (except the caster)

+10 mana: this spell also affects characters within 50m of the caster.

FIRE

[SPELLS: FIREBOLT, MANTLE OF FLAME, FLAME DRAW, PHOENIX CIRCLE.

BONUS: FIERY VEINS

ENCHANTMENTS: THOSE BURNING EYES, THOSE TERRIBLE WINGS

RITUAL: THE REIGN OF FIRE.]

Spell: Flame Draw

4 Skill Points

Requires Arcane Knowledge

School – Fire

0 mana: Whenever you spend 20 mana or more on a spell, you may deal an additional 50 fire damage to the target of that spell. Lasts 2 rounds.

Fiery Veins

4 Skill Points

Requires three abilities with "School – Fire"

School - Fire

Wizard's Path: Your damaging Fire spells stun their target for 3 rounds whenever you roll a 1 or a 2 to cast them.

Sorcerer's Path: Your damaging Fire spells stun their target for 1 round whenever you roll a 6 on a single dice.

You are immune to the effects of non-magical fire.

Enchantment: Those Burning Eyes

4 Skill Points

Requires Fiery Veins

School - Fire

3 rounds, 10 mana: The target of this enchantment deals 2d10+5 Fire damage to any opponent who damages them in combat for one day.

Enchantment: Those Terrible Wings

4 Skill Points

Requires Fiery Veins

School – Fire

3 rounds, 10 mana: The character is temporarily transmogrified into the soul of a dragon for 5 rounds. They regain their full mana or power dice each turn and may only cast Firebolt, Phoenix Circle or Flame Draw. At the end of this effect, the character loses half of their mana or power dice and may not cast this spell again for 1 day.

Ritual: The Reign of Fire

6 Skill Points

Requires Arcane Knowledge

School – Fire, Ritual

This ritual takes seven days to complete. It requires the construction of a simple metal circlet with a red ruby and five skill points. The circlet must not be moved or damaged during the casting of the ritual, or else the ritual is cancelled and all skill points are returned to their respective owners.

On completion, the Reign of Fire deals $5d10 + 50$ damage to all targets in an area of 1km squared centred on the current location of the circlet.

The caster receives a Fiery Crown lasting 24 hours. The Fiery Crown provides the caster with immunity to all spells from the Fire or Ice schools. The character may cast Firebolt five times a day using the Fiery Crown instead of their own mana/power-dice reserves, in which case the Firebolt does $3d10+30$ damage.

The ritual can be enhanced in the following ways:

1 skill point, 1 day: The Reign of Fire deals an additional $5d10+50$ damage at completion.

1 day: Increases the area of effect of Reign of Fire by 100m squared.

1 day: A specific individual is made impervious to the effects of the Reign of Fire.

1 day: The Fiery Crown may be used to cast Firebolt an additional time per day.

1 day: The Fiery Crown lasts an additional 12 hours.

2 skill points: Reduces the casting time of The Reign of Fire by 1 day. These skill points can be contributed by any character who knows the ritual. The minimum casting time of Reign of Fire is 7 days.

ICE

[SPELLS: SHARDS OF FROST, FROST SHIELD, BLIZZARD, SQUALL.

BONUS: FROSTGRIP

ENCHANTMENTS: COLD SNAP, ICE PENDANT.

RITUAL: SNOWFALL.]

Spell: Shards of Frost

4 Skill Points

Requires Arcane Knowledge

School – Ice

2 mana: The target of this ability has -5 Stack for 3 rounds.

Chilled targets take $1d10+15$ Cold damage.

This spell can be enhanced in the following ways:

2 mana: The target of this ability has an additional -5 Stack.

5 mana: This spell lasts an additional 3 rounds.

15 mana: Any character within melee range of this target suffers the same effect.

Spell: Frost Shield

4 Skill Points

Requires Arcane Knowledge

School – Ice

2 mana: The target of this ability has +1 Resilience and becomes immune to Fire spells (or skills with “School – Fire”). The character ignores Fire damage. Lasts for 2 rounds.

This spell can be enhanced in the following ways:

+3 mana: Lasts +4 rounds.

Spell: Blizzard

4 Skill Points

Requires Arcane Knowledge

School – Ice

5 mana: Creates a miniature snow-storm anywhere within 100m of the caster, roughly 10m wide.

Characters caught under this cloud make all Athletics

and Perception checks at -10.

Chilled targets take 1d10+30 Cold damage.

Spell: Squall

4 Skill Points

Requires Arcane Knowledge

School – Ice

5 mana: All opponents in melee range of the character must make a Constitution check or become stunned for 2 rounds. Opponents stunned in this way are encased in a block of magical ice and thus cannot be damaged. Chilled targets are stunned for twice as long.

This spell can be enhanced in the following ways:

+ 5 mana: the Constitution check is made at -2.

+ 5 mana: the stun effect lasts for 2 rounds.

Frostgrip

4 Skill Points

Requires three abilities with “School – Ice”

School – Ice

The target of any Ice spell cast by the character becomes ‘Chilled’ until the end of the next round.

Chilled has no effect on its own, but represents a state of heightened vulnerability to Ice spells.

The character becomes immune to the effects of non-magical cold.

Spell: Cold Snap

4 Skill Points

Requires Frostgrip

School - Ice

4 mana: The target of this ability takes 1d10+10 Cold damage, and an additional 20 damage if they’re Chilled.

This spell can be enhanced in the following ways:

+5 mana: The target of this ability takes +20 Cold damage.

+4 mana: The target of this ability takes +25 Cold damage if they’re Chilled.

Enchantment: Ice Pendant

4 Skill Points

Requires Frostgrip

School - Ice

2 rounds, 7 mana: Creates an Ice Pendant, which can be bestowed on any character in melee range. The bearer of the Ice Pendant may redirect any spell that would affect them to the Ice Pendant, which absorbs it harmlessly before disintegrating.

Ritual: Snowfall

6 Skill Points

Requires Frostgrip

This ritual takes seven days to complete. It requires a single flower and three skill points. The flower cannot be moved or damaged in any way during the ritual. If the ritual is disrupted, the effect ends, the flower dies and the skill points are returned to their respective contributors.

On completion, the ritual covers an area 1km squared in a Blizzard effect that covers the entire area, although it does not affect the underground or indoors, etc. The Blizzard persists d10 days.

In addition, the Snowfall ritual places an Empowered Ice Pendant on every participant in the ritual. The empowered Ice Pendant makes the bearer immune to Blizzard as long as it is worn. It can absorb three spells per day but does not disappear if it uses up all its charges. At the end of the Blizzard, the Empowered Ice Pendant disintegrates.

The ritual may be enhanced in the following ways:

+2 days, +2 Skill Points: Choose a school of magic.

Spells from that school cost an additional five mana to cast.

+2 days: the Blizzard persists for +3 days.

Spell: Lightning Bolt

4 Skill Points

Requires Arcane Knowledge

School – Lightning

2 mana: Lightning bolt deals 1d10+5 Lightning damage to its target.

This spell may be enhanced in the following ways:

+4 mana: This spell deals +2d10 Lightning damage.

+1 mana: Each time the Lightning bolt hits a target, it has an additional 5% (up to a maximum of 50%) chance to bounce. If it does, choose a new target that has not been hit by Lightning bolt this turn and copy this spell's effect.

Spell: Flight

4 Skill Points

Requires Arcane Knowledge

School – Lightning

4 mana: The character gains the ability to fly for 2 rounds, moving in three dimensions. They ignore the need for all Athletics checks, and can only be engaged in melee if they are attacked by another flying character or have made a melee attack this round.

This spell may be enhanced in the following ways:

+3 mana: This effect lasts +2 rounds.

Spell: Static Charge

4 Skill Points

Requires Arcane Knowledge

School – Lightning

7 mana: Target weapon deals all damage as Lightning damage for d3 rounds. A character struck by Static Charge must pass a WIL check or they cannot cast spells for d3 rounds.

This spell may be enhanced in the following ways:

+3 mana: The static charge lasts an additional 2 rounds.

+3 mana: Characters struck by the Static charge lose 2 Power Dice or 5 Mana.

LIGHTNING

[SPELLS: LIGHTNING BOLT,

FLIGHT, STATIC CHARGE,

BONUS: AFTERSHOCK

ENCHANTMENTS: KITE MARK,
THUNDERSTORM

RITUAL: GRAND FRIZZ.]

Aftershock

4 Skill Points

Requires three abilities with "School – Lightning"

School – Lightning

Your Lightning Bolt spell gains the following effect:

"Targets affected by Lightning Bolt must take a WIL check or be unable to cast spells for d3 rounds."

You may increase the Lightning Bolt's bounce chance to a maximum of 75% chance to hit.

Enchantment: Kite Mark

4 Skill Points

Requires Aftershock

School – Lightning

2 rounds, 4 mana: The target of this ability takes an additional 10 Lightning damage when targeted by "School – Lightning" abilities. This effect lasts 3 rounds.

This spell can be enhanced in the following ways:

+3 mana: this spell lasts +1 round.

+3 mana: There is a 10% chance that any Lightning Bolts cast in a 50m radius around the Kite Marked character will be duplicated. The duplicated Lightning Bolt instantly hits the Kite Marked character.

Enchantment: Thunderstorm

4 Skill Points

Requires Aftershock

School – Lightning

2 rounds, 5 mana: The character instantly casts 3 Lightning Bolts that deal 3d10+5 Lightning damage to their targets.

This spell may be enhanced in the following ways:

+2 mana: This spell deals +2d10 Lightning damage.

+10 mana: Each time the Lightning bolt hits a target, roll a d20. On a 10 or less, choose a new target that has not been hit by Lightning bolt this turn and copy this spell's effect.

Ritual: Grand Frizz

7 Skill Points

Requires Aftershock

School – Lightning

This Ritual takes seven days to complete. It requires a kilogram of topaz (it can be in fragments; the Topaz will congeal over the course of the ritual to form a perfect whole) and 3 Skill Points. If the topaz is moved or damaged in anyway, the ritual cannot be completed and the skill points are refunded to their contributors.

At the completion of the ritual, a dull buzzing descends across an area 1km wide for three days, centring on the Topaz. This buzzing sound is annoying to all who hear it, but it heralds a deeper, more sinister problem: Spells will not function in the area. No Magic checks can be used and no Arcanistry skills can be utilised.

Enchantments persist and any other Rituals effective in the area continue, but magical objects are made dormant until they leave the area of effect.

If the Topaz is shattered before the three days are up, it drains all mana and power dice in the area, the effect is removed. The day after, all characters within 1km of the shattered Topaz will have their full supply of mana or power dice.

2 Skill Points: The effect lasts for an additional day.

5 days, 3 Skill Points: Lightning magic continues to function in the area, although it costs +5 mana to cast.

Spell: Death Aura

4 Skill Points

Requires Arcane Knowledge

School – Death

3 mana: At the beginning of each round, characters within melee range of the caster take 1d10 damage. This effect lasts 3 rounds.

This spell can be enhanced in the following ways:

+5 mana: Lasts an additional six rounds.

+5 mana: The Death Aura ignores armour.

Spell: Morbid Gnawing

4 Skill Points

Requires Arcane Knowledge

School – Death

5 mana: Target loses 1 health. If this would kill the target, caster regains 10 mana or 3 Power Dice.

Spell: Bloodcast

4 Skill Points

Requires Arcane Knowledge

School – Death

1 Mana: The character may pay 1 Health at will to gain 5 Mana or 1 Power Dice. This effect lasts 2 rounds.

Spell: Finger of Death

6 Skill Points

Requires Arcane Knowledge

School – Death

13 mana: The target of this spell is reduced to 0 Health unless they pass a Luck check.

This spell can be enhanced in the following ways:

+6 mana: Target has Luck -2 when making this check.

DEATH

[SPELLS: DEATH AURA, MORBID

GNAWING, FINGER OF DEATH

BONUS: THE REAPER

ENCHANTMENTS: HORRID

WILTING, LIFE'S BANE

RITUAL: LICHDOM.]

The Reaper

4 Skill Points

Requires three abilities with “School – Death”

School – Death

Once per day, the character can deal 2d10+5 Cold damage to an opponent in melee range. If this succeeds in damaging the opponent, the opponent loses 1 Health instantly.

Enchantment: Horrid Wilting

4 Skill Points

Requires The Reaper

School – Death

2 rounds, 6 mana: the target of this spell loses 1 Health cannot be healed or regain Health for 1 day.

This spell can be enhanced in the following ways:

1 round, 2 mana: the target of this spell loses an additional 1 Health.

1 round, 2 mana: The target of this spell cannot be healed for an additional 1 day.

Enchantment: Life's Bane

4 Skill Points

Requires The Reaper

School – Death

2 rounds, 6 mana: Infects an area 100m squared with powerful death magic. Living creatures inside the area take a -2 penalty to all rolls. Undead creatures gain +2 to all rolls. This effect lasts 3 rounds.

This spell can be enhanced in the following ways:

+2 rounds, +5 mana: Life's Bane infects an additional 100m squared.

+2 rounds, +5 mana: Life's Bane lasts an additional 2 rounds.

Sacrifice an innocent victim, 10 mana: Infects an area no greater than 300m squared with Life's Bane permanently.

Ritual: Lichdom

6 Skill Points

Requires The Reaper

School – Death

This ritual requires 7 days to complete. This ability requires any object of the character's choice (Ideally, as tough as is humanly possible) to be used as a phylactery, and the investment of 2 Skill Points. The object being used as a phylactery cannot be moved or damaged in any way, which may pose a problem if it's alive and needs to perform biological functions.

At the end of the ritual, the character's soul is ripped from their body and placed in the object used as a phylactery. The character becomes undead and no longer benefits from natural healing.

A lich gains the following abilities on top of their original abilities –

+2 CON, +2 MAG.

At 0 Health, a Lich returns to their phylactery and grows a new body over the process of 3 days. The new body starts with full Health. If the phylactery is destroyed with the Lich inside, the Lich is properly dead and cannot be returned to life by any means. If the phylactery is destroyed while the Lich is alive, the Lich will die normally the next time they go below 0 Health, and cannot be returned to life by any means, although they can perform this ritual again to create a new Phylactery. A living phylactery is immortal and will remain loyal to the lich.

A Lich can use The Reaper ability 3 times per day.

A Lich doubles their available Power Dice or Mana and refreshes fully at the end of the day.

A Phylactery gains Resilience 20 and Health 50, unless it was already tougher than this.

Spell: Boulder

4 Skill Points

Requires Arcane Knowledge

School – Earth

2 mana: A massive rock erupts from the ground in front of the caster's feet, dealing (1d10 + Stack) Ranged damage to the target.

This spell can be enhanced in the following ways:

+5 mana: copy this spell's effect, selecting a new target.

Spell: Stoneskin

4 Skill Points

Requires Arcane Knowledge

School – Earth

4 mana: The caster of this ability becomes immune to Normal and Ranged damage for 1 round.

This spell can be enhanced in the following ways:

+5 mana: this spell lasts +2 rounds.

Spell: Gaian Shield

4 Skill Points

Requires Arcane Knowledge

School – Earth

2 mana: The target of this ability becomes immune to Lightning damage and spells and Death spells (or any skill with "School – Lightning" or "School – Death") for 2 rounds.

This spell can be enhanced in the following ways:

+3 mana: This spell lasts +4 rounds.

EARTH

[**SPELLS:** BOULDER, STONESKIN, GAIAN SHIELD.

BONUS: EARTHMOTHER'S BLESSING

ENCHANTMENTS: STRENGTH OF EARTH, WISDOM OF STONES.

RITUAL: RUNESMITH.]

Earthmother's Blessing

4 Skill Points

Requires three abilities with "School – Earth"
School – Earth

The character gains +2 Resilience.

The character may choose a school of magic that they have not purchased any spells from. They are immune to that school of magic. If the character later purchases spells from the school they are immune to, this effect is forfeit and no skill points are returned.

Enchantment: Strength of Earth

4 Skill Points

Requires Earthmother's Blessing
School – Earth

2 rounds, 6 mana: The target of this spell gains +7 Stack for 3 rounds.

This spell can be enhanced in the following ways:

+2 mana: This spell lasts +1 round.

Enchantment: Wisdom of Stones

4 Skill Points

Requires Earthmother's Blessing
School – Earth

2 rounds, 6 mana: The character gains +3 MAG for 3 rounds.

This spell can be enhanced in the following ways:

+2 mana: This spell lasts +1 round.

Ritual: Runesmith

6 Skill Points

Requires Earthmother's Blessing

School – Earth

This ritual requires seven days to complete. It requires a hammer and anvil and three skill points. If the hammer or anvil are moved or damaged, the ritual cannot be completed and the skill points are refunded to their contributors.

At the completion of the ritual, The Runesmith is summoned. The Runesmith will fashion a Rune from the following list for the character who started the ritual:

Rune of Blasting: The character deals an additional 20 Normal damage with all of their spells that deal damage. This rune is affixed to an item worn on the character's head.

Rune of War: The character gains +10 Weapon Skill when wielding the weapon affixed to this rune.

Rune of Speed: The character gains +10 DEX when wearing the boots (or stylish heels, or foot coverings) affixed to this rune .

Rune of Healing: The character gains +10 to all First Aid rolls when wearing the gloves affixed to this rune.

Runes must be affixed to an item that is worn over a particular body part to have an effect and cannot be removed without destroying the rune. Affixing a rune is as simple as holding it to the given item and saying "Attach!"

The spell can be enhanced in the following ways:

+3 Skill Points: The Runesmith will create an additional rune for you.



Spell: Planar Vision

4 Skill Points

Requires Arcane Knowledge

School – Planar

1 mana: Allows the caster to peel back the layers of reality and view a remote location. The caster must be able to provide some sort of unique identifying description for the location being viewed. The caster cannot be detected without the aid of Arcanistry. This effect lasts for one round.

This spell can be enhanced in the following ways:

+3 mana: The spell provides sound as well as visual.

+3 mana: The spell lasts an additional 1 round.

Overseer's Note: About 2 rounds is necessary for a very dialogue-heavy vision.

Spell: Ether Folding

4 Skill Points

Requires Arcane Knowledge

School – Planar

5 mana: The target of this spell is partially folded into the Etherium unless they pass a WIL check. A character on the Etherium cannot take any actions and cannot be targeted by any abilities on the material plane. This effect lasts 1 round.

This spell can be enhanced in the following ways:

+2 mana: the target of this spell suffers a -2 penalty to WIL when resisting the effects of this spell.

+4 mana: this spell lasts an additional 1 round.

PLANAR

[SPELLS: PLANAR VISION, ETHER FOLDING, BLINK

BONUS: PLANETOUCHED

ENCHANTMENTS: TELEPORT, PORTAL.

RITUAL: PLANAR OVERLAY.]

Spell: Blink

4 Skill Points

Requires Arcane Knowledge

School – Planar

5 mana: The caster of this spell and all of their equipment disappears and reappears anywhere they can see from their original location.

This spell can be enhanced in the following ways:

+10 mana: In addition to the Caster, an additional Target may Blink. The Target must be within 10m of the caster before and after blinking.

Planetouched

4 Skill Points

Requires three abilities with "School – Planar"

School – Planar

The character has spent so long dabbling in the magic of plane-hopping that they are perpetually in a state of flux, appearing translucent even on the material plane. The character subtracts ten points of damage from normal and ranged attacks before dividing by resilience.

Enchantment: Teleport

4 Skill Points

Requires Planetouched

School – Planar

3 rounds, 10 mana: The caster and all of their equipment disappear and reappears the next round in a location they have viewed with Planar Vision in the previous 10 rounds.

This spell can be enhanced in the following ways:

+2 rounds: An item weighing no more than (the caster's MAG x 10kg) can be teleported as well.

+10 mana: An additional character and all their equipment can be teleported as well.

Enchantment: Portal

4 Skill Points

Requires Planetouched

School – Planar

10 rounds, 20 mana: The caster opens two linked portals which may be anywhere in the multiverse. If the caster is opening a portal in a plane with which they are not familiar, it will open close to the plane's most powerful magical field. This effect lasts one day.

Ritual: Planar Overlay

6 Skill Points

Requires Planetouched

School – Planar

This ritual requires seven days to complete. The character requires two clumps of earth from the planes they are attempting to overlay and three skill points. The clumps of earth must be kept in two earthenware jars no more than 10m apart and cannot be moved or damaged during the ritual.

At the completion of the ritual, the two overlapped points form a permanent bond, allowing the inhabitants of one plane to pass to the other and back freely. The effect of a planar overlay can also be reversed by performing this ritual.

ORDER

[SPELLS: IMPOSITION, TAXATION, SUPPRESSION

BONUS: CRUSADER

ENCHANTMENTS: RIGHTEOUS CAUSE, RULE OF LAW

RITUAL: JUSTICAR.]

Spell: Imposition

4 Skill Points

Requires Arcane Knowledge

School – Order

3 mana: The target of this ability becomes stunned for 1 round.

This spell can be enhanced in the following ways:

+2 mana: The stun lasts for +1 round, for a maximum of two additional rounds.

+1 mana: The target's Fortitude check is made at -1, for a maximum of a -5 penalty.

Spell: Taxation

4 Skill Points

Requires Arcane Knowledge

School – Order

3 mana: Spells from a non-order school that are either cast within 10m of the character or are targeted within 10m of the character cost +2 mana. This effect lasts 2 rounds.

This spell can be enhanced in the following ways:

+1 mana: The effect lasts an additional round, up to a maximum of three additional rounds.

+1 mana: Non-order spells cost an additional 2 mana to cast, up to a maximum of 6 additional mana.

Spell: Suppression

4 Skill Points

Requires Arcane Knowledge

School – Order

3 mana: Attacks made using Guns or Big Guns within 100m of the character are at -3 to hit. This effect lasts 2 rounds.

This spell can be enhanced in the following ways:

+1 mana: This effect lasts an additional round, up to a maximum of three additional rounds.

+2 mana: Big guns do -20 damage before dividing by resilience while under the effects of this spell (you can use this enhancement once per spell casting only)

Crusader

4 Skill Points

Requires three abilities with “School – Order”

School – Order

Once per day, the character may designate one of their allies as a Crusader. The Crusader gains +7 Stack.

Whenever the character loses health, they may redirect up to 3 of that lost health to their Crusader (this will never cause the Crusader to disable a limb). A character may only have 1 Crusader at a time. A Crusader may renounce the Crusade, in which case they lose their bonus and may not become a Crusader again for one week, but otherwise remains a Crusader until killed or released by the character.

Enchantment: Righteous Cause

4 Skill Points

Requires Crusader

School – Order

2 rounds, 10 mana: Target gains +2 Resilience. If the target of this ability is a Crusader, they also gain +7 Stack.

Enchantment: Rule of Law

4 Skill Points

Requires Crusader

School – Order

2 rounds, 10 mana: All allies within 100m of the caster gain +2 to all rolls for the next 3 rounds.

Ritual: Justicar

6 Skill Points

Requires Crusader

School – Order

This ritual requires 7 days to complete. This ability requires a suit of plate armour, an active Crusader and three skill points. If the plate armour is moved or damaged, or the Crusader renounces their Crusader status or dies, the ritual cannot be completed and the skill points are refunded to the contributors.

At the completion of the ritual, the plate armour magically affixes itself to the Crusader. As long as the Crusader is within 100m of the caster of this spell, both parties are immune to normal and ranged damage and cannot be targeted by one school of magic of their choice. This effect lasts for three days or until the plate armour is separated from the Crusader or destroyed. In any case, the suit of plate armour is no longer usable.

Spell: Entropy

4 Skill Points

Requires Arcane Knowledge

School – Chaos

4 mana: If the target of this ability is an item, that item becomes useless for d3 rounds. If the target of this ability is a creature, they lose the use of a random limb (not the head) for d3 rounds unless they make a WIL save.

This spell can be enhanced in the following ways:

+1 mana: This spell lasts an additional 1 round.

+4 mana: This spell deals 7 damage to the creature it targets, ignoring Armour.

Spell: Probability

4 Skill Points

Requires Arcane Knowledge

School – Chaos

6 mana: The target of this ability now “rolls high”. Thus, when making a skill check with a skill of 11, the character must attempt to roll *above* 11 for a success. 20s are now critical successes, 1s are now critical failures. The character cannot use untrained skills at all. This effect persists for d3 rounds.

This spell can be enhanced in the following ways:

2 mana: This effect lasts an additional 2 rounds.

10 mana: The character can use untrained skills provided they have the equipment necessary to use it.

Spell: Polymorph

4 Skill Points

Requires Arcane Knowledge

School – Chaos

5 mana: The target of this ability must pass a WIL check or be turned into a small, harmless critter for 3 rounds. The critter must be able to survive in this environment. The critter does not count as having any items equipped, has PHY 3 and MTL 3 (resilience and health remain unchanged) and can't communicate. If the

critter has skills that are still useable in a critter's tiny little body, they can still use those skills.

This spell can be enhanced in the following ways:

3 mana: This ability lasts for an additional 1 round.

Touch of Chaos

4 Skill Points

Requires three abilities with “School – Chaos”

School – Chaos

The character gains 3 Luck points on purchasing this ability.

Once per day, the character may flip a coin rather than rolling dice for any one check that they would make.

On a heads, the action is a critical success. On a tail, the action is a critical failure.

Enchantment: Madness

4 Skill Points

Requires Touch of Chaos

School – Chaos

4 mana, 1 round: The target of this ability is rendered insane for 3 rounds. They have 2x Stack and will attempt to brutally maim and kill any character within line of sight. They ignore the need for any WIL checks. At the end of this effect, the character is stunned for 1 round.

This spell can be enhanced in the following ways:

3 mana, 1 round: The target of this ability has an additional 1x Stack (so, triple for the first time this is used, quadruple for the second, etc).

3 mana, 1 round: The spell lasts an additional 2 rounds.

CHAOS

[SPELLS: ENTROPY, PROBABILITY, POLYMORPH.

BONUS: TOUCH OF CHAOS

ENCHANTMENTS: MADNESS, TIME STOP.

RITUAL: ULTIMATE POWER.]

Enchantment: Time Stop

4 Skill Points

Requires Touch of Chaos

School – Chaos

15 mana: The character gains 3 actions at the end of this turn. Other characters cannot respond to these 3 actions in any way.

Ritual: Ultimate Power

6 Skill Points

Requires Touch of Chaos

School – Chaos

Ultimate Power requires 7 days to cast. The Ritual also requires a bronze urn and 3 Skill Points from each (willing) participant in the ritual. These are not returned in the case of failure.

At the end of this ritual, the bronze urn will fill with a dark red liquid. All participants in the ritual are required to roll a d20. Keep rolling until there is only one participant left - the lowest scoring participant is sucked bodily into the bronze urn and killed in a very messy fashion, negating any chances to be resurrected. At this point, the last participant and the bronze urn engage in a battle of wills (WIL vs. WIL 20). If the participant succeeds, they may consume the red liquid and gain all the skill points used in the ritual and double a statistic of their choice.

This ritual can be enhanced in the following ways:

1 Skill Point: The character donating this skill point gains +1 WIL in the final battle of wills.

3 Skill Points: The character (not the ritual caster) donating this skill point can choose another participant in the ritual (not the ritual caster) to be instantly devoured by the urn. This can be used at any time.

3 Skill Points: The character gains one point of Immunity. Whenever the character would normally be destroyed, they instead lose one point of Immunity. This ability must be purchased before the ritual is completed.

Spell: Light

4 Skill Points

Requires Arcane Knowledge

School – Arcana

2 mana: The caster is surrounded by white light, which emanates in all directions for 50m.

Arcane Duellist

6 Skill Points

Requires Arcane Knowledge

School - Arcana

All spells and enchantments that would target this character fail unless the caster passes a (MAG vs. MAG) check against the character.

Enchantment: Circle of Protection

4 Skill Points

Requires Arcane Knowledge

School – Arcana

2 rounds, 4 mana: Creates a magical circular barrier anywhere within 20m of the caster measuring 20m in diameter. The barrier has Resilience 5 and Health 5. No person can enter the circle without receiving permission from the caster. All attacks that would be targeted at a person or object inside the circle must instead target the circle itself. The effect lasts for one day or until the circle is reduced to 0 Health.

Circles of Protection cannot overlap.

The spell can be enhanced in the following ways:

2 mana: The circle gains +1 Resilience, +5 Health.

1 round: The spell becomes attuned to a specific kind of damage type. Choose one from the following – Fire, Cold, Lightning, Death, Energy, Normal, Ranged. The circle can ignore that type of attack. You may choose a maximum of one damage type or one monster.

1 round: The spell becomes attuned to a specific type of creature. Choose one from the following – Humanoid, Animals, Undead, Dragon, Demonic, Psychic, Wizard.

ARCANA

[SPELLS: LIGHT

BONUS: ARCANE DUELLIST

ENCHANTMENTS: CIRCLE OF

PROTECTION.]

The circle has +10 Resilience against such creatures.

You may choose a maximum of one damage type or one monster.

3 mana: The circle lasts an additional day.

The Pathways of the Mind

The human mind is a powerful thing. It can play host to the strangest visions, nurture the weirdest compulsions and also pick up a man and fling him through a window. The latter of these possibilities is the purview of the following list of skill trees.

Psychic Awakening

3 Skill Points

The character has awoken to the greater truths of the universe. The character gains the class statistic "Psi", with a current and maximum value equal to $((INT+WIL)/2)$. All psychic abilities drain a certain number of current Psi points. At the end of the day, the character regains 3 Psi points. A character may not have more Psi points than they do maximum Psi. The following check can be made:

(WIL), 1 Psi: The character may levitate for 2d3 rounds. While levitating, the character is immune to falling damage. If the character takes damage, they must pass a WIL check or this ability will be interrupted.

Additional Ranks

7 Skill Points

Choose one:

"The character gains an additional 5 Psi points"

"The character gains 3 additional Psi points at the end of each day"

"The character has +1 WIL while levitating"

Immovable Shield

4 Skill Points

Requires Psychic Awakening

The character projects a bubble of energy around themselves or an object within 50m of themselves. The following check can be made:

(WIL), 2 Psi: Creates a barrier around the target. The barrier has Health equal to half the WIL of the character, and Resilience equal to a half of its Health, rounding down in both cases. Any damage that would normally be done to the target of this ability is done to

the barrier. After d3 rounds, the barrier disperses if it has not already been reduced to 0 Health.

Additional Ranks

3 Skill Points

Choose One:

"The Barrier lasts an additional round."

"The Immovable Shield gains an additional point of Resilience if the character is Levitating when they use this ability."

Surveillance

3 Skill Points

Requires Psychic Awakening

The character can visualise the area surrounding them by opening their mind to the world around them. The following check can be made:

(WIL-5), 3 Psi: The character becomes aware of the topography of the area surrounding them, including all secret doors and traps. This will not reveal stealth-using characters.

Additional Ranks

3 Skill Points

Choose one:

"The character gains +2 to WIL while using this ability"

"If the character is levitating, this ability will reveal all Stealth-using characters if successful"

Confusion

3 Skill Points

Requires Psychic Awakening

The character is adept at darting about the edges of a person's mind and tweaking their perceptions ever so slightly. Perhaps the character now sees everyone as

[PSYCHIC AWAKENING,
IMMOVABLE SHIELD,
SURVEILLANCE, CONFUSION,
ETHER JAUNT, PSYCHIC BATTLE,
SUPREME WILL]

gigantic talking pieces of meat, perhaps the colours are inverted or perhaps they discover a completely new shape to the left of their field of vision. Regardless, they are now very much useless in a fight. The following check can be made:

(WIL vs. WIL), 3 Psi: The target of this ability becomes stunned for d3 rounds.

Additional Ranks

3 Skill Points

Choose One:

“Characters stunned using this ability have an additional -1 WIL for the duration of the effect.”

“This ability lasts an additional 2 rounds if the character is levitating when they use this ability”

Ether Jaunt

3 Skill Points

Requires Psychic Awakening (2 Ranks)

The character’s body is capable of going on a brief holiday to the Etherium, returning moments later several metres away. The following check can be made:

(WIL), 4 Psi: The character disappears and reappears up to 10m away. This can be used to pass through walls, avoid fires, negate falling damage (momentum is not maintained), and facilitate combat. If the character appears within melee distance of another character, they may make a simultaneous melee attack against each other.

Additional Ranks

3 Skill Points

Choose One:

“The character may reappear an additional 10m away.”

“If the character was levitating when they disappeared, they deal 10 points of Normal damage to all characters within melee range when they reappear”

Psychic Battle

3 Skill Points

Requires Psychic Awakening (2 Ranks)

The character can engage in a titanic battle of the minds with other living beings. The following check can be made:

(WIL vs. WIL), 4 Psi: The loser of this opposed roll loses 1 Health. Alternatively, the winner may force them to lose 2d6 Psi. This is only effective if the loser has a brain or organic thinking organ.

Additional Ranks

3 Skill Points

Choose one:

“The loser of the opposed roll loses an additional point of Health if the character is levitating.”

“Add +1 to WIL while taking this check if the character is levitating.”

“If the target of this ability has Psi points, the loser of the opposed roll loses an additional 3 Psi”

Supreme Will

3 Skill Points

Requires Psychic Awakening (3 Ranks)

The character is powerful enough to ignore the otherwise immutable power of dice. Whenever the character fails a WIL check, they may spend a Psi point to reduce the result of the dice roll by one. This can be repeated until the dice result is changed from a failure to success, but it will never allow a critical success. Whenever the character critically fails a WIL check, they may spend 3 Psi points to reduce the result of the dice by one – this effect cannot be repeated but will stop the character’s brains from bursting out through their nose.

Stigma

***Caution:** The Forbidden Way consists of such useful and versatile abilities as Telekinesis, ways of protecting the average psychic from melee combat and playfully marking an enemy with a gigantic bullseye. It also allows the character to siphon the vital essences of another character to fuel their own abilities, force a man to kill his loved ones, displace the soul, and melt brains. The further down the path you go, the harder it is to come back.*

Stigma is a class statistic generated by exceptionally powerful abilities that tend towards the “Evil” side of the scale. All abilities that generate Stigma cause the character to lose a Luck point each time they are used. When the character has 0 Luck, the character replaces their Luck statistic with the Stigma statistic, which begins with a value of one.

Characters with Stigma will find it hard to gain employment, make friends or take part in the commerce of the market place, because other characters will alternate between feeling uneasy around them and feeling that their existence is a stain upon the universe.

A character with Stigma may choose to gain an extra point of Stigma in order to gain +5 to their next roll, regain 1 Health instantly or deal an extra 10 points damage during their attack.

A character with Stigma cannot receive magical healing.

If the character reaches 30 Stigma or has a critical failure while using an ability that generates Stigma, they contract Soulscur. Soulscur causes the character to lose a point of Health each day. First Aid on the character becomes impossible after three days. If the character's health reaches zero while under the effects of Soulscur, their body is destroyed.

A character that has Stigma may hear of the horrors of Soulscur and choose to turn from the path of evil and seek some other way of making a living. The character can simply swear off using their forbidden abilities, but

[**FORBIDDEN WAY**, TELEKINESIS, MISDIRECTION, NEMESIS, DOMINATION, POSSESSION, NIGHTMARE MASK, LOBOTOMISE, SPECTRE.]

to rid themselves of the Stigma class ability they must receive an Atonement spell.

(Draft: the character will receive d6 Luck points and cannot use Stigma abilities without losing all of their luck points and gaining 10 Stigma).

Forbidden Way

2 Skill Points

The character has awoken to the greater truths of the universe. The character gains the class statistic “Psi”, with a current and maximum value equal to $((INT+WIL)/2)$. All psychic abilities drain a certain number of current Psi points. At the end of the day, the character regains 2 Psi points. A character may not have more Psi points than they do maximum Psi. The following check can be made:

(WIL vs. Luck): The target of this ability loses 3 Luck points temporarily (they are restored at the end of the day, provided the character does not lose Luck points of their own volition before then). The character gains 3 Psi points and loses 1 Luck point temporarily. Using this ability three times in a day causes the loss of luck to be permanent.

Telekinesis

3 Skill Points

Requires Forbidden Way

The character can pick up an object or person using only the power of their minds. They are limited to moving $(WIL \times 10kg)$ at a time in this way. The following check can be made:

(WIL), 3 PSI: The target of this ability is moved 10m in any direction. Falling damage from this ability is equal to four points of damage per 10m fallen or thrown.

Additional Ranks

3 Skill Points

The target of this ability can be moved an additional 10m in any direction.

Misdirection

3 Skill Points

Requires Forbidden Way

The character can redirect another person's anger on to an ally. The following check can be made:

(WIL), 4 Psi: The target of this ability directs their next two attacks against a chosen target who must be an ally of the character (but does not have to give their permission for this spell to be used on them).

Nemesis

3 Skill Points

Requires Forbidden Way

The character can mark an opponent with a gigantic, playful bullseye. The bullseyes garish colouring is such that all who see it feel subconscious hatred for that character. The following check can be made:

(WIL), 4 Psi: Whenever a character makes a ranged attack into a melee that ends up striking another character by accident, the target of this ability is the person who gets hit. Whenever a character makes a melee attack that misses, there is a 50% chance that they will hit the target of this ability instead if they are in range.

Domination

3 Skill Points

Requires Forbidden Way

This ability generates Stigma.

The character can control the actions of anyone in close proximity to them. The following check can be made against any character that currently has free will:

(WIL vs. WIL), 5 Psi: The target of this ability is forced to obey the character for one round. If the character's orders includes self-harm, they may make a WIL check

at +10 to resist. If this ability includes killing someone they love (not necessarily a party member) they may make a WIL check at +5 to resist. Otherwise, the target gains -2 DEX and -2 WIL until the round is up or the character's commands are fulfilled. The target does not have any memories of the events and any actions that would cause them to lose Luck cause the character to lose Luck instead. Only one person may be dominated at a time. Failure presents the target from being Dominated for a day and gives the character d3 points of Stigma.

Additional Ranks

5 Skill Points

Choose one:

"The effects of this ability last an additional round"

"The character may Dominate an extra person"

Possession

3 Skill Points

Requires Domination.

This ability generates Stigma.

The character can enact a more lengthy control over their prey. The following check can be made against any character that currently has free will:

(WIL vs. WIL), 7 Psi: The target of this ability gains -2DEX and -2WIL for the duration of this effect. The target of this ability must obey the character's every command for a week and a day. They will have only dull memories of this period. If the character's orders includes self-harm, they may make a WIL check at +10 to resist. If this ability includes killing someone they love (not necessarily a party member) they may make a WIL check at +5 to resist. Instead of maintaining direct control over the target, the character may give them a single task, which they will work tirelessly to fulfil, using all of their available resources. Any actions that would cause the target to lose Luck cause the character to lose Luck instead. Only one person may be Possessed at a time. Failure prevents the target from being possessed for another week and gives the character d3 points of Stigma.

Nightmare Mask

3 Skill Points

Requires Domination.

This ability generates 1 Stigma when bought.

The character's countenance is terrifying to behold! Anyone within melee range of the character will recoil in horror even as they strike at them, gaining -2 to all rolls to hit, and -2 WIL when making opposed rolls against the character.

Additional Ranks

4 Skill Points

Choose One:

"Anyone within melee range of the character suffers an additional -1 WIL penalty when making opposed rolls against the character"

"This effect carries over to any alternate form the character may take, such as the Energy Wraith"

Lobotomise

3 Skill Points

Requires Nightmare Mask.

This ability generates Stigma.

The character can fry the weak and puny minds of the cretins who surround him. The following check can be made against any target with a brain to fry within melee range:

(WIL vs. WIL), 8 Psi: The target of this ability suffers a massive stroke, losing half of their health instantly and slipping into a coma. Failure causes the character to become stunned for d3 rounds and generate the same number of Stigma points.

Additional Ranks

4 Skill Points

The character gains +1 WIL when making this check.

Spectre

3 Skill Points

Requires Nightmare Mask.

This ability generates Stigma.

The character can slip outside their body, be it to explore, escape or fight. The following check can be made:

(WIL): The character becomes an energy wraith with STR/CON/DEX of 1 for one day. The character has 1 Health in this form but can only be harmed by magic or psychic abilities. The character has Stealth 20 while using this ability.

Characters who are able to perceive the Etherium or who detect the character can see only a shadowy version of the character's body.

The character's body is not harmed by this ability, but must be left in a safe place as it is incapable of action and appears to be in a coma while the ability persists.

Returning to the body requires the wraith be within touching range of the body and make a successful WIL check, at which point the character returns to their body and the body loses its comatose status.

Damage to the body ends this effect and gives the character two points of Stigma. Destroying the energy wraith form ends this effect and sends the character into a coma as well as giving them two points of Stigma.

Additional Ranks

4 Skill Points

Choose One:

"The energy wraith form has +1 Resilience"

"The energy wraith form lasts an additional day"

"The energy wraith form may travel an additional 1km away from the body"

The Cascade Effect

The character utilises their most powerful emotions and deepest subconscious when tapping their psychic energy, allowing them to channel far more Psi than they would otherwise be able to do. This comes with its own hidden drawbacks – tapping into the Cascade of the mind generates an uncontrollable surge of energy that cannot be contained forever. In areas where psychic warfare is prevalent, Cascade-using mentalists are the equivalent of nuclear weapons. Each side stockpiles their own supply but never uses them, saving them for mutually assured destruction scenarios.

Cascade Powers all generate a number of Cascade points. Whenever a character uses an ability that generates Cascade points, roll a d20. If the result is less than the total number of Cascade points attached to any character within 50m, all cascade points within 1km explode, causing their owners to lose that much Health and resetting all Cascade points in the area to 0. If the result is above the individual Cascade values of every single character, nothing happens.

Cascade points disperse at a rate of one point per week.

Cascade: Neural Flood

1 Skill Point

Requires Psychic Awakening

(This ability generates Cascade points).

The character can perform the following action at will:

1 PSI, Gain 1 Cascade: Gain 3 PSI.

Cascade: Stacked Odds

1 Skill Point

Requires Cascade: Neural Flood

(This ability generates Cascade points)

The character can perform the following action at will:

1 PSI, Gain 1 Cascade: Gain 3 Temporary luck points.

These last for one day.

[CASCADE: NEURAL FLOOD,
CASCADE: STACKED ODDS,
CASCADE: IMMUNITY, CASCADE:
KRAK-THOOM!, CASCADE: VETO
REALITY]

Cascade: Immunity

1 Skill Point

Requires Cascade: Neural Flood

(This ability generates Cascade points)

The character can perform the following action at will once per turn:

1 PSI, Gain 3 Cascade: The target of this ability is immune to all damage and all effects except for the Cascade effect.

Cascade: Krak-thoom!

1 Skill Point

Requires Cascade: Neural Flood

(This ability generates Cascade points)

The character can perform the following action at will once per turn:

1 PSI, Gain 3 Cascade: The target of this ability takes damage equal to the character's Cascade value. The target may copy this ability by gaining 3 Cascade.

Cascade: Veto Reality

3 Skill Points

Requires Cascade: Neural Flood

(This ability generates Cascade points)

The character can perform the following action at will once per turn:

1 PSI, Gain 5 Cascade: The character has a 50% chance of cancelling one action per round of their choice.

Piety

Are your stigma-crazed allies getting you down? Is the sight of sociopaths joyfully mowing through innocents causing you to grit your teeth? Feeling just a little bit holier-than-thou today? As long as you can back up your sense of superiority, Piety is the answer to all your problems, baby!

Holiness

4 Skill Points

Requires Luck 12+

The character is holier than other characters around him who perhaps aren't paying as much attention to their Luck totals, and uh, might find themselves in trouble later on down the track, when said other characters end up in, well, no sense beating about the bush – burning in the fiery pits of hell. There. It's been said.

Dogma

The character must choose at least one specific deity to follow and is unable to claim any form of atheism without instantly losing access to this skill.

Faithful

The character gains the Faithful class statistic. Faithful has no numeric value.

Divine Attack

Once per day, the character may add their Luck total to the damage done by their melee attacks. The attack has no effect if the target of this effect is Faithful.

Bless

2 Skill Points

Requires Holiness

The character's constant complaining about the failings of others has attracted the ire of their deity and many of their party members: why not do something about it? The character can make the following check once per day per character with greater than 8 Luck:

(Luck): The target of this ability becomes Faithful for the rest of the day.

[HOLINESS, BLESS, HEALING,
PROTECTION, EPIPHANY,
ATONEMENT, SMITING,
BREACHING, JUDGMENT, RITUAL:
RESURRECTION.]

Healing

2 Skill Points

Requires Holiness

The character's constant attention to their own spiritual superiority has attracted the attention of their respective Deity, who wants them to pay attention to helping other people now. The character gains Healing 5. The following check can be made once per day per character with greater than 8 Luck:

(Healing): The target of this ability gains d3 Temporary Health instantly. At the end of the day, they receive 2 Health. Faithful targets double the effects of this ability (2d3 Temporary Health instantly, 4 Health at the end of the day)

Additional Ranks

1 Skill Points

The character gains Healing + 1.

Protection

3 Skill Points

Requires Healing

The character has developed a sense of nurturing towards other people in their immediate environment, rather than condescension. The following check can be made for any once per day per character with greater than 8 Luck:

(Luck): The target of this ability gains +1 Resilience for one day. Faithful targets can +2 Resilience for one day instead.

Additional Ranks

3 Skill Points

The target of this ability gains +1 Resilience.

Epiphany

3 Skill Points

Requires Holiness

The character's deepening understanding of the mystery of divine power has reached the point of true wisdom.

The character may use each of their prayers an additional time per day.

Additional Ranks

5 Skill Points

The character may use each of their prayers an additional time per day.

Atonement

3 Skill Points

Requires Holiness

The character has been empowered by their deity to forgive the sins of others.

(The target of this ability must ask for the Atonement): The target of this ability loses all of their Stigma points instantly and loses that much of their current Health as well. The target's Luck total is set to 8. A character who has received Atonement may not make use of their Stigma-causing abilities without instantly losing all of their Luck points.

Smiting

3 Skill Points

Requires Holiness

The character can anoint a weapon with a sacred charge.

The character may anoint one weapon per day. Let it be known that if the wielder commits any actions that would result in loss of luck, the character who anointed the weapon loses an equal number of Luck points.

An anointed weapon deals +d10 damage. Faithful characters may choose to have this effect be "+8" damage instead.

Breaching

3 Skill Points

Requires Smiting

The character knows that the arm of their deity can overcome any obstacle. The character gains a Breaching skill of 5. The following check can be made:

(Breaching): Dispels all magical effects on the target. Faithful targets may choose which effects are removed.

Additional Ranks

1 Skill Points

The character gains Breaching +1.

Judgment

3 Skill Points

Requires Breaching.

The character has been empowered by their deity to bring death to all who defile the natural order, channelling righteous fury through their own frail mortal shell and into the soul of the unbeliever. This ability is freely granted to all, but rarely used by any but the purest of heart. The character can make the following check:

(WIL): Unleashes final judgment on a character with Stigma. The target of this ability loses 1 point of Health for every point of Stigma they have, and then loses all their Stigma and access to Stigma abilities for d3 days. The character loses (18 – Luck) Health points.

Ritual: Resurrection

6 Skill Points

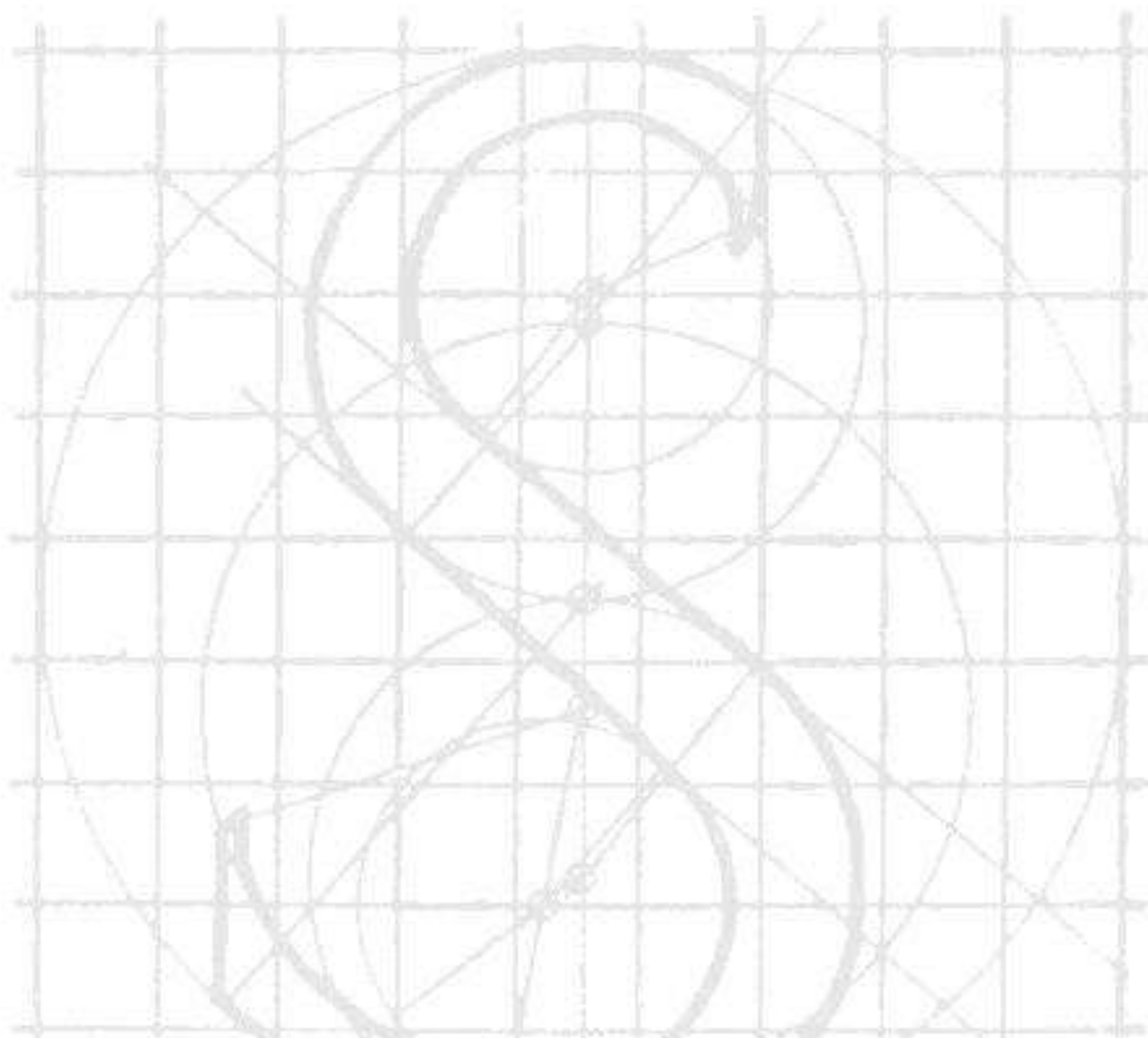
Requires Healing

The character has received permission from their deity to cross the boundaries of life and death and restore the lost souls to their bodies.

This ritual takes seven days to complete. It requires the body of the deceased and one of the items that they treasured in life. The body must be prepared for the ritual through use of the Surgery skill and cannot sustain damage or be moved during the ritual. At the

end of the seven days, the body returns to life, and the treasured item is destroyed.

Rituals are more properly described in the Wizardly Ways section of this rulebook.



Trades

Not everyone is focused on killing things. For example, some people are really bad at it. Others are interested in killing things, but only as a diversion from their true passion: making things to kill people with. This skill tree covers skills directly related to the purpose of making things that can be used in the pursuit of killing people.

NPCs will generally have access to these abilities as well. They tend to charge outsiders (such as unruly player characters) an additional 50% of the gp cost, and the character is unable to make use of the skill point spending option.

Weaponsmith

1 Skill Point

The character can create weapons of war (1H or 2H Swords, Axes, Maces, Polearms).

Creating a weapon takes three days, and has the following costs:

For every 10gp that the weapon would cost to buy outright, the character must spend either 5gp or 1 Skill Point.

If the character would like to modify a weapon that has no modifications, they must pay 20gp or 2 Skill Points.

An already modified weapon costs 40gp or 4 Skill Points. The modification is chosen at random (roll a d6 to determine the modification table used, and a d20 to determine which modification is added).

The character can master-craft a weapon, adding +5 to its damage for 5gp.

If the character would like to add a specific modification to a new weapon or an existing weapon, the character must pay 40gp or 4 Skill points.

If the character would like to remove a modification from a weapon, the cost is 20gp or 2 Skill Points.

If the character would like to create a weapon that has no basis in the rules, the item will take 7 days to make and has a base cost of 50gp or five skill points. A 1H

[WEAPONSMITH, ARMOURSMITH,
GUNSMITH, BOWYER.]

weapon has a base damage of 1d10+10, a 2H weapon has a base damage of 1d10+30. The item costs an additional 10gp/1 Skill point for every five points of damage it does, 10gp/1 Skill point for every d10 it does when rolling for damage, 20gp/2 Skill points for every damage type it is capable of doing, and may have a maximum of a single "once per day" ability, which costs 50gp/5 Skill points (Common sense is advisable - instant death to a specific target is ok. Instant death to a battlefield is not. Instant death to a planet is right out). The weapon may cost -40gp or -4 Skill Points if the character adds a penalty to the weapon. This weapon can be modified after creation as normal. For -40 gp or -4 Skill Points, The weapon's type is "Exotic", which is bought like any other Weapon Skill under the combat training heading.

Armoursmith

1 Skill Point

The character can create suits of armour.

Creating a piece of armour takes three days and has the following costs:

For every 10gp that the armour would cost to buy outright, the character must spend either 5gp or 1 Skill point.

If the character would like to modify a piece of armour that has no modifications, they must pay 20gp or 2 Skill Points. Already modified armour costs 40gp or 4 Skill Points. The modification is chosen at random (roll a d6 to determine the modification table used and a d20 to determine which modification is added).

The character can master-craft a piece of armour, adding +1 to Armour for 5gp. The character can also reduce the MAG or DEX penalties a piece of armour imposes, at a rate of 10gp per one point negated.

If the character would like to add a specific modification to new armour or an existing piece of armour, the character must pay 40gp or 4 Skill points.

If the character would like to remove a modification from a piece of armour, the cost is 20gp or 2 Skill Points.

If the character would like to create a piece of armour with no basis in the rules, the items will take 7 days to make and has a base cost of 50gp or five skill points. The item costs an additional 10gp/1 Skill point for every two points of armour it provides, 20gp/2 Skill points for every 1 point of Resilience it provides, 10gp/1 Skill Point for every prime statistic it provides a +1 bonus to (maximum +5) and -10gp/-1 Skill Point for every prime statistic it provides a -1 penalty to (maximum -10). The armour may have a maximum of a single "once per day" ability, which costs 50gp/5 Skill points (this skill must be primarily defensive in nature and is limited to a maximum of three rounds in duration). The weapon may cost -40gp or -4 Skill Points if the character adds a penalty to the armour. This armour can be modified after creation as normal.

Gunsmith

1 Skill Point

The character can create guns.

Creating a Gun takes three days and has the following costs:

For every 10gp that the Gun would cost to buy outright, the character must spend either 5gp or 1 Skill point.

The character can master-craft a gun, adding +5 to damage for 5gp. The character can also add a scope to a gun for 10gp, increasing the Guns skill of the character using it by +1. Scopes can be refined with repeated applications of this ability.

<Modifications don't apply to Guns.>

If the character would like to create a gun with no basis in the rules, the item will take 3 days to make and has a base cost of 50gp or five skill points. A 1H gun will deal 2d10+25 Ranged damage and have a magazine of 6, a 2H gun will deal 2d10+40 Ranged damage and have a magazine of 3, a 2H Big Gun will deal 2d10+60 Ranged damage and have a magazine of 1. For 10gp/1 Skill

point, the gun will deal +7 points of damage. For 20gp/2 Skill points, the gun will gain an additional magazine. For 30gp/3 Skill points, the gun can fire bullets at such speed that they catch fire en route to the target, allowing them to deal Fire damage.

Bowyer

1 Skill Point

The character can create bows and crossbows.

Creating a bow or crossbow takes three days and has the following costs:

For every 10gp that the Bow/Crossbow would cost to buy outright, the character must spend either 5gp or 1 Skill point.

If the character would like to modify a bow/crossbow that has no modifications, they must pay 20gp or 2 Skill Points. An already modified bow/crossbow costs 40gp or 4 Skill Points. The modification is chosen at random (roll a d6 to determine the modification table used, and a d20 to determine which modification is added).

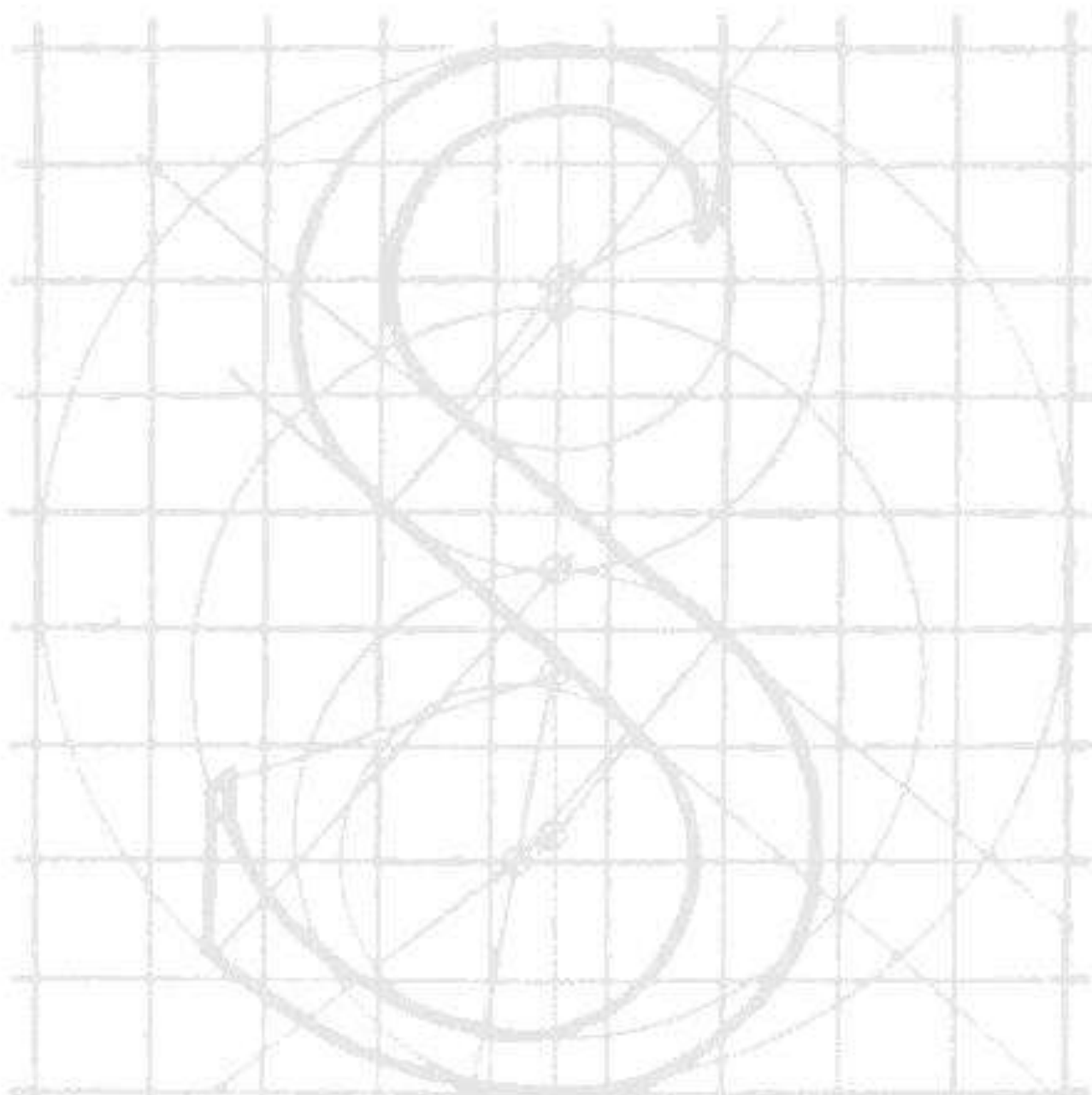
The character can master-craft a bow/crossbow, adding +5 to damage for 5gp. The character can also add a scope to a bow/crossbow for 10gp, increasing the Archery skill of the character using it by +1. Scopes can be refined with repeated applications of this ability.

If the character would like to add a specific modification to a new bow/crossbow or an existing bow/crossbow, the character must pay 40gp or 4 Skill points.

If the character would like to remove a modification from a bow/crossbow, the cost is 20gp or 2 Skill Points.

If the character would like to create a bow or crossbow with no basis in the rules, the item will take 3 days to make and has a base cost of 50gp or five skill points. A Bow will deal 2d10+35 Ranged damage, A Crossbow will deal 2d10+55 Ranged damage and have a magazine of 1. For 10gp/1 Skill point, the bow/crossbow will deal +5 points of Ranged damage. For 20gp/2 Skill points, the Bow will provide an additional point of Dexterity. For 10gp/1 Skill point, the crossbow will have an additional magazine (making it a repeater crossbow or Chu-Ko-

Nu). For 20gp/2 Skill points, you may change the damage type that the weapon does. For 50gp/5 Skill Points, the weapon can have a single “once per day” ability, as discussed by the creator of the item and the Overseer.



Battlesuit

One, a scientist heard the words “the clothes make the man” and applied it to a combat situation. This lone brainwave eventually resulted in thousands of elegantly tailored suits and jackets issued to hardened mercenaries and veterans. Sadly, during the first test in a combat situation, every test subject wearing the new suits instead of standard body armour was killed by enemy fire. Witnesses described the scene as “horrifying... but stylish”.

The Battlesuit is one of the offspring of this failed experiment: combining the protection of body armour with the ridiculous sculpted looks of Batman, Superman and Iron Man.

Battlesuits are a feat of steam-powered engineering. The device consists of numerous perpetual-motion machines and several kinaesthetic movements which are powered by the movement of the wearer. This provides the Battlesuit with a forever replenishing source of power.

Battlesuit

3 Skill Points

The character owns a stylish Battlesuit. A Battlesuit is a complete set of body armour, and thus does not stack with other types of body armour.

Battlesuits provide +2 Resilience.

BATTLESUIT,

BATTERY PACK, AUG: LAUNCHER
SABATONS, AUG: SPIDER GLOVES,
AUG: AUGUR HELM, AUG:
CLOAKING FIELD, AUG:
ATTUNEMENT DEFENDER,
WEAPON SYSTEMS,
WS:ELECTROSHOCK KATARS,
WS:PLASMAGUARD DEFENDERS,
WS:PLASMA CELLS, WS: AUTO
RELOAD DEVICE, SATELLITE CO-
ORDINATOR,
COMBAT INJECTORS,
CI:BIOMETRIC INTERFACE,
CI:EXSANGUINATOR,
CI:TRANSFUSION,]

Battery Pack

3 Skill Points

Requires Battlesuit

The character gains the “Battery” class statistic. Battery has a maximum of three charges per day and regains all charges after eight hours of non-use.

Abilities that require battery power are written in the format

“(number of battery charges): effect.”

Additional Ranks

2 Skill Points

The character’s Battery gains an additional maximum charge per day.



Aug: Launcher Sabatons

2 Skill Points

Requires Battery Pack

The character has bulky steam vents strapped to their feet which are incredibly handy when performing aerial acrobatics. This ability can be used at any time during the character's turn and does not take up an action.

1 Battery: The character is treated as though they had Athletics 20 when jumping for one round and does not take falling damage this round.

Aug: Spider Gloves

2 Skill Points

Requires Battery Pack

Developed by the later Dr. Parker, Spider Gloves consist of millions of coarse wires of less than a millimetre long fitted over a glove. These wires can be magnetically charged, briefly giving them enough tensile power to enable a full grown man to carry himself and all of his equipment along any surface. This ability can be used at any time during the character's turn and does not take up an action.

1 Battery: The character is treated as though they had Athletics 20 when climbing for three rounds.

Aug: Augur Helm

2 Skill Points

Requires Battery Pack

The Augur Helm is a scanning device based on a bat's ability to use echolocation. The user of an Augur helm maintains perfect visibility. This ability can be used at any time during the character's turn and does not take up an action.

1 Battery: The character makes a Perception check as though they had Perception 20.

Aug: Cloaking Field

2 Skill Points

Requires Battery Pack

The Battlesuit is capable of releasing a combination of steam clouds, mild hallucinogens and .

1 Battery: The character gains Stealth 20 for 3 rounds.

Aug: Attunement Defender

2 Skill Points

Requires Battery Pack

The character can program their shields to provide defence against a specific kind of damage.

1 Battery: Choose a damage type. Damage of that type does half damage for 3 rounds.

Weapon Systems

2 Skill Points

Requires Battery Pack

The character has optimised their Battlesuit for use in combat situations. The character gains a shoulder mount, which allows them to equip a pistol to a miniature turret on their armour. The pistol does not require a hand to carry and can be fired using the character's Guns skill as a normal action.

WS: Electroshock Katars

2 Skill Points

Requires Weapon Systems

The character has a number of electrical emitters strapped to their fists. These can be charged up for a devastating effect.

1 Battery: The character's next Unarmed attack deals an additional 7 damage.

WS: Plasmaguard Defender

2 Skill Points

Requires Weapon Systems

The character's wrists are equipped with the latest in defensive technology. The character may block as though they are using a shield as long as they are not using a two-handed weapon.

1 Battery: The character gains +1 Resist for 1 round.

WS: Plasma Cells

4 Skill Points

Requires Weapon Systems

The character can supercharge their weapons using their battery power once per day.

3 Battery: The character's next attack made with a gun or big gun does an additional 30 Plasma damage.

WS: Auto Reload Device

3 Skill Points

Requires Battery Pack and Weapon Systems

2 Battery: Instantly reloads an empty weapon. The character can fire with that weapon this turn.

Satellite Co-ordinator

3 Skill Points

Requires Battery Pack and Weapon Systems

The character can make use of Ioun-class Cranial Satellites. These tiny glowing stones resemble small planets, which orbit slowly around the character's head. The character may have one Satellite activated at a time. The character may choose to change which Satellite is active once per day.

Mercury: +2 Dodge*Venus:* +2 WIL*Earth:* +1 to all rolls*Mars:* +2 Weapon Skill*Jupiter:* +2 Leadership*Saturn:* +2 Resilience*Uranus:* +2 INT*Neptune:* +2 Stealth*Pluto:* +2 First Aid*Ceres:* +2 Classical Learning**Combat Injectors**

4 Skill Points

Requires Battlesuit

The character has a rack of impressive syringes positioned along his back. These can be activated at will. The loss of Temporary Health caused by use of this ability is refunded at the end of the day, unless the character drops below 0 Health, in which case they slip into an instant coma.

Onslaught: The character loses d3 Temporary Health and gains +7 Stack for 3 rounds.

Unbreakable: The character loses d3 Temporary Health and gains +7 WIL for for 3 rounds.

Speed X: The character loses d3 Temporary Health and gains +7 DEX for 3 rounds.

CI: Biometric Interface

4 Skill Points

Requires Battery Pack, Combat Injectors

The character can use their own impressive physique to power their Battlesuit temporarily.

D3 Health: The character gains Battery equal to the Health lost from this ability.

CI: Exsanguinator

4 Skill Points

Requires Combat Injectors

The character's attacks are supplemented by the Exsanguinator, a massively over-sized hypodermic needle.

Whenever an opponent in melee range of the character drops to 0 Health, the character gains 3 Health. You cannot gain more than 6 Health in this way per turn.

Additional Ranks

4 Skill Points

The character may gain an additional 3 Health using Exsanguinator each turn.



CI: Transfusion

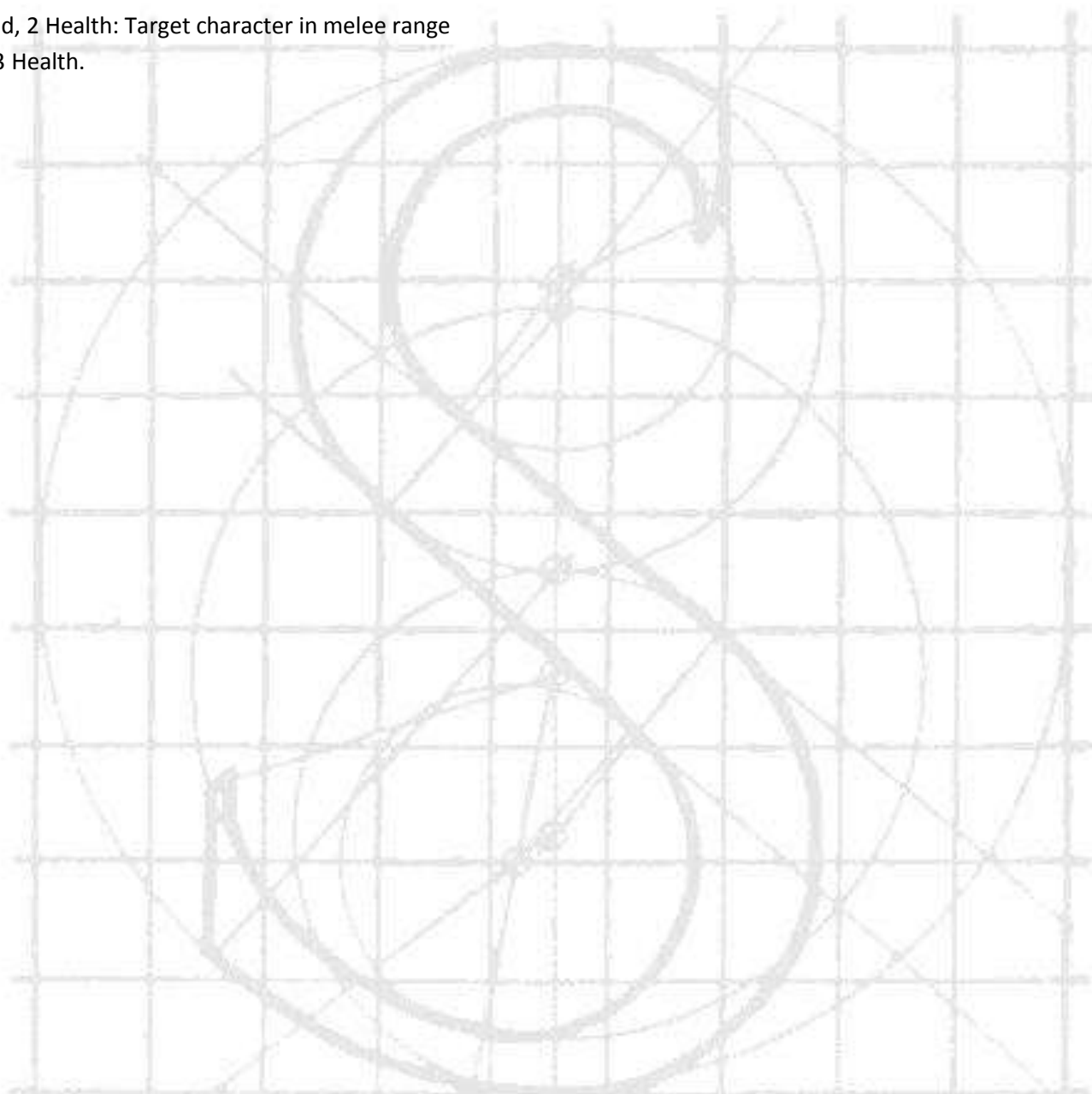
4 Skill Points

Requires Exsanguinator

The character can use the Exsanguinator defensively.

The following ability can be used twice per day:

1 round, 2 Health: Target character in melee range gains 3 Health.



Mechanowalker

Did you think a Battlesuit was as ridiculously high-tech as things got around here? Nay, I say unto thee! NAY! A Mechanowalker is a bipedal tank weighing a few hundred kilograms. It is vaguely humanoid, but the arms are usually replaced by massive cannons.

Pilot Training

3 Skill Points

The character is familiar with the concept of vehicles and has received training in several different control schemas. The character gains Pilot 5. The character can make a Pilot check to activate or deactivate a vehicle, or navigate the vehicle through difficult terrain.

Piloting covers: Negotiating difficult terrain, performing complex acrobatic manoeuvres, escaping the hull of a destroyed machine and performing repair work.

Additional Ranks

1 Skill Point

The character gains Pilot + 1.

Mechanowalker

5 Skill Points

The character is ensconced in a Mechanowalker. A Mechanowalker is a full suit of armour, and cannot be worn with any item except a Battlesuit. Exiting or Entering the Mechanowalker requires a round to detach all the fancy cables and wiring that connect to the Pilot's brain. The character must detach the cables while sleeping even if they do not leave the safety of the Mechanowalker.

A Mechanowalker provides STR +5, Resilience +5 and Health +5 as long as it is being worn.

A character in a Mechanowalker may not use Stealth, Pickpocket, Burglary or Backstab.. Mechanowalkers start at 10m tall and go up from there – stealth is not really an option.

Overseer's Note: A Pilot cannot be killed for their Mechanowalker – Mechanowalkers are keyed to the

[PILOT TRAINING,
MECHANOWALKER, CRUSH
GAUNTLETS, LEAD-LINED
COMPARTMENT, SHOULDER
CANNON, STABILISERS, MISSILE
HELL, ROCKET JUMPER,
PLASMAGUARD WARDEN,
MEGASWORD, CANNON RUNNING
ROBOMONKEY,
THE SURGEON LASER CANNON.]

Pilot's exact genetic and psychic sequence. When the Pilot dies, the Mechanowalker becomes inert. A Pilot may make a gift of their Mechanowalker to another person, if that person is not a character being played by one of the players.

Crush Gauntlets

2 Skill Points

Requires Mechanowalker

The character gains twice their Stack Bonus when fighting unarmed in their Mechanowalker.

Lead-lined Compartment

2 Skill Points

Requires Mechanowalker

The cockpit of the mechanowalker is lined with lead, providing protection against psychic abilities. Hostile psychic abilities have a 50% chance of being absorbed by the compartment.

Shoulder Cannon

2 Skill Points

Requires Mechanowalker

The Mechanowalker has a shoulder mount equipped, which allows them to equip any gun to a miniature turret on their armour. The gun does not require a hand to carry and can be fired using the character's Guns skill as a normal action.

Stabilisers

2 Skill Points

Requires Shoulder Cannon

The character may carry a Big Gun in their Shoulder Cannon, in addition to a Big Gun in each hand.

Missile Hell

4 Skill Points

Requires Stabilisers

Once per day, the Mechanowalker can fire all weapons attached to it at a single target in one turn. The Pilot is instantly stunned for three rounds after using Missile Hell.

Additional Ranks

2 Skill Points

The Pilot is stunned for one less round after using Missile Hell.

Rocket Jumper

2 Skill Points

Requires Mechanowalker

The Mechanowalker can launch itself into the air, gaining flight for a total of 9 rounds per day, moving in three dimensions. They ignore the need for all Athletics checks, and can only be engaged in melee if they are attacked by another flying character or have made a melee attack this round.

Additional Ranks

2 Skill Points

The Mechanowalker can fly for an additional 3 rounds per day.

Plasmaguard Warden

2 Skill Points

Requires Mechanowalker

The Mechanowalker can emit a field that extends for 10m beyond its shell in every direction for a total of 2 rounds per day. Any damage done to a target in this area is halved before dividing by resilience.

Additional Ranks

2 Skill Points

The field can be used for an additional 1 round per day.

Megasword

4 Skill Points

Requires Mechanowalker

For the Mechanowalker who believes that just because you're five times the size of the other guys doesn't mean you can't hit them with a stick. The Mechanowalker can emit a powerful plasma beam from its left and right fist once per day. The resultant Megasword lasts for five rounds and adds (2x Stack) Plasma damage to the character's melee attacks. Regardless of its name, the Megasword can be used as any weapon or as an unarmed attack.

Cannon Running RoboMonkey

4 Skill Points

Requires Shoulder Cannon

The character takes one round to reload Big Guns, instead of the normal two.

The Sturgeon Laser Cannon

6 Skill Points

Requires Mechanowalker

The character acquires a Sturgeon Laser Cannon, which is instantly attached to the right or left arm of their Mechanowalker or to a Shoulder Mount if the Mechanowalker has one. The Sturgeon does not require ammunition but takes one round to reload after every shot.

The Sturgeon is a Big Gun which deals 5d10+55 Lightning damage to its target on a successful hit.

Item List

A character may carry any number of items up to their Strength value.

The character cannot carry an individual item may weigh more than the character's Strength x 10kg.

Characters are assumed to have a magical sheet of paper somewhere on their bodies that records which items they are carrying. Stowing an item in-hand and readying a new one takes an action. Despite this, only small items count as being concealed. If you want to 'conceal a bastard sword under your cloak', you have to be able to demonstrate the technique you're planning on using to do such a thing in real life. The character can only carry one item in each hand, but may wear armour such as gloves and gauntlets regardless of what they're carrying in their hands.

Items are listed using the following convention:

Name of Item

Selling Value/Buying Value (Selling Value is usually 25% of the Buying Value)

Location (Head, Torso, Arms, Hands, Waist, Legs, Feet, Back, Neck, Finger)

Class (Sword, Axe, Mace, Staff, Spear, Bow, Crossbow, Gun, Big Gun, 1H, 2H, Tank, etc.)

Effects (bonuses to statistics, bonuses to skills, special uses etc)

As with the majority of Superliga, this list is by no means complete. Other items exist. Most of these items top out at a certain power level. The list can be expanded on as necessary.

Armour X

Armour is a statistic unique to items. Armour reduces the amount of damage to the character before dividing by resilience by a number. Armour 1 means it reduces damage done to the character by 1 before dividing the remaining damage by resilience. Armour 2 subtracts 2 points of damage. Armour 5 subtracts 5 damage and so on.

Statistic Bonuses

Some items provide a bonus to primary statistics.

These statistic bonuses are handy in and of themselves – a DEX bonus, for example, influences where you appear on the combat order, while a MAG bonus makes it easier for a character with Wizard's Path to cast spells.

Bonuses derived from items do not influence your secondary statistics, nor class statistics that are derived from your primary statistics.

The alternative to this is a hideous alternate universe where loot is met with groans of hatred as the players struggle to calculate just how much effect a single additional point of Strength will have on their life.

The Economy

In D&D, especially, you will find that the top tier of items are worth a few hundred thousand gold as a 'hypothetical value'. In an effort to curb this sort of rampant inflation, the more powerful items in this game top out at a mere couple of thousand. That's because we (it's just me) here at Superliga HQ (I don't even have a house of my own, let alone office space) believe that we know the value of a gold piece (four of them can buy a dagger!)

As a corollary to this, the Overseer is not being stingy when they pass out a single gold piece to each member of the party. Party members should not be surprised when the king offers 100gp for the rescue of his daughter. He's not being cheap; he's offering a valid reward.

Just Starting Out – a handy list

Characters should start out with:

Some Clothes

1 / 4 gp

Torso and Legs

Clothing (can be worn under armour with no ill-effects)

Clothes are a necessary item for engaging in social interactions in civilised regions.

A Good Sturdy Pair of Boots

1 / 4 gp

Feet

Armour

Boots can protect a character from stubbing their toes or hurting their feet on the exposed bones of their fallen enemies.

A Lantern

1 / 4 gp

Hands

Miscellaneous

When lit, lanterns are useful for illuminating an area, providing +1 to Perception for all characters in 20m. Characters holding a Lantern can't Stealth.

Flint and Tinder

1 / 4 gp

Item

Miscellaneous

Flint and Tinder can be used to light a fire. The uses for such a device are *astounding*.

20m of Rope

1 / 4 gp

Item

Miscellaneous

This is made from woven hemp fibres. It's fairly durable and you can make it do cool things with a little imagination*.

Knife

2 / 8 gp

1 Handed Dagger

Dagger

The knife is not really meant for combat, but try telling that to a player. 1d10+2 Normal damage if the character decides to shank some goats.

15m pole

1 / 4 gp

2 Handed Staff

Staff

This is a wooden pole. Holding it makes you look mysterious and elderly in some lights. It can be used for a variety of purposes. 1d10+5 Normal damage.

A Cloak

1 / 4 gp

Back

Armour

A swish looking cloak. You bought it as a youngster when you thought cloaks were the height of cool. It provides limited protection from the elements.

A small useless item of the character's choice.

4 / 16 gp

Item

Miscellaneous

it's small, it looks cool and you like it. So what if your friends snigger at you for holding on to it?

Life Savings

2d10+10 gp

*Imagination is a class statistic covered in an upcoming supplement. Characters who do not have access to this supplement should take a penalty to all rolls when using the rope with imagination.
(That's a lie.)

Armoury

All armour is assigned a location on the body to which it must be attached in order to have any effect. Only one piece of armour may be worn on each body part. Despite this, the benefits granted from armour affect the entire body.

Headgear

Crystal Circlet

2 / 8gp

Head

Armour

Crystal Circlet provides +1 WIL.

Leather Cap

2 / 8 gp

Head

Armour

A Leather cap provides Armour 1.

Bronze Skullcap

3 / 12 gp

Head

Armour

A Bronze Skullcap provides Armour 2.

Iron Helmet

3 / 12 gp

Head

Armour

An Iron Helmet provides Armour 5.

Steel Full-helmet

6 / 24 gp

Head

Armour

A Steel Full-helmet provides Armour 9.

Steel Full-helmets reduce Perception by 2.

Chest Pieces

Embroidered Jacket

1 / 4 gp

Torso

Armour

An Embroidered Jacket provides Armour 1.

Bitchin' Leather Jacket

2 / 8 gp

Torso

Armour

A Bitchin' Leather Jacket looks hella cool. You gain + 1 WIL on rolls to avoid the effects of panicking.

Leather Jerkin

3 / 12 gp

Torso

Armour

A Leather Jerkin provides Armour 3.

Leather Jerkins provides -2 MAG.

Chain Shirt

5 / 20 gp

Torso

Armour

A Chain Shirt provides Armour 6.

Chain Mail provides -3 MAG.

Banded Mail

7 / 28 gp

Torso

Armour

A suit of banded mail provides Armour 9.

Banded Mail provides -9 MAG and -2 DEX.

Plate Mail

10 / 40 gp

Torso

Armour

A suit of plate mail provides Armour 12.

Plate Mail provides -12 MAG and -5 DEX.

Bracers

Silk Cuffs

1 / 4 gp

Arms

Armour

Silk Cuffs provide Armour 1.

Silk Cuffs provide +1 MAG.

Archer's Brace

1 / 4 gp

Arms

Armour

Archer's Brace provides Armour 1.

The character gains +1 to rolls when attacking with a Bow or Crossbow.

Mail Wristguards

4 / 16gp

Arms

Armour

Mail Wristguards provide Armour 3.

The character gains +1 to rolls when Blocking attacks.

Mail Wristguards provide -3 MAG.

Plated Armguard

6 / 24gp

Arms

Armour

Plated Armguards provide Armour 7.

The character gains +3 to rolls when Blocking attacks.

Plated Armguards provide -5 MAG, -1 DEX.

Cloaks

Warrior's Cloak

1 / 4 gp

Back

Armour

Warrior's Cloaks provide Armour 3.

Luchador Cloak

1 / 4 gp

Back

Armour

Luchador's Cloak provides +5 Unarmed.

Thief's Cloak

2 / 8 gp

Back

Armour

Thief's Cloaks provide +2 DEX.

The character gains +5 Stealth.

Arcanist's Cloak

4 / 16 gp

Back

Armour

The character gains +5 MAG.

Duellist's Cloak

4 / 16 gp

Back

Armour

Duellist's Cloaks provide +2 DEX.

The character gains +5 Stack.

Leader's Cloak

5 / 20 gp

Back

Armour

Leader's Cloaks provide Armour 1.

The character gains +3 WIL.

Belt

Green Kirtle

1 / 4 gp

Waist

Armour

The character regains a point of Health at the end of each day.

Dragon-buckle Belt

2 / 8 gp

Waist

Armour

Dragon-buckle Belts provide Armour 5 against Fire damage.

Grounding Wires

3 / 12 gp

Waist

Armour

Grounding Wires provide Armour 5 against Lightning damage.

Heavyweight Champion Prize Winner Belt

5 / 20 gp

Waist

Armour

The Heavyweight Champion Prize Winner Belt provides +5 Stack.

Pants

Denim Jeans

1 / 4 gp

Legs

Armour

Denim Jeans are pretty trendy. You gain +2 WIL.

Running Pants

1 / 4 gp

Legs

Armour

Running Pants provide +2 Athletics.

Microfibre Pants

1 / 4 gp

Legs

Armour

Microfibre Pants provide +1 Power Dice or +5 maximum Mana.

Leather Chaps

2 / 8 gp

Legs

Armour

Leather Chaps provide Armour 2.

Buttless Leather Chaps have a cost of 1 / 4 gp and negate the effect of clothing.

Mail Kilt

3 / 12 gp

Legs

Armour

Mail Kilts provide Armour 3.

Mail Kilts provide MAG – 2, DEX – 2.

Plate Cover

4 / 16 gp

Legs

Armour

Plate Covers provide Armour 5.

Plate Covers provide MAG – 5, DEX – 5.

Boots

Stylish Pumps

1 / 4 gp

Feet

Clothing

Stylish Pumps are really fashionable.

Comfy Slippers

2 / 8 gp

Feet

Armour

Comfy Slippers provide +1 MAG.

Leather Boots

2 / 8 gp

Feet

Armour

Leather Boots provide Armour 2.

Iron Spurs

2 / 8 gp

Feet

Armour Accessory

Iron Spurs can be affixed to any piece of unmodified

Armour worn on the foot.

Iron Spurs provide +2 Steed.

Mail Treads

3 / 12 gp

Feet

Armour

Mail Treads provide Armour 3.

Mail Treads provide MAG – 2, DEX – 2.

Plate Sabatons

4 / 16 gp

Feet

Armour

Plate Sabatons provide Armour 5.

Plate Covers provide MAG – 5, DEX – 5.

Gloves

Hobo Gloves

1 / 4 gp

Hands

Armour

Hobo Gloves provide + 1 DEX

Silk Gloves

2 / 8 gp

Hands

Armour

Silk Gloves provide Armour 1.

The character's damage dealing spells deal an additional 5 points of damage.

Archery Gloves

3 / 12 gp

Hands

Armour

Archery Gloves provide Armour 1.

Bows and crossbows used by the character deal an additional 5 points of damage.

Spiked Gauntlet

4 / 16 gp

Hands

Spiked Gauntlets provide Armour 2.

The character gains +7 Stack.

Plate Defender Gauntlets.

5 / 20 gp.

Hands

Armour

Plate Defender Gauntlets provide Armour 5.

The character gains – 5 MAG, -5 DEX.

Shields

(Shields require Shield Training to equip)

Buckler

2 / 8gp

1H Shield

Bucklers provide Armour 3.

Bucklers provide Block + 2.

Kite Shield

4 / 16gp

1H Shield

Kite Shields provide Armour 5.

Kite Shields provide Block + 5.

Tower Shield

8 / 32gp

1H Shield

Tower Shields provide Armour 7.

Tower Shields provide Block +7.

Energy Shield

16 / 64gp

1H Shield

Energy Shields provide Armour 10.

Energy Shields provide Resilience +1, Block +9

Ceramics

Kevlar Insert

20 / 80gp

Torso

Armour

Kevlar Inserts provide Armour 15.

Gaunt Plating

40 / 160gp

Armour Accessory

Gaunt Plating can be affixed to any unmodified piece of Armour. That item provides +20 Armour.

Arsenal

(Look, Mum, I managed to sneak a naughty word into this book!)

Swords

Short Sword

3 / 12gp
1H Sword
1d10+7 Normal Damage

Long Sword

4 / 16gp
1H sword
1d10+10 Normal Damage

Bastard Sword

6 / 24gp
1H Sword or 2H Sword
1d10 + 12 or 1d10 + 17 Normal damage
The character may switch between holding this sword one handed or holding the sword two handed at will if they are not carrying anything in their spare hand.

Zweihander

8 / 32gp
2H Sword
1d10 + 20 Normal damage

Executioner's Sword

10 / 32gp
2H Sword
This sword requires 14 STR to wield effectively.
1d10 + 20 Normal damage.
On a critical strike or head hit, this deals triple damage.

Daggers

Kris

1 / 4gp
1H Dagger
1d10+5 Normal damage

Stiletto

2 / 8gp
1H Dagger
Requires 12 DEX to wield effectively.
1d10+7 Normal Damage

Switchblade

3 / 12gp
1H Dagger
Requires 14 DEX to wield effectively.
1d10+10 Normal Damage

Assassin's Blade

8 / 32gp
1H Dagger
1d10+10 Normal Damage
1d10+25 if this attack would break stealth.

Main Gauche

10 / 40gp
1H Dagger
1d10+5 Normal Damage
This item can be carried in the left hand if the character is using a 1H weapon in their right hand. It adds five points to the damage done by the right handed weapon and the character may block as though they had a shield.

Krang the Decapitator

Is just a cool name and not the name of a dagger.

Improvements

A trained blacksmith can make the following improvements:

Poisonous (10gp) – The dagger has a 25% chance to apply a random poison effect.

Bows

Shortbow

2 / 8gp

2H Bow

A Shortbow deals 1d10+5 ranged damage.

Longbow

4 / 16gp

2H Bow

A Longbow deals 2d10+10 ranged damage.

Composite Bow

8 / 32gp

2H Bow

A Composite Bow deals 2d10+20 ranged damage.

Ammunition:

A bow does not hold any 'ammunition', per se. The arrow is nocked into the bow and then fired in a single motion.

Simple Arrows 5gp for 100.

Fletched Arrows 7gp for 50, deal +2 damage.

Trueshot Arrows 10gp for 25, deal +4 damage.

Barbed Arrows 7gp for 15, -2 to First Aid used on target (stacks up to 3 times)

Black Arrow 20gp for 1, deals +20 damage. Limit one per customer.

Flaming Arrow 10gp for 1, deals Fire damage instead of ranged damage. Limit five per customer.

Stalactite Arrow 10gp for 1, deals Cold damage instead of ranged damage. Limit five per customer.

Crossbows

Simple Crossbow

6 / 24 gp

2H Crossbow (1)

A Simple Crossbow deals 2d10+15 ranged damage.

Manraker Crossbow

10 / 40 gp

2H Crossbow (1)

A Manraker Crossbow deals 3d10+25 ranged damage.

Siege Crossbow

15 / 60 gp

2H Crossbow (3)

Requires 14 STR to use effectively.

A Siege Crossbow deals 3d10+30 ranged damage.

Siege Crossbows must be dismantled before moving.

This takes one action.

Siege Crossbows must be unpacked before firing. This takes one action.

Siege Crossbows can be mounted on a tripod, negating the STR requirement. This takes one action.

The Assassin Single-Shot Crossbow

15 / 60 gp

1H Crossbow (1)

The Assassin Single-Shot Crossbow deals 2d10+15 ranged damage. It can also be fired in melee, in which case it does normal damage.

This weapon takes two actions to reload.

Ammunition

Crossbows can fire a certain amount of ammunition before they require reloading (the number in brackets). For example, the simple crossbow has (1), so it can fire one bolt, while the siege crossbow has (3) and can fire 3 bolts before they need to be reloaded). Reloading takes a single round.

Simple Bolts 6gp for 100.

Fletched Bolt 10gp for 50, deal +3 damage.

Trueshot Bolt 12gp for 25, deal +5 damage.

Barbed Bolt 9gp for 15, -3 to First Aid used on target (stacks up to 3 times)

The Lightning Bolt 20gp for 1, deals +25 Lightning

damage. Limit one per customer.

Heartseeker Bolt 10gp for 1, the location of this shot is always treated as number 4- Torso.

Needler 10gp for 1, has a random poison effect. Limit three per customer.

Axe

Simple Axe

2 / 8 gp

1H Axe

1d10+7 Normal damage.

Double Headed Axe

4 / 16 gp

2H Axe

1d10+10 Normal damage. This axe disables limbs if it removes 2 or more Health (instead of 3 or more Health)

Headsmen's Axe

8 / 32 gp

2H Axe

1d10+15 Normal damage. This axe disables limbs if it removes 2 or more Health.

Hydra Axe

15 / 60 gp

2H Axe.

Requires STR 16 to use effectively.

2d10+30 Normal damage. This axe disables limbs if it removes 2 or more Health.

Staves

Mage Stick

1 / 2 gp

1H Staff

1d10+4 Normal damage.

The character's spells that deal damage deal an additional five points of damage.

Sorcerers' Rod

2 / 8 gp

1H Staff

1d10+6 Normal damage.

The character's spells that deal damage deal an additional two points of damage for each power dice used to cast it.

Wizard's Staff

3 / 12 gp

2H Staff

1d10+9 Normal damage.

The character's spells that deal damage deal an additional nine points of damage.

Hunter's Staff

5 / 20gp

2H Staff

1d10+9 Normal damage.

The character gains +2 Dexterity.

Omen Staff

8 / 32gp

2H Staff

Once per day, when the character fails to cast a spell, they may re-roll all dice used to cast that spell.

Mace

Wooden Club

2 / 8 gp

1H Mace

1d10+6 Normal damage

Spiked Mace

4 / 16 gp

1H Mace

1d10+10 Normal damage

Heavy Maul

6 / 24gp

2H Mace

1d10+17 Normal damage

Warhammer

10 / 40 gp

1H Mace

1d10+20 Normal damage

Cranial Reorganiser

12 / 48 gp

2H Mace

1d10+20 Normal damage.

Pole arm

Hearth Spear

3 / 12gp

2H Pole arm

1d10+5 Normal damage.

Characters attacked by a Hearth Spear are at -2 to Block and Dodge and cannot Riposte.

Hunting Spear

4 / 16gp

2H Pole arm

1d10+7 Normal damage.

The Hunting Spear can be thrown to deal 1d10+12 Ranged damage (use Polearm skill). The Hunting Spear must be retrieved before it can be used again.

Pike

6 / 24gp

2H Pole arm

1d10+10 Normal damage.

Halberd

8 / 32gp

2H Pole arm

1d10+10 Normal damage. Halberds reduce their opponent's armour by 5.

Guns

Flintlock Pistol

5 / 20gp (6)

1H Gun

2d10 Ranged damage.

Musket

10 / 40gp

2H Gun (1)

2d10+10 Ranged damage.

Duelling Pistols

15 / 60gp

2H Gun (12, Duelling Pistols are always used as a pair)

2d10+10 Ranged damage.

Duelling pistols can be used in melee, in which case they do Normal damage.

Characters with the Agility-based skill "Dual-wielding" deal an additional 10 ranged damage when wielding this weapon.

AKA-47

15 / 60gp

2H Gun (10)

3d10+10 Ranged damage.

Boomstick Shotgun

15 / 60gp

2H Gun (2)

2d10+20 Ranged damage.

If fired into a melee, the Boomstick Shotgun deals damage to all characters in the melee.

Sniper Rifle

20 / 80gp

2H Gun (1)

2d10 + 40 Ranged damage.

Sniper Rifles cannot be fired into melee. The character using a Sniper Rifle can nominate that they wish to hit a limb (Guns - 5) or the head (Guns - 7) when rolling to hit. In which case, apply the penalties listed and don't roll for location if successful.

Auric Pistol

30 / 120gp

1H Pistol (6)

2d10+35 Ranged damage.

Ammunition

Guns can fire a certain amount of ammunition before they require reloading (the number in brackets. For example, the Flintlock Pistol has (6), so it can fire six bullets, while the AKA-47 has (10) and can fire 10 bullets before they need to be reloaded). Reloading takes a single round.

Simple Bullets 10gp for 100

Silver Bullets 10gp for 6, deal +15 damage to undead.

Big Guns

Big Guns require STR 14 to be able to move and fire.

Limitations

Characters wielding Big Guns without STR 14 are subject to the following:

Big Guns must be dismantled before moving. This takes one action.

Big Guns must be unpacked before firing and mounted on a tripod before use, negating the STR requirement and making it immovable. This takes one action.

Black Powder Cannon

30 / 120gp

2H Big Gun (1)

Black Powder Cannons deal 3d10+35 Ranged damage.

The Lobster

40 / 120gp

2H Big Gun (3)

The Lobster deals 3d10+45 Ranged damage.

The Lobster can fire Incendiary shots, which deal fire damage instead of ranged damage.

Tripartite Artillery

70 / 280gp

2H Big Gun (3)

Tripartite Artillery deals 3d10+30 Ranged damage to up to three different targets and all characters engaged in melee with those targets.

The Tripartite Artillery can fire 3 bullets at once at a single target, in which case it deals 3d10+95 damage to the target and will take two turns to be reloaded.

Ammunition

Big Guns can fire a certain amount of ammunition before they require reloading (this is the number in brackets. For example, the Black Powder Cannon has (1) so it can fire one shell, while the Tripartite Artillery has (3) and can fire three shells before they need to be reloaded). Reloading takes two rounds.

Simple Shell, 20gp for 1.

Consumables

Consumables require 1 Action to use.

DIY First Aid Kit

3 / 12gp

Consumable (Limit 5 Per Customer)

The character or another character in melee range gains 1 Health.

Arcane Potion

3 / 12gp

Consumable (Limit 5 Per Customer)

The character gains 5 mana instantly.

Magic Rocks

3 / 12gp

Consumable (Limit 5 Per Customer)

The character gains a power dice instantly.

Psychic Crystal

3 / 12gp

Consumable (Limit 5 Per Customer)

The character gains +3 PSI instantly.

Fuel Injector

3 / 12gp

Consumable (Limit 3 Per Customer)

The character gains +3 Battery

Antidote

5 / 20gp

Consumable (Limit 3 Per Customer)

Removes one poison effect from the character.

Cure-All

5 / 20gp

Consumable (Limit 3 Per Customer)

Removes one disease effect from the character.

Dead Iron Draught

5 / 20gp

Consumable (Limit 3 Per Customer)

The character gains a 10% chance to resist any spell, psychic ability or magical healing effect cast on them for the rest of the day. This applies to spells cast by friendly and unfriendly characters and cannot be ended prematurely.

Rations

2 / 8gp

Consumable

Rations provide the character with ample nutrition for one week.

Legendary Items

These items are far too powerful for the average character to simply buy in a store. Prices given are a sort of rough estimate.

The Dragonsword

A sword of legendary power and perversity stolen by Zehesh the Betrayer. Zehesh's closest friend and ally (his name lost to the history books as a result of losing his greatest creation) forged this item when the two were young adventurers setting out in the world. The beauty of the sword was such that Zehesh could not resist its allure, and he plucked it from the forge before its enchantments were fully woven.

250 / 1000 gp

2H Sword

3d10+30 Normal damage. Once per day, the Dragonsword can deal an additional 50 fire damage with its attack.

The Dragonsword is inherently evil and unstable. If the character fumbles while using this weapon, they take 50 fire damage and the Dragonsword becomes an ordinary bastard sword for d10 days. Owning this sword causes the character to lose 5 Luck points.

This sword is Twisted and Evil as per the effects described on the Penalties table in the Modifiers section.

The Fang of the Dragon

This dagger is part of the plans for the legendary Dragonsword and the only part of the schematic not destroyed by its creator. The Fang was to be the device that contained the Dragonsword's enchantments properly, but after it was stolen there wasn't much point in making it. A truly skilled artisan might someday be able to craft such an object...

150 / 600gp

1H Dagger

1d10+20 Normal damage. The Dragon Fang can be attached to the pommel of any sword, in which case that sword does an additional 20 damage. If dual-wielded, the sword does +10 damage and changes its damage type to Fire.

The Perfect Dragon

Designed as the perfect sword, the Perfect Dragon is the epitome of swordsmanship. A character in possession of the Dragonsword and the Fang of the Dragon may combine the two by paying two skill points.

1250 / 5000gp

2H Sword

3d10+100 Normal damage. Once per day, the Perfect Dragon may deal 100 Fire damage to all opponents within melee range.

Sergei's Waistcoat

This legacy of the great Sergei the Magnificent is a luminous blue coat that reaches almost to the knees on an average man.

500 / 2000gp

Torso

Armour

Sergei's Waistcoat provides two power dice or twenty mana, and Armour 10.

Once per day, the character can deal 1d10+20 Lightning damage to all characters in melee range. The targets of this ability are thrown away from the character 20m and may not enter within melee range of the character for 3 rounds.

Plaguescythe, the Unholy Reaper

was forged in the shadows of the Etherium by a demon with an unhealthy interest in pestilence.

400 / 1600gp

1H Axe

Plaguescythe deals 2d10+45 Normal damage. Targets damaged by Plaguescythe are affected by a disease of the character's choice. This disease advances every two rounds as though one day had gone by.

This weapon is Twisted and Evil.

The Cutter of Threads

is simple and unadorned, appearing more lowly than the lowest dagger. Its hilt is unfinished and wrapped in leather bandings and the blade is dull. Yet, this weapon can kill even those of godly power.

500 / 2000gp

1H Dagger

1d10+20 Normal damage. Once per day, the character may declare that the next target damaged by The Cutter of Threads must pass a Luck check or be reduced to 0 Health instantly. Targets reduced to 0 Health in this manner cannot be resurrected, do not receive the normal additional checks to avoid death and cannot be healed by First Aid. Despite its grisly nature, the weapon serves the same purpose as all other weapons and as such is not considered evil.

Belisar Wargear

is not just a cannon, it's a portable, detachable weapons deck. The Belisar is several weapons in one – a sort of Swiss Army Gun. To begin with, the chassis of the Belisar functions as its own deployable bunker. Over the course of one action, the character can deploy the Belisar Chassis. It has 35 Armour, 5 Resilience and 10 Health. All damage that would be done to the character is done to the Belisar Chassis. The Belisar Chassis also counts as a tripod to support the Belisar Cannon, which is a Big Gun that deals 3d10 + 45 Ranged damage when fired. It automatically reloads every round when attached to the Belisar Chassis. Lastly, the Belisar Chassis has a pair of Dueling Pistols that are loaded with a full magazine of bullets each night. The Belisar Chassis regains all of its Health at the end of each day. If the Belisar Chassis is completely destroyed, the rest of its features become Useless.

- Belisar Chassis

700 / 2800

Back

Armour

This item provides 35 Armour, 5 Resilience, 10 Health if 'deployed'. It takes one round to deploy or repack the Belisar Chassis. If the Chassis is deployed, the character cannot move, but can switch between the Belisar Cannon and the Belisar Duelling Pistols at will.

- Belisar Cannon

2H Big Gun, (1). 3d10+45 Ranged damage. Can only be used if the Belisar Chassis is deployed.

- Belisar Duelling Pistols

2H Gun, (12, Duelling Pistols are always used as a pair)

2d10+10 Ranged damage.

Duelling pistols can be used in melee, in which case they do Normal damage. These can be used whether or not the Belisar Chassis is deployed.

Item Sets

As a big fan of MMORPGs in general, the Item Set holds a sick fascination for me. Pursuing these highly desirable collections of items has delayed the creation of Superliga by multiple weeks.

Only a few item sets are presented here.

Set Bonus (X): X refers to the number of items in this set required to gain the bonus listed.

Shadow Stalker Gear

6 Items

Set Bonus (2): +1 DEX bonus

Set Bonus (4): +5 Burglary bonus

Set Bonus (6): +5 Dodge bonus

Shadow Stalker's Balaclava

50/200gp

Armour

Head

Armour 4, +2 Perception

Shadow Stalker's Shroud

50/200gp

Armour

Back

Armour 4, +2 Stealth

Shadow Stalker's Pilfering Gloves

50/200gp

Armour

Hands

Armour 4, +2 Burglary

Shadow Stalker's Whispering Treads

50/200gp

Armour

Feet

Armour 4, +2 Athletics

Shadow Stalker's Harness

50/200gp

Armour

Torso

Armour 4, +2 DEX

Shadow Stalker's Cinch

50/200gp

Armour

Waist

Armour 4, +2 Dodge

Wargear of Helios

3 Items

Set Bonus (2): +7 Stack

Set Bonus (3): Once per day, the character can deal 1d10+50 Lightning damage to any target in sight range on a successful Weapon Skill (2H Mace) check.

Helios' Mighty Hammer

50/200gp

2H Mace

1d10+35 damage.

Helios' Gauntlets of War

50/200gp

Armour

Hands

Armour 5, +2 Weapon Focus (2H Mace)

Helios' Support

50/200gp

Armour

Waist

Armour 5, +2 STR, +2 Resilience

Modifiers

Sometimes, you may want to gift your characters with a little something extra with their stylish new items. Modifiers add different kinds of bonuses to an item. An item can have either zero, one or two modifiers. Not all modifiers are useful, or even beneficial to all characters.

Characters should not be told up front exactly what modifications their items have. Modifications do not function unless identified with the “Analyse Magic” check, or by a competent blacksmith (or leatherworker, or enchanter, or whatever), which costs 25gp.

Overseer’s Note: Some of the items towards the end of this table are God-mode modifiers for a character just starting to make their way in the world. If the character is incapable of fighting either a Dragon or a small team of Mechanowalkers without the item, they may suddenly *become* capable of doing such a thing, a little too soon for your preciously reasoned out campaign. For this reason, a decent house rule would be that any item which does not come from a dragon’s hoard or the lair of a boss-level combat encounter can be subjected to a roll on the penalty table in addition to the awesome modifier to help balance their newfound awesomeness.

List of Potential Bonuses

When the characters find an item, they may want to ask if it’s magical, enchanted, etc. The normal chance for finding a magical object is (Luck – 10), although this can be altered for characters who have insisted on being evil mass murdering psychopaths but still insist on receiving magical items to help them in their foul deeds.

The following system for making the secret roll is not wholly useless, but does have flaws:

D6	Table
1	False Alarm! It is not modified. Don’t roll again.
2	Roll a d20 on the Martial Bonuses
3	Roll a d20 on the Mentalist Bonuses
4	Roll a d20 on the Arcane Bonuses
5	Roll a d20 on the Penalties
6	Roll a d20 on the General modifications

Martial Bonuses

Result	Name	Effect
1	Warrior	+2 Weapon Skill
2	Soldier	+4 Weapon Skill
3	Gladiator	+6 Weapon Skill
4	Bloodthirsty	+8 Weapon Skill
5	Muscle	+2 Stack
6	Brawn	+4 Stack
7	Strength	+6 Stack
8	Titan	+8 Stack
9	Quick	+2 Dexterity
10	Slippery	+4 Dexterity
11	Alacrity	+6 Dexterity
12	Quicksilver	+8 Dexterity
13	Ranger	+2 Archery
14	Marksman	+4 Archery
15	Sharpshooter	+6 Archery
16	Sniper	+8 Archery
17	Guardian	+2 Resilience
18	Defender	+4 Block
19	Zephyr	+6 Dodge

Arcane Bonuses

Result	Name	Effect
1	Scholar	+2 Arcanistry
2	Sage	+4 Arcanistry
3	Studious	+6 Arcanistry
4	Arcanist	+8 Arcanistry
5	Mana	+2 Mana
6	Wellspring	+5 Mana
7	Pool	+9 Mana
8	Wizardly	+15 Mana
9	Arcane Power	+1 Power Dice
10	Crackling	+2 Power Dice
11	Otherworldly	+3 Power Dice
12	Sorcerous	+4 Power Dice
13	Breaching	Spells that deal damage deal +2 damage
14	Overcoming	Spells that deal damage deal +5 damage
15	Defeating	Spells that deal damage deal +9 damage
16	Ensorcelling	Spells that deal damage deal +15 damage
17	Enchanting	Enchantments take 1 less round to cast.
18	Arcane Might	+3 MAG
19	Vociferous	Effects that would cause the character to lose access to spellcasting are ignored on a d20 roll of 5 or less.

20	Vorpal	50% chance of beheading the target on a critical success to hit.
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20	Blasting	<p>The character can cast the following spell once per day-</p> <p>Spell: Blasting Requires Arcane Knowledge School – Arcane</p> <p>0 Mana: Target character takes 1d10+MAG Arcane damage.</p>
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Mentalist Bonuses

Result	Name	Effect
1	Awakened	The character's Psi abilities cost 1 less Psi point to use, to a minimum of 1 Psi point.
2	Reluctance	If the character would gain Stigma, they gain that much Stigma – 1, to a minimum of 1 Stigma.
3	Parched	The character loses a Cascade point each week.
4	Psionicist	The character gains an additional point of PSI at the end of each day.
5	Psychic	The character gains an additional 3 points of PSI at the end of each day.
6	Mentalist	The character gains an additional 5 points of PSI at the end of each day.

General Modifications

Result	Name	Effect
1	Reinforced	This piece of armour provides +4 Armour. If this item is not Armour, disregard.
2	Sharp	This weapon does +4 points of Normal damage. If this item is not a weapon, disregard.
3	Sturdy	This piece of armour provides +6 Armour, -2 MAG, -2 DEX. If this item is not Armour, disregard.
4	Keen	This weapon does +8 points of Normal damage. If this item is not a weapon, disregard.
5	Impregnable	This piece of armour provides +10 Armour. If this item is not Armour, disregard.
6	Fine	This weapon does +10 points of Normal damage and provides +2 DEX. If this item is not a weapon, disregard.

7	Fortified Mind	The character gains +2 to rolls when resisting the effects of psychic domination.
8	Guarded Mind	The character gains +5 to rolls when resisting the effects of psychic domination.
9	Penetrating Mind	The character gains +3 to rolls when attempting psychic domination of another person.
10	Sundering Mind	The character gains +5 to rolls when attempting psychic domination of another person.
11	Rising	The character may levitate at will for 1 round per day.
12	Floating	The character may levitate at will for 2 rounds per day.
13	Levitating	The character may levitate at will for 3 rounds per day.
14	Shaking	The character may move an object up to 10kg in weight up to 10m in any direction once per day at will. A thrown item may deal 1d10 Ranged damage.
15	Bumping	The character may move an object up to 30kg in weight up to 30m in any direction

7	Flexible	This piece of armour reduces all Magic and Dexterity penalties by one. If this item is not armour, disregard.
8	Lightweight	This piece of armour reduces all Magic and Dexterity penalties by two. If this item is not armour, disregard.
9	Featherweight	This piece of armour reduces all Magic and Dexterity penalties by three. If this item is not armour, disregard.
10	Crafty	This weapon reduces its target's armour value by 5. If this item is not a weapon, disregard.
11	Cunning	This weapon reduces its target's armour value by 10. If this item is not a weapon, disregard.
12	Foxlike	This weapon reduces its target's armour value by 15. If this item is not a weapon, disregard.
13	Blazing	This armour provides +5 Armour against Fire damage, or this weapon deals 15 Fire damage.
14	Glacial	This armour provides +5 Armour against Cold damage, or this weapon deals 15 Cold damage.
15	Thunderous	This armour provides +5 Armour against Lightning damage, or this weapon

		once per day at will. A thrown item may deal 1d10+5 Ranged damage.
16	Thumping	The character may move an object up to 50kg in weight up to 50m in any direction once per day at will. A thrown item may deal 1d10+10 damage.
17	Rest	The character regains an extra point of Psi at the end of each day
18	Sleep	The character regains an extra two points of Psi at the end of each day
19	Dream	The character regains an extra two points of Psi at the end of each day
20	Clarity	The character gains +3 WIL

		deals 15 Lightning damage.
16	Life stealing	Whenever this weapon kills a human, its wielder gains 3 Health. If this Health would take them above their maximum health, they gain that much temporary health for one day. If this item is not a weapon, disregard. (<i>Overseer's option:</i> Roll again on Penalties table.)
17	Crusader	This armour provides +20 Armour. If this item is not armour, disregard. (<i>Overseer's option:</i> Roll again on Penalties table.)
18	Acclimation	Whenever the wearer of this armour is damaged by a spell, this armour will provide 50 Armour when targeted by spells from that school of magic for 3 rounds. If this item is not armour, disregard. (<i>Overseer's option:</i> Roll again on Penalties table.)
19	Grand Cross	When the character wielding this weapon is reduced to 3 or less Health, this weapon deals an additional 100 Lightning damage for 2 rounds and restores all disabled limbs. If this item is not a weapon, it provides +2 Resilience. (<i>Overseer's option:</i> Roll again on Penalties table.)
20	Perfection	The character gains +2 to all rolls. Any penalties on this item are removed.

Penalties

Result	Name	Effect
1	Dead Iron	This item is innately resistant to magic. It cannot be enchanted or modified in any way. Any other modifications on this item are removed.
2	Dead Steel	This item is extremely resistant to magic. Other enchanted or modified weapons in the character's possession cease to function.
3	Clinging	This item cannot be stowed or discarded. The wearer must keep it readied at all times. Only a Disperse Magic at -5 can remove the item.
4	Erratic	The character must pass a Luck check each time they wish to ready this item and at the start of each day, or it will become useless.
5	Foolish	The character gains -2 Intelligence, Willpower and Magic.
6	Frail	The character gains -2 Stack,

Result	Name	Effect
11	Berserker	Whenever the character fails to hit an opponent in combat, there is a 25% chance the attack will damage someone else close to them (the curse on this item will generally choose to attack a friend or loved one first).
12	Deceiving	This item appears to have gained the "Perfect" and "Grand Cross" modifiers when first Analysed. In reality, it is now Clinging and Flimsy. The character continues to believe the item is functional until they find themselves in a real, live combat situation, in which case any attempts to use the item or activate the Grand Cross ability will fail.
13	Luckless	The character loses 1 Luck point. Roll again on this table.
14	Feckless	The character is at -5 to all Perception checks.
15	Delusional	The character is at -5 to all Stealth checks.
16	Wenchless	The character's breath is just

		Constitution and Dexterity.
7	Flimsy	The item does -5 damage or provides -5 Armour.
8	Penance	The item sometimes damages its owner. Whenever the character fails to hit an opponent in combat, there is a 25% chance the attack will damage them instead.
9	Diabolical	This item is evil. Owning this item causes the character to lose 1 luck point.
10	Infernal	This item is tainted with infernal evil. Owning this item causes the character to lose 1 luck point per week.

		<i>awful.</i>
17	Madness	The character has -5 WIL.
18	Destined	The item has ridiculously high standards, expecting that it will only be used by “the chosen one” for deeds of great valour. The character loses 1 health each day they remain in possession of this item unless they have 15+ Luck. Characters who satisfy a Destined weapon deal double damage, Characters who satisfy a Destined suit of armour gain 50 Armour.
19	Twisted and Evil	The item has ridiculously perverse standards, expecting that it will only be used by “the spawn of evil”. The character loses 1 health each day they remain in possession of this item unless they have less than 5 luck. Characters who satisfy a Twisted and Evil weapon gain all the health that they cause other people to lose. Characters who satisfy Twisted and Evil armour gain 50 Armour.
20	Worthless	The item is useless. If it’s armour it provides 0 armour, if it’s a weapon it does 0 damage. It’s unusable. It no longer has a slot to equip it to, because you can’t equip it. It has no sell value, because no one wants it.

Compendium of Marvellous Sights

(Bestiary and Sample Character List)

Beware, ye unscrupulous adventurer! Within these pages lie frightening arrays of bewildering varieties of monsters. Not all are 'evil', per se. Some monsters are simply wild beasts who become ornery when hungry. Others are truly the spawn of the Mal Dorno plane itself, while purer creatures may trace their origins to Bel Honor. Also included are monuments to great heroes and villains of the ages.

The Compendium isn't finished. Not even remotely. Give it a month, or a year, and there will be more creatures than you can shake a stick at. Right now, there are... uh, Thirteen. These Thirteen do not really run a full gamut of the kind of characters you could have, they're just... thirteen monsters, presented mostly so that people could see how monsters were meant to be presented in Superliga.

Players should really not gain access to this portion of the book without paying the Overseer a hefty fine of a six-pack of the Overseer's favourite beverage. A character with ranks in Classical Learning may be able to gain knowledge of either a specific individual contained within these pages, or a more general idea of (for example) how the Armoured Company fights, or how different species of Grimigan hunt their prey.

Monsters do not always use the same statistics as a player character. For example, a more common kind of monster will be encountered multiple times in the course of an adventure and is something of a straightforward encounter. This kind of monster can be thought of as a "type one" monster. A Type One monster will usually only have the "Physical (PHY)" statistic, representing the monster's STR / CON / DEX, and Mental (MTL), representing WIL / INT / MAG. Type One monsters will have either a few simple abilities or no abilities at all and very little equipment.

Type Two monsters are generally human or near-humans. A Type Two monster could almost be a player character – they use the normal prime statistics, they have secondary statistics and they will mostly use

abilities from the standard skills list. A Type Two monster will have a decent range of abilities, some standard equipment and may even carry some supplies which can easily be sold for 'treasure'.

Type Three monsters are thematic enemies. Type Three monsters pose a specific challenge to a specific kind of playing-style. They will use normal prime statistics, secondary statistics and will mostly use abilities from the standard skills list. Type Three monsters will have a very focused range of abilities and some special equipment.

Type Four monsters are considered the premiere threats that this edition of Superliga has to offer. A Type Four monster uses prime statistics and secondary statistics – but they may have 30 Strength, a resilience of 100 and 50 Health. They will have access to several complete skill trees and exceptionally powerful abilities. Type Four monsters also use the most powerful equipment possible and have the largest supply of treasure.

Although Type Four monsters can be considered 'boss' monsters, Types do not correspond to the difficulty of a specific monster. A Type One monster is not necessarily less difficult than a Type Two monster, and two Type Two monsters simply might not be as tough as each other.

Example Listing –

Monster Species

A flavoursome description of the monster will follow.

Prime Statistics

Secondary Statistics

Abilities

Equipment

A description of the monster's Tactics go here, Suggestions on altering the fight will go here,

And finally a list of the treasure one could reasonably expect to get out of a monster.

Type One

Groblings

are diminutive insect like creatures, created by bio-weapon scientists and generally controlled by a mentalist. They are two feet tall, have four legs and two sinuous arms that elevate backwards along their rigid exoskeleton before sweeping forward into deadly barbed points. Their head is constantly thrust forward by their uneven legs and dominated by a gigantic crushing mandible. Groblings frequently act as a swarm. An infestation of Groblings can decimate a country-side in weeks – they hatch two at a time from a single egg and their gestation time is measured in days. Despite this, a seasoned adventurer can annihilate a horde of Groblings essentially on their own.

Type One.

PHY 10, MTL 9.

Stack 0, Resilience 4, Health 9.

Abilities – Unarmed 10, Perception 5.

Swarm: In larger fights, five Groblings count as a 'Grobling Swarm'. They are treated as a single entity with Stack 5 and Resilience 6. All other statistics remain unchanged.

Equipment – Groblings employ only the weapons they are born with. Their natural barbs deal 1d10+7 damage.

Tactics: Groblings usually operate in pairs. The dominant Grobling will attack first, drawing the attention of the strongest opponent. The second Grobling will stay back until a weaker opponent is isolated and attempt to pick it off. Larger groups of Groblings will employ a Grobling Swarm to engage the strongest opponent while the remainder work in pairs to pick off weaker characters. If panicked, Groblings will retreat and dig a nest roughly 10mx10mx10m to lick their wounds and heal.

Variations: Some Groblings have been enhanced by their enigmatic creator. Very rarely, a Grobling will be born with one of the following traits – Chameleon (Dodge 10, Stealth 10), Bloodhound (Perception 10), Alpha (Stack and Resilience + 5), Mage Hunter (Counterspell 10), or Poisonous (successful melee attack causes the One-Two poison effect). Grobling Swarms

can become Hive Minds, gaining (MTL 12, Leadership 10, Taunt 5).

Treasure: Groblings generally do not carry any treasure. Their lairs will usually consist of trash and perhaps a few (d3) stray gold coins.

Grimigans

are massive birds of prey, easily half the size of a grown man. Grimigan feathers are pitch black, although their beak and claws are a vivid red. The Grimigan is attracted to shiny objects. The Grimigan is not truly capable of sustained flight – they will stalk their prey by jumping about from different points of elevation before launching themselves into the air in order to better pounce upon their opponents.

PHY 12, MTL 10

Stack 2, Resilience 6, Health 9.

Abilities – Weapon Skill (Natural) 10, Perception 10, Dodge 5, Stealth 5.

Flight: When preparing to make their attack, a Grimigan will launch itself into the air, making itself immune to melee attacks until it next engages in melee. The Grimigan can only fly for three rounds per day.

Charge! (5): The Grimigan charges a target not within melee range but within 50m, dealing 1d10+13 damage if successful. The target will always be within melee range at the end of this check. If successful, their target is stunned during their next round. If this check failed, the target may make a melee attack against the Grimigan.

Equipment – Grimigans employ only the weapons they are born with. Their claws and beak deal 1d10+9 damage, plus 2 for their Stack bonus.

Tactics: A Grimigan is a solitary predator. Because it does not use much energy in flying, it has a very slow metabolism. This slow metabolism means the Grimigan is very choosy about what they hunt – generally a very meaty creature with lots of shiny object with which to decorate its nest. Upon discovering a suitable target, they are capable of hunting it for days on end, waiting until their prey is exhausted or wounded from some other encounter. At this point, the Grimigan will attempt to conceal its distinctive colouring and enter within charging range of their opponent, before letting loose a raucous “Caw!” and charging. A Grimigan will

attempt to dispatch their prey quickly. If their target is too strong to take out or too well defended, the Grimigan will panic and attempt to make off with a shiny object in range.

Variations: Some Grimigans born without the distinctive plumage become more adept at stealth as a result. These Blackbeak Grimigans have (*Dodge 10, Stealth 10, and Backstab 5*). A Blackbeak Grimigan's tactics will generally involve getting significantly closer to the target using their increased Stealth before Backstabbing their intended target.

Treasure: A Grimigan's nest will contain d6 gp and may contain a non-modified weapon.

Lioness

the mighty queens of the jungle, the Lioness is a fierce and deadly predator.

PHY 15, MTL 20.

Stack 5, Resilience 5, Health 7.

Abilities – Weapon Skill (Unarmed) 15, Charge! 10, Dodge 15, Dual-Wield, Stealth 10, Perception 20, Fortitude 10.

Equipment – The Lioness uses her claws in combat, dealing 1d10+10 (including Stack) damage. This is treated as dual-wielding.

Tactics: Lionesses operate in groups of 3-5, prowling the open spaces of the savannah and the dense jungle with ease. They will surround their prey and wait for the perfect opportunity to strike. Each one works to bring down a single target independently, although if one target is too strong for a single lioness, they will team up. Defeated Lionesses will not return to their pack for fear of endangering their young, but will hide in whatever shelter they come across.

Variations: Some Lionesses are accompanied by a young Lion, who has (*PHY 17, has Stack 7 and Backstab 10*). A Lion's Den will consist of 6-10 Lionesses, 6-10 young cubs (*PHY 10, MTL 10, Weapon Skill (Unarmed) 10 and only deal 1d10+5 damage*) and 3-5 young Lions, as well as a Lion King (the same as a young Lion, but with *+2 Resilience and +2 Health as well as Leadership 10*). Killing a young cub results in all Lions present attacking the perpetrator.

Treasure: A Lion's den will sometimes have the remains of an unlucky adventurer, consisting of 1d10 gp, and a random piece of armour or a weapon (25% chance of being modified).

Shambling Dead

Zombies, oh my gosh! The living dead are walking, no, stumbling towards us! WHAT WILL WE DO? OH MAN, IT'S GAME OVER, MAN! OH MY GOSH, ONE OF THEM JUST POPPED AN EYE OUT AT ME.

PHY 10, MTL 20.

Stack 0, Resilience 8, Health 5.

Abilities – Weapon Skill (Unarmed) 10, Perception 20, Fortitude 25.

Diseased: The Shambling Dead are a source of Disease (Zombie Rot, CON). Any area in which the Shambling Dead have arisen is considered a source of Disease (Zombie Rot, CON) for a week afterwards. Characters who die while under the effects of Zombie Rot become Shambling Dead within 12 hours.

Vulnerable: a head hit made against the Shambling Dead is an instant fatality. Don't even bother rolling for damage.

Undead: The Shambling Dead don't panic, don't feel fear and don't have any thought process to speak of.

Equipment – The Shambling Dead are useless combatants and cannot deal damage normally. Instead, they may make an opposed Dexterity roll in order to snatch an opponent. A snatched opponent cannot leave melee range until they break free (an opposed Dexterity roll). The Shambling Dead may make an opposed STR roll against a snatched character in melee range in order to affect them with Zombie Rot or to advance an already infected character's Constitution penalty as though one day had passed..

Tactics: The Shambling Dead operate in packs of 5 or more zombies. Upon sensing a viable target with their keen sense of smell, they will all lurch at a slow speed in the direction of their prey. When one reaches melee range, they will all attempt to snatch an opponent. Once snatched, all zombies will attempt to bite the snatched target together (note that only one zombie needs to do the snatching). A maximum of 3 zombies can attempt to bite a single snatched character each round.

Variations: Sometimes, the Shambling Dead do not decay quite so easily as all that. Freshly Arisen Shambling Dead gain Athletics 15. Tortured Shambling Dead retain their consciousness (and thus only have MTL 12), and continuously howl a combination of 'where am I?', 'No, I don't want to! Stop me! Please!' and 'Braiiiiinnnnsssss' when biting. This variety can cause their opponents to panic on an opposed WIL check every three rounds. The Carnivore Dead can feast on a dead body, regaining all lost Health.

Treasure: Each Shambling Dead will generally have valuables worth 1gp on their person. However, rifling the bodies of the Shambling dead exposes the culprit to yet another Disease check, so yeah.

Type Two

Armoured Company Deserters

The Armoured Company pride themselves on their unyielding discipline, complete lack of mercy on the battlefield, and shining military success. The Armoured Company loathes and detests the villainous pond scum that fails to live up to these ideals, brutally punishing them with solitary confinement, public whippings and death by firing squad. Sometimes, the first two are enough to purify a weak soldier into a man worthy of being an Armoured Company Legionnaire. Then, there are these treacherous wretches. Not quite strong enough to make it as a Legionnaire, not quite weak or honourable enough to die when sentenced to the firing squad, these corsairs dived into whatever equipment was available and ran for the hills...

STR 15, CON 15, DEX 15, WIL 9, INT 11, MAG 7.

Stack 5, Resilience 4 (+2), Health 15, Skills (22), Battery 6.

Abilities: Mechasuit, Battery Pack (4 Ranks), Weapons Systems, Unarmed 10.

Electroshock Katars – 1 Battery: This character's next unarmed attack deals +7 damage.

Launcher Sabatons – 1 Battery: The character's next jump check is made as though they had Jump 20.

Equipment: In addition to the Mechasuit, the Deserter typically carries 2x DIY First Aid Kits and 2x Fuel Injectors. Because they are typically without the weapons they were trained with, a Deserter uses their fists in combat (1d10+5, including Stack)

Tactics: A deserter favours escape over combat, and uses their Launcher Sabatons whenever panicked or facing an uneven fight. When they feel they overpower their opponents, they will typically choose one opponent and make a powerful example of them by employing their Electroshock Katars with all but one of their remaining charges (so as to be able to escape via Jumping if things go south). If they cannot then cow the survivors into providing them with whatever they need, they will either threaten to kill another target (usually a bluff, Deserters use all their battery power when making Katar attacks) or simply escape, vowing to return. The Deserter will only use their fuel injectors when cornered by the Armoured Company or facing an

equally mobile opponent, allowing them to make additional use of their Katars.

Variations: a Survivalist will typically have (*Athletics 10, Dodge 10 and Stealth 10*). Sniper Deserters enjoy Guns 10 and will also carry a Sniper Rifle and three clips of bullets. The Sniper must reload whenever they fail to hit a target.

Treasure: Deserters are usually carrying d10gp on their bodies. Their Mechasuit is Armoured Company property and self-destructs when the registered user is killed. Any consumables remain behind.

Armoured Company Legionnaire

The Armoured Company is the premiere fighting force of the Iron Splinter realm. They are the epitome of discipline, the mighty hammer of their totalitarian masters. Their military record is unparalleled. The Armoured company employs several different troop types.

Armoured Company Mechasuit Private

STR 15, CON 15, DEX 15, WIL 15, INT 15, MAG 7. Stack 5, Resilience 7 (+2), Health 15, Skills (30), Battery 6.

Abilities: Mechasuit, Battery Pack (4 Ranks), Weapons Systems, Unarmed 11, Guns 9.

Electroshock Katars – 1 Battery: This character's next unarmed attack deals +7 damage.

Launcher Sabatons – 1 Battery: The character's next jump check is made as though they had Jump 20.

Combat Nerves – The Legionnaire is not required to take a panic check if they lose 3 or more health in one hit.

Equipment: In addition to the Mechasuit, Privates usually carry an AKA-47 and three clips of ammo. Other consumables are handled by Servo Officers.

Armoured Company Servo Officer

PHY 12 MTL 12

Stack 2, Resilience 6 (+2), Health 12, Skills (24), Battery 5)

Abilities: Mechasuit, Battery Pack (3 Ranks), First Aid (5 Ranks), Augur Helm.

Augur Helm - 1 Battery: The Servo Officer has Perception 20 for one round.

First Aid 9: The target of this ability gains 1 Temporary Health. Failure prevents the target from receiving First

Aid again for one day.

Equipment: Servo Officers carry 10x First Aid Packs and 10x Fuel Injector each.

Armoured Company Mentalist

PHY 12 MTL 12

Stack 2, Resilience 6 (+2), Health 12, Skills (22/24), Psi 17.

Abilities: Mechasuit, Psychic Awakening (2 Ranks), Forbidden Way, Immovable Shield, Nemesis.

Psychic Awakening- (WIL), 1 Psi: The character may levitate for 2d3 rounds. While levitating, the character is immune to falling damage. If the character takes damage, they must pass a WIL check or this ability will be interrupted.

Forbidden Way - (WIL vs. Luck): The target of this ability loses 3 Luck points temporarily (they are restored at the end of the day, provided the character does not lose Luck points of their own volition before then). The character gains 3 Psi points and loses 1 Luck point temporarily. Using this ability three times in a day causes the loss of Luck to be permanent. <As an NPC without Luck, Mentalists may only use this two times in any given fight>

Immovable Shield - (WIL), 3 Psi: Creates a barrier around the target. The barrier has Health equal to half the WIL of the character, and Resilience equal to a half of its Health, rounding down in both cases. Any damage that would normally be done to the target of this ability is done to the barrier. After d3 rounds, the barrier disperses if it has not already been reduced to 0 Health. Nemesis - (WIL), 4 Psi: Whenever a character makes a ranged attack into a melee that ends up striking another character by accident, the target of this ability is the person who gets hit. Whenever a character makes a melee attack that misses, there is a 50% chance that they will hit the target of this ability instead if they are in range.

Equipment: In addition to the Mechasuit, Mentalists will generally have 2 Psi Crystals on their person.

Armoured Company Sergeant

STR 15, CON 15, DEX 15, WIL 15, INT 17, MAG 7.

Stack 5, Resilience 7 (+2), Health 15, Skills (8), Battery 6

Abilities: Mechasuit, Weapon Skill (1H Swords, 4 Ranks) 13, Weapon Focus (1H Swords, 2 Ranks), Combat

Nerves, Leadership 5, Terrify.

Weapon Focus (1H Swords, 2 Ranks) - This character deals +10 damage with 1H Swords.

Combat Nerves: This character does not need to test for panic if they lose 3 or more health in one hit.

Leadership 5: Target character loses all Panicked effects.

Terrify (Leadership vs. WIL+2): Target character becomes Panicked.

Equipment: In addition to the Mechasuit, Sergeants carry a Bastard Sword one-handed. In combat this deals 1d10+27 damage (including Stack and weapon focus).

Tactics: A detachment of Armoured Company troops consists of 5 Privates, 2 Servo Officers, 2 Mentalists and a Sergeant. While reconnoitring, the Privates use their Launcher Sabatons to cover more ground, reporting back to the Servo Officers every few hours. All decisions are made by the Sergeant in conjunction with their superiors. In combat, the soldiers begin by releasing a burst of fire from their AKA-47s before following up with their Electroshock Katars. If wounded or low on battery power, the soldiers will use their Launcher Sabatons to fall back to the Servo Officers. The sergeant maintains a position next to the two Mentalists, who shield the privates as they come under fire. If the sergeant falls, one of the Mentalists will assume control, fighting until the first aid packs are depleted before beginning a fighting retreat.

Variations: When more than one detachment is in the area, the Armoured Company's efforts will be co-ordinated under a lieutenant (PHY 15, MTL 15, pick lots of the leadership skills), who will be assisted by 5 Mechanowalkers, 2 Heavy weapons specialists (Mechasuit + Big Guns) and 2 Servo Officers. (The exact statistics of which will be determined by the Overseer. Yeah, I went there. You can do it, I know you can.)

Treasure: The sergeant will usually have 20gp in a poorly-locked petty cash box. The supply officers will have 2 or 3 spare first aid kits. Mentalists will have 2 or 3 spare Psi Crystals. Individual soldiers may have a single fuel injector or 3gp.

Elfkin Myrmidon

These wandering itinerants are one of the few living survivors of the Gladerest Splinter. The elfin race no longer exists as a coherent entity. The long-lived

arrogant pointy-eared jerks are not much mourned - the priests have all been consumed by the evil gods they parlayed with. The wizards are either dead, or rotting in the towers of Mythelanalor as an undying lich. The rangers have been thrown bodily into Mal Dorno. All that remained - the warriors, the royal houses, the merchant guilds, the citizens, the druids, the women and children - have been taken by the machine kings and remade in steel bodies. The remaining elves that remain alive, uncorrupted and free of the horrors of Mal Dorno, number less than twenty. These survivalists have named themselves the Myrmidons. They flee across the splinters, hoping to find a place in the cosmos where a dying race can stage their last stand against encroaching darkness.

STR 17, CON 17, DEX 17 (17), WIL 9, INT 17, MAG 17 (11).

Stack 7 (24), Resilience 5, Health 17, Skills (34), Armour 25.

Abilities: Weapon Skill (2H Sword, 7 Ranks) 17, Dodge (7 Ranks) 19, Dual-Wield.

Dual-Wield: The Myrmidon has STR 17 and is thus able to dual-wield 2H weapons.

Equipment: The Myrmidon is wearing a Steel Full-helmet (Armour 9, -2 Perception), Chain Shirt (Armour 6, -3 MAG), Mail Wristguards (Armour 3, -1 MAG)

Duellist's Cloak (+2 DEX, +5 Stack), Heavyweight Champion Prizewinner Belt (+5 Stack), Mail Kilt (Armour 3, -2 MAG, -2 DEX), Leather Boots (Armour 2), Spiked Gauntlets (Armour 2, +7 Stack), and Dual-wields 2x Executioner's Swords (1d10 + 20 Normal damage, On a critical strike or head hit, this deals triple damage). The Elfkin Myrmidon is also carrying 5x DIY First Aid Kits.

Tactics: Elfkin Myrmidons are the pinnacle of mortal Elven swordsmanship, and carry themselves as such at all times. A Myrmidon will typically avoid aggression unless provoked (but if you want to provoke them, it's incredibly easy. Mention the loss of their families, the desecration of Gladerest, the inherent superiority of steel over flesh, their failure to protect their species from itself, etc). Against mortal foes, the Myrmidon has no real incentive to fight to the death and will generally withdraw as quickly as possible - taking down a single opponent with their fighting prowess before utilising their dodge abilities to avoid any further bloodshed.

Against infernal or evil foes or anyone involved in the loss of their beloved homelands, the Elfkin Myrmidon will happily fight to the death without any provocation at all, devoting their full attention to killing as many opponents as they can before death takes them. A Myrmidon so dedicated ignores any and all WIL checks that they would be called upon to make – they're too far gone to care.

Variations: Kolek the Warbringer was famous for his short temper even before the foundation of the Myrmidons. He employs Rage, Brutality and Combat Style (Bull Style) to bring about even more damage dealing. Hanah the Smith wields two Longswords (Cunning Longsword of Perfection and Grand Cross Longsword of Perfection) and has modified all of her armour (her chest piece has three modifications, making it a Perfect Crusader Chain Shirt of Acclimation). Ana and Topot function as a team (Ana has stealth and access to magical healing, Topot has taunt and inspire).

Treasure: Elfkin Myrmidons will generally carry at least one modified item on their persons, as well as 20gp.

Notes: In the good old days, elves were typified by their tall, willowy grace, light to olive skin tones, blonde to white hair, and bright green/purple eyes. Since the time of the Gladerest Annihilation, the few elves not already dead have generally contracted the curse of the Machine Kings, or similar. Skin tones range from coppery orange scaly growths that cover the entire body, to vivid blues, to sickly greens. Eye colours are generally an unhealthy copper, dull grey or black. The elves are generally gaunt and sickly, and hunch over to make a better sound when they issue their racking coughs.

Type Three

Scarab Lord

A fearsome steel servitor of the mighty machine kings, sent to do battle with the weak mortal races. Scarab Lords resemble metal-skinned humans, although the lower-half of their body is replaced by the body of a powerful insect (not always a scarab – spider, centipede and even airborne dragonfly types have all been sighted). The Scarab Lord's human features are always debased – the torso is scratched and dented and leaks

green ichors, the face will usually feature some insectoid features – a proboscis, multi-faceted eyes, mandibles, or simply a hideous expression of fear and loathing.

*STR 19, CON 19, DEX 19, WIL 15, INT 9, MAG 5
Stack 10 (35), Resilience 10, Health 20.*

Abilities: Weapon Skill (scythe) 20, Weapon Focus (Scythe, 5 Ranks), Combat Nerves, Disarm 18, Combat Style (Serpent Style), Rage, Dodge 15, Dual-Wield, Riposte! , Perception 15, Athletics (all disciplines) 15, Fortitude 15.

Mechanical – Scarab Lords are not truly alive. They do not become panicked as a result of losing Health or being in danger of dying.

Impervious – the Scarab Lord has Armour 75 against Normal or Ranged attacks. This is lost if the Scarab Lord drops below half-health.

Systems Malfunction – when the Scarab Lord drops below half health, their iron skin is shed to reveal a complex system of gears and bio-mechanical parts which glow with a powerful aura. They become immune to magic. Treat all damage dealt by the Scarab Lord as Lightning damage.

Systems Failure – when reduced to 0 Health, the Scarab Lord releases a coruscating nova of energy that washes over everything within 50m of its final location. This deals 1d10+30 Lightning damage to each character within range.

Equipment: The Scarab Lord relies on their impervious metal hide for armour. The Scarab Lord carries a pair of massive 2H scythes that deal 1d10+20 Normal damage (1d10+55 Normal damage after adding stack and weapon focus).

Tactics: A Scarab Lord was created for the purpose of genocide. Upon locating a viable living opponent, the Scarab Lord will draw its scythes and attack the strongest looking opponent. If subjected to a magical or psychic attack that causes it to lose more than 3 Health, it will break off its assault to deliver a punishing blow to the threat before returning to its initial target. Once reduced beneath 15 Health, the Scarab Lord will enrage and continue to enrage whenever possible until reduced to 10 Health. At this point, the Scarab Lord becomes stunned for one round as they shed their outer skin and reveal the machine parts beneath. The

Scarab Lord ceases to use its Rage abilities and focuses on disarming its opponents before attacking them. At 1 Health, the Scarab Lord becomes stunned for one round before half-heartedly continuing its attacks against a random opponent.

Variations: Some Scarab Lords are equipped for an artillery barrage. Rather than rely on melee prowess, they will switch to a ranged attack protocol when reduced to 10 Health. Such a Scarab Lord will be equipped with two Tripartite Artillery Cannons and 20 Shells which they fire using (Big Guns 15). The Scarab Lord uses Jump to find a suitable firing place, and then unleashes hell.

Treasure: Scarab Lord plating can be collected and fashioned by an Armoursmith into Scarab Plate, which has Armour 25 against Normal or Ranged attacks. The innards of a Scarab Lord are generally worth about 50gp. The scythes and cannons can be looted.

Dragon Hatchling

It's cute, its pointy on most ends, it has a breath weapon. Dragon Hatchlings are the centuries-young offspring of the truly magnificent dragons. A Dragon Hatchling measures thirty metres from end to end, and up to twenty metres when on all four legs (wings down). A Dragon's wing span is at least fifty metres. Dragons can be any colour, although red and green dragons are the most common.

STR 20, CON 20, DEX 20, WIL 20, INT 20, MAG 20

Stack 10, Resilience 20, Health 46, Armour 50.

Unarmed 15, Dodge 15, Arcane Sensitivity.

Abilities -

Flight: Dragons possess powerful wings that enable them to fly. As an action, they may take off, in which case they cannot be attacked until they engage in melee again.

Choose One:

Red Dragon (Mana 50, Arcanistry (all fields) 20, gains access to all fire spells and immunity to fire. Fire Breath – deals 5d10+50 Fire damage in a wide area in front of the dragon once per day)

Blue Dragon (Mana 50, Arcanistry (all fields) 20, gains access to all ice spells and immunity to cold. Ice Breath – deals 3d10+30 Ice damage in a wide area in front of the dragon once per day and chills all affected targets)

Black Dragon (Aura of Disease – source of a CON based disease, immunity to disease, poison, earth, death.

Black Breath attack – deals 2d10+20 Fire damage in a wide area in front of the dragon once per day and poisons all affected targets.)

White Dragon (Mana 50, Arcanistry (all fields) 20, gains access to all death and lightning spells, immunity to death and lightning spells. White Breath attack – deals 2d10+20 Lightning damage in a wide area in front of the dragon once per day. Affected targets are treated as though Death Gnawing has just been cast on them).

Purple Dragon (Psi 50, may use all psychic abilities except Cascade. Purple Breath attack - deals 3 points of damage to all targets in a wide area in front of the dragon once per day. This ability ignores armour and treats resilience as 1. Affected targets lose 2d10 Psi points.)

Equipment – A Dragon's hide provides Armour 50. Their claws provide 1d10+15 Normal damage (1d10+25 after Stack).

Tactics: Hatchlings start a fight by launching themselves into the air and hurling whatever ranged attacks they have at their disposal back to the ground. When they have exhausted their formidable resources, they use their breath attack to clear out the area they plan to land in before engaging in melee against any survivors. When panicked, they tend to fly away after launching a powerful attack to detract pursuers.

Variations: Some Dragons recognise that their powerful body lends itself well to a martial arts philosophy. For an added challenge give them Combat Nerves, Charge!, and access to some appropriate Katas from the martial arts list.

Treasure: Dragon's Hide is worth 100gp on the black market. A particularly avaricious dragon may have put together a very small hoard, worth perhaps 50gp and a modified item.

Mana Hound

Wherever magic is in a state of imbalance, there the Mana Hound finds the end of its trail. Mana Hounds seek out the sites of powerful enchantments and rituals, disrupting the spells and devouring the raw energy it produces. This energy is digested by the Mana Hound and released back into the universe in a non-

harmful manner over a period of several centuries. The Mana Hound looks like an ordinary dog, although it is several times bigger, has glowing blue eyes and some unseen hand has generally provided the sentient beast with runed armour.

STR 17, CON 17, DEX 17, WIL 19, INT 15, MAG 19

Stack 7, Resilience 10, Health 30, Armour 15.

Abilities: Combat (Unarmed), Combat Nerves, Resistance, Arcane Sensitivity, Disperse Magic, Analyse Magic, Counterspell, Devour Magic, Hound, Athletics 15, Fortitude, Perception 20.

Devour Magic: The Mana Hound can devour an enchantment cast on it or another target within 50m.

The enchantment is removed and the Mana Hound gains 5 Health, +15 Stack for 3 rounds or +10 Armour for 3 rounds.

Hound: The Mana Hound can sense magic users within 1km of its location. The Mana Hound can sense rituals being cast anywhere within 100km of their location and will instantly know the name of the ritual and the identities of those casting the ritual.

Equipment: Mana Hounds are decked out with armour made especially for them. It provides Armour 15. In addition, the Mana Hounds claws are tipped in Dead Iron – they deal 1d10+19 (1d10+26 after Stack) and ignore Armour. The Mana Hound also wears a Dimensional Collar. The Dimensional Collar allows the Mana Hound to be teleported from plane to plane as its Master requires.

Tactics: A Mana Hound travels from plane to plane at its Master's orders, using its Dimensional Collar. Upon detecting a Ritual in progress or some other powerful imbalance of magic, the Mana Hound will sound a mystical alarm, calling on its brethren. Because Rituals are often well-defended, the Mana Hound will only strike alone if it is the first day and the mage's defences have not been properly established, or if the ritual is close to completion and there is no time to await reinforcements. Mana Hounds typically strike in groups of 3-5. Each of them will attempt to discern the nature of all magical defences in the area before announcing their presence. They will request that the ritual caster cease their actions. In the unlikely event that the ritual caster acquiesces, they take the ritual focus and destroy it before teleporting away. In the more likely event that the caster refuses, the Mana Hounds respond by attacking the weakest point together. One will generally focus on using devour magic to increase their

armour, one will break off and focus on the main Ritual caster while improving their Stack bonus, and the remainder will identify new threats as they arise. When casting powerful rituals, assume that a new cadre of Mana Hounds will appear within 3 days of defeating the first group. Mana Hounds will sometimes turn to mercenaries, adventurers or rival wizards for help in disrupting rituals.

Variations: Some Mana Hounds are powerful Wizards (never Sorcerers) with access to all spells of a given school (except, of course, the Ritual). Disruptor Hounds are bedecked entirely in Dead Iron, making them immune to magic and gives them a chance to remove all modifications on a character's equipped items on a 5 or less to hit.

Treasure: The Mana Hounds distinctive armour is worth 25gp each. Their skulls can be used to restore 10 mana or 5 Power Dice, or sold for 5gp each.

Type Four

LOOK UPON THESE CREATURES, YE MIGHTY AND DESPAIR. Other parts of this game may err on the side of caution for players (three checks to stop those pathetic wretches from dying? Ha!). These monsters are intended to murder anything that doesn't come fully equipped with the very best gear the rules allow.

Lord Grobulous the Tyrant

The grim regent of Harthan Home rules over all he surveys with an iron fist. When Grobulous died he was just barely entering his fortieth year, but it is said that his iron determination to see his family protected gave him the strength to claw his way back into the world of the living. His skin is blotchy and white but rarely seen by his foes – the revenant has taken to wearing a suit of black plate armour and never removes it.

STR 35, CON 35, DEX 35 (20), WIL 35, INT 35, MAG 35 (20), Luck 1.

Stack 25 (50), Resilience 17, Health 35, Armour 75.

Skills – Weapon Skill (Exotic) 25, Weapon Focus (Exotic, 5 Ranks), Combat Nerves, Charge!, Disarm 23, Combat Style (Serpent Style), Dodge 20, Athletics 15, Perception 25, Stealth 20, Leadership 20, Terrify, Inspire, Final Push, Last Stand.

Abilities:

Dark Grasp – opponent must succeed an opposed WIL check or be stunned for two rounds.

Experiments – Grobulous is responsible for the creation of Groblings. 1 Action: Summons d3 Groblings. These Groblings can be any of the variations listed. They gain +10 Stack and +10 Weapon Skill while in the same melee as Grobulous.

Simulacrum – Grobulous can summon an exact double of himself. The Simulacrum has 50% of Grobulous' current health, fake black plate (it has no effect), and takes one of his weapons. On death, the weapon returns to Grobulous.

Equipment - Black Full Plate (Armour 75, -15 DEX, -15 MAG), Lissigre the Soul-Thirster (2H Exotic sword, 3d10+50 Normal damage, returns 3 Health on successful hit), Axe of the Headsman (2H Exotic axe, 3d10+50 Normal damage, triple damage on critical/head hit), Skullcracker (2H Exotic mace, 3d10+50 Normal damage, damaged target cannot cast spells or use psychic abilities).

Tactics: Grobulous begins by drawing the Axe of the Headsman and charging the nearest opponent. Upon identifying the spell-casters or mentalists, he switches weapons (1 action) and uses the Skullcracker on them. On taking damage, Grobulous will use Dark Grasp on his current foe and then switch to Lissigre the Soul-Thirster (1 Action), and attempt to regain up to 6 Health before using Dark Grasp once more and switching back to the Axe of the Headsman.

When first reduced to 17 or lower Health, Grobulous summons a simulacrum and gives it the Axe of the Headsman, and begins replenishing his health with Lissigre. Both will continue to target the strongest fighter. Both Grobulous and his double are indistinguishable without a successful Perception check made against Grobulous' Stealth ability.

If Grobulous' simulacrum is killed, he will summon another with the Skull-cracker and direct it to take out the spell-casters while he continues with Lissigre. Upon death, Grobulous' simulacrum will disperse.

At 25 Health, 10 Health or after losing more than 5 Health from a spell, Grobulous will summon Groblings and direct them to attack the nearest character (or in the last case, the nearest spell-caster)

Grobulous has a deep-seated phobia of holy characters. He deals half damage against the Faithful and takes quadruple damage when subjected to the extra damage ability granted by Holiness.

Variations: Grobulous may be supported by his wife Letitia (a gifted necromancer), daughter Janie (a dextrous, backstabbing vixen with psychic powers) and Sir Chad (Janie's boyfriend. Sir Chad has Combat, Holiness and Leadership skills, is easily dominated by Janie's psychic powers or anyone else's, and Lord Grobulous despises him.)

Treasure: Harthan Home is the legal property of the Grobulous family, or the character who most recently bested the current owner in combat. It will sell for approximately 1,000gp. In addition, Grobulous' treasury contains 100gp. All of his weapons are Twisted and Evil and can be sold for 250gp each.

Torgus the Paladin

The mighty Torgus is a satyrrical* Paladin. He possesses great strength and courage, but little in the way of common sense. Despite this, ya'll oughtta fear him, cause he be bringing the light.

STR 25, CON 25, DEX 25 (20), WIL 25, INT 15, MAG 12 (7), LUCK 30.

Stack 15, Resilience 12 (13), Health 25, Armour 50. Faithful.

Abilities – Weapon Skill (1H Sword) 25, Combat Nerves, Shield Defense (Block 15+9 = 24), Stamina, Resistance, Weapon Focus (1H Sword, 5 Ranks), Combat Style (Turtle Style), Holiness, Healing, Protection, Blessing, Smiting, Breaching, Judgment, Epiphany (2 Ranks).

Equipment: Torgus has in his possession a suit of full plate (Armour 50, -5 MAG -5 DEX), an Energy Shield (10 Armour, +1 Resilience, +9 Block), an Ardent Gladius (1d10+30 damage, 1d10+70 after Stack and Weapon Focus), and 5 DIY First Aid Kits.

Tactics: Torgus will only enter combat against those who are clearly deserving of his wrath – dragons, demons, the forces of evil, and the elves. Torgus' amazingly high Luck statistic makes it possible for him to use Judgment three times per day, with no ill effects. Torgus will generally go on the all-defensive before breaking out the Holy Smite (the damage bonus from Holiness), his Judgment ability, or a Breach followed by any of the two other abilities. At the beginning of each day, Torgus spends an hour in prayer as he Blesses his Ardent Gladius (giving it +3d10 damage) and expends his Protection prayers on himself (for a total of +6 Resilience). Torgus saves his healing abilities for any allies that may accompany him in his quests.

Variations: If Torgus becomes an ally of the party, as time goes by he will experience more Epiphanies, learn Resurrection and then begin work on the Leadership tree, eventually becoming a powerful General of Bel Honor. If Torgus becomes an enemy of the party, his quest for righteous vengeance will lead him down the path of the Psychic, and not stop until sometime after Torgus has invested heavily in the Forbidden Paths.

Treasure: Everything he's carrying, plus 125 gp.

*Torgus is half-satyr. He has green skin, flecks of red run through his otherwise brown hair and his lower mandible is bigger than you would expect it to be. His canines are pronounced, suggesting a mixture of satyr and orcish heritage.

The Environment

Some notes on things that happen in the environment:

Falling causes 7 damage per 10m fallen. The damage is done to the torso, but the disabled limbs rule is altered slightly. If a character falls 30m, both legs are disabled on landing. If a character falls 50m, all limbs are disabled. 100m is good for a coma. Some effects can negate this.

Fire causes 7 Fire damage per round. Fire grows in intensity over time – for each round that a fire is left unchecked; it spreads by up to 10m, and deals an additional 7 damage per round. Fire burns out after 2d6 hours, unless the characters have foolishly started a small bushfire in the middle of a drought-stricken farming region that goes on for miles.

Extreme cold causes Hypothermia, which is a disease that targets Dexterity. More on this under the next heading.

Diseases

The next time you look at a lusty bar wench, remember that these rules likely apply to her.

All diseases target a specific prime statistic, chosen by the Overseer. Whenever a character is exposed to a source of disease, they must take a CON check. If they fail, they will contract that disease in d3 days. Diseases last 2d10 days. Each day that a character remains affected by a disease, they lose a temporary point from the statistic that disease affects. So, Fever Dreams, which targets INT, would cause the character to lose one point of Intelligence each day. A character who reaches 0 in any prime statistic is instantly reduced to 0 Health and will die the next day unless stabilised. Under normal circumstances, once the disease has ended, the character will regain any lost statistics after d6+1 days.

Characters exposed to a disease they are already afflicted by are treated as though their disease had advanced as though a day had passed and lengthens the duration of the disease by another day.

Diseases can easily be treated by First Aid.

A list of humorous names for your diseases:

Widow's Embrace / The Richard / Green Thumb – STR
Morig's Eyes / Octopus Skin / Woggle's Disease – CON
Fumble-hand / Case of the Clums / Butterfingers – DEX
Coward's Nightmare / Fever Dreams / Eyeburn – WIL
Foolbane / Scholar's Delight / Duck in a pond – INT
Arcane Dysfunction / Wizard shame / The suckening – MAG

Poison

Feeling sneaky? Why then, it's time for some Poison!

General Rules: Poison lasts for d6 rounds. Their effects stack each turn. At the end of the poison effect, the effects wear off and the poison causes a certain amount of lost Health.

Name	Effect
Weaksauce	The character feels a mite queasy. They have -1 Stack. At the end of the effect, it causes 1 lost Health.
Nightshroud	The character can't see! They have -2 Perception and Archery/Guns/Big Guns. At the end of the effect the poison causes 2 Lost Health.
Mindblank	The character is at -2 INT and -2 MAG. At the end of the effect the poison causes 2 Lost Health
One-Two	The character takes a -2 CON penalty and a -1 Resilience penalty. At the end of the effect the poison causes 2 Lost Health
Feeblemind	The character takes a -2 WIL penalty. At the end of the effect the poison causes 3 Lost Health.
Heartstopper	. The character loses 1 Health per round. At the end of the effect the poison causes 3 Lost Health.

The World in Which We Live

Superliga employs a complex meta-narrative to explain the way in which its many seemingly disparate elements make sense: The Gods Did It.

They Did It almost a thousand years ago, or far enough back that conventional record keeping no longer remembers what It was nor how It was Done. But when they did It, the planes splintered into a thousand pieces. Sometimes, the splinter consisted of a planet, the sun, a few moons, or even an entire galaxy. Other times, a demi-plane was created, a place of endless twilight where the ground is murky and the air seems thicker than normal. In other places, the nature of reality broke itself down into its alchemical elements, creating a miniature version of the Primal planes of Earth, Air, Water or Fire.

But in each of these myriad splinters, life flourished. Sometimes, that life took a dizzying turn for the technological, resulting in elegant crystal spires and expansive domes keeping the light and the air inside and the chaos outside, where it belonged.

In other places, temple gardens sprawled out over the land, allowing the monks who lived their ample space to practice their yoga, mandalas and ether-shattering kicks.

A splinter might host humans who for whatever reason were devoted to a feudalistic life style, giving rein to a world where knights of old to joust against powerful dragons and rescue fair maidens from evil sorcerers.

Some splinters merge, and here, the knight is mounted on a bionic horse, firing pistols at a mighty dragon-class hovercraft. Psychic cults spring up everywhere and martial artists spar against wizards at the top of every tower.

Some of the splinters are empty – a place where there was no life to begin with or the life within slipped through the cracks in the framework. Here, a growing darkness dwells.

All of these tiny splinters are linked together by the Etherium, a kind of metaphorical planar glue that once held the splintered universe together and still does its

best to keep everything stuck more or less in its place. The Etherium is a plane where gigantic beasts dream the aeons away, not noticing the mortals running about on their hides, sometimes staying for a moment, other times building a small town in the cracks of their scaly hide. The Etherium is constantly coated in a white fog in all directions – jump far enough from the localised gravity surrounding the sleeping behemoths and you'll float forever until you yourself sleep the long sleep. It is also saturated with magic, allowing for easy travel between the planes.

Somewhere out there, the Gods are waiting for someone to call them to a time of accounting. Ancient War Machines and powerful magic awaits, the true primal planes of Earth, Air, Fire and Water teem with elementals hoping to undo all of creation in an effort to reduce back to basic matter, vicious beasts and hateful villains do battle with noble creatures and valorous heroes.

This is Superliga.

A List of Planes

Ancoria – one of the largest planes, with the most diverse topography. Ancoria has forests, rivers, jungles, mountains, deserts, plains, lakes and even an entire ocean. Notable population centres include Anchorage Kingdom (Greek/Mediterranean citizenry and architecture), a trading empire on the west coast of the main landmass, the enigmatic Vulodin islands (Samurai and Godzilla) to the west of Anchorage Kingdom, the associated townships that make up Tom Halbut (welsh accents, Scottish kilts and the recent military record of the French) spread out across the marsh lands, and Tevrash (Assyrians/Egyptians) hides its existence away in the mountains and deserts far to the north east, waging war on Tom Halbut and their own ancestors.

Gladerest – formerly a place where the very worst of Elfkin civilisation was allowed to spread unchecked, Gladerest was purged of all living things by the Machine Kings two years ago. How the Machine Kings acquired the technology necessary to invade Gladerest is a mystery, as is the exact nature of the fight.

Cardin – one of the most ‘civilised’ planes. Cardin is a gigantic metropolis built on top of a gigantic Dead-Iron mine which continues for several kilometres below the surface. Important factions include the Miners (who dig up the iron), the Church (who don’t) and the Army (who use the iron). Between the civilised veneer of the metropolis and the harsh but fair world of the mines lies the underside, where gangs of bullies are kept in check by the Psi-Ops police.

Bel Honor – sometimes called Bel Halara or simply Belhalla, Bel Honor is the closest thing to heaven in the many splinters that exist. The sky is always blue, beautiful tropical islands float in mid-air, and mortals find their physical needs are always magically provided for.

Mal Dorno – the nine circles of hell float far below Bel Honor but are in fact part of the same plane. The infernal denizens of Mal Dorno are kept in place by the Steel Curtain, a gigantic metallic toroid that prevents travel between the two locations. Bel Honor and Mal Dorno both station guards on either side of their ‘half’

of the Steel Curtain, engaging in frequent skirmishes without ever leaving their territory. The ‘inhabitable’ part of Mal Dorno is very much like the inside of a volcano.

Fire – constantly aflame. Gigantic bronze palaces can just be made out through the heat. Ancient dragons and beings of pure fire stir restlessly.

Water – entirely submerged, although ivory temples can be seen resting far beyond the deeps. Ancient leviathans and behemoths sleep fitfully.

Air – forever in free-fall, although mighty silver spheres maintain a constant orbit around the centre of the plane. Cloud stalkers and the aesthir giants patrol their domiciles.

Earth – a mass of unmoving rock. Nothing can penetrate the outer layer of the Earth plane, although the rumbles of mighty forges can be heard within. Gigantic wyrms and stone colossi no doubt labour fretfully within.

Etherium – a place of mist and sleeping beasts. The Etherium connects all planes together, although it is easiest to travel to Ancoria or Cardin from here. Other mortal planes are also accessible with a little effort. Travel to any of the more exotic planes where mortals do not usually go requires travelling through the Mezzohyr.

Mezzohyr – The Mezzohyr is a sentient genius loci. From the inside, it seems to be a flash of blinding orange light. It’s also highly acidic and can burn through magic and flesh (causes the loss of d6 Health each round). The Mezzohyr’s purpose seems to be to repel travellers from ever gaining access to the Primal planes or the afterlife, or to keep the beings on the other side from interfering with mortal affairs. However, a being of the Mezzohyr’s size needs to a ridiculous amount of energy to continue to function. Sooner rather than later, the Mezzohyr will fall, and the worlds will crumble before the onslaught of the waking elementals.

Sample Character Sheet

Overleaf you'll find a sample character sheet. The character sheet favours function over form. The paper doll is to note the location of any disabled limbs and also to draw funny faces on.

Abilities are best recorded as

Name of the Skill (Number of Ranks)

The check it allows you to make, the skill level (as in the number you need to roll under to succeed)

Any bonuses or penalties you may have.

Thus, if I buy Combat Training and purchase an additional five ranks in it, I would have:

Combat Training (4 Ranks)

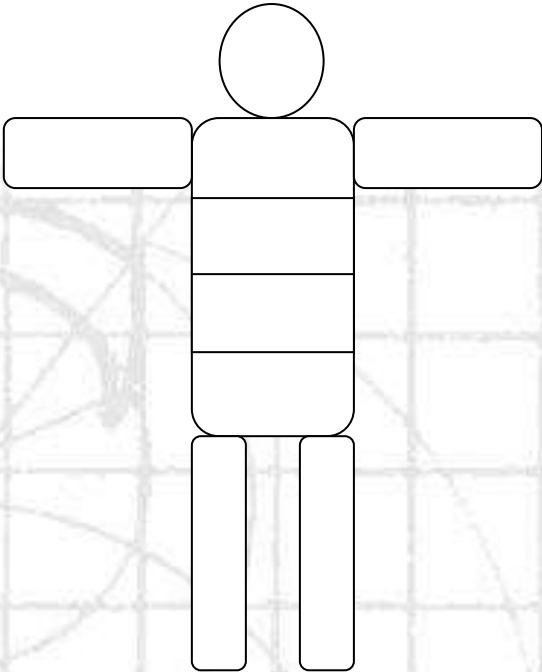
Weapon Skill (1H Swords) 9

Weapon Skill (1H Axe) 5

Name

Damage

STR		Stack	
CON		Health	
DEX		Resilience	
WIL		Skill Points	
INT			
MAG			
LUCK			

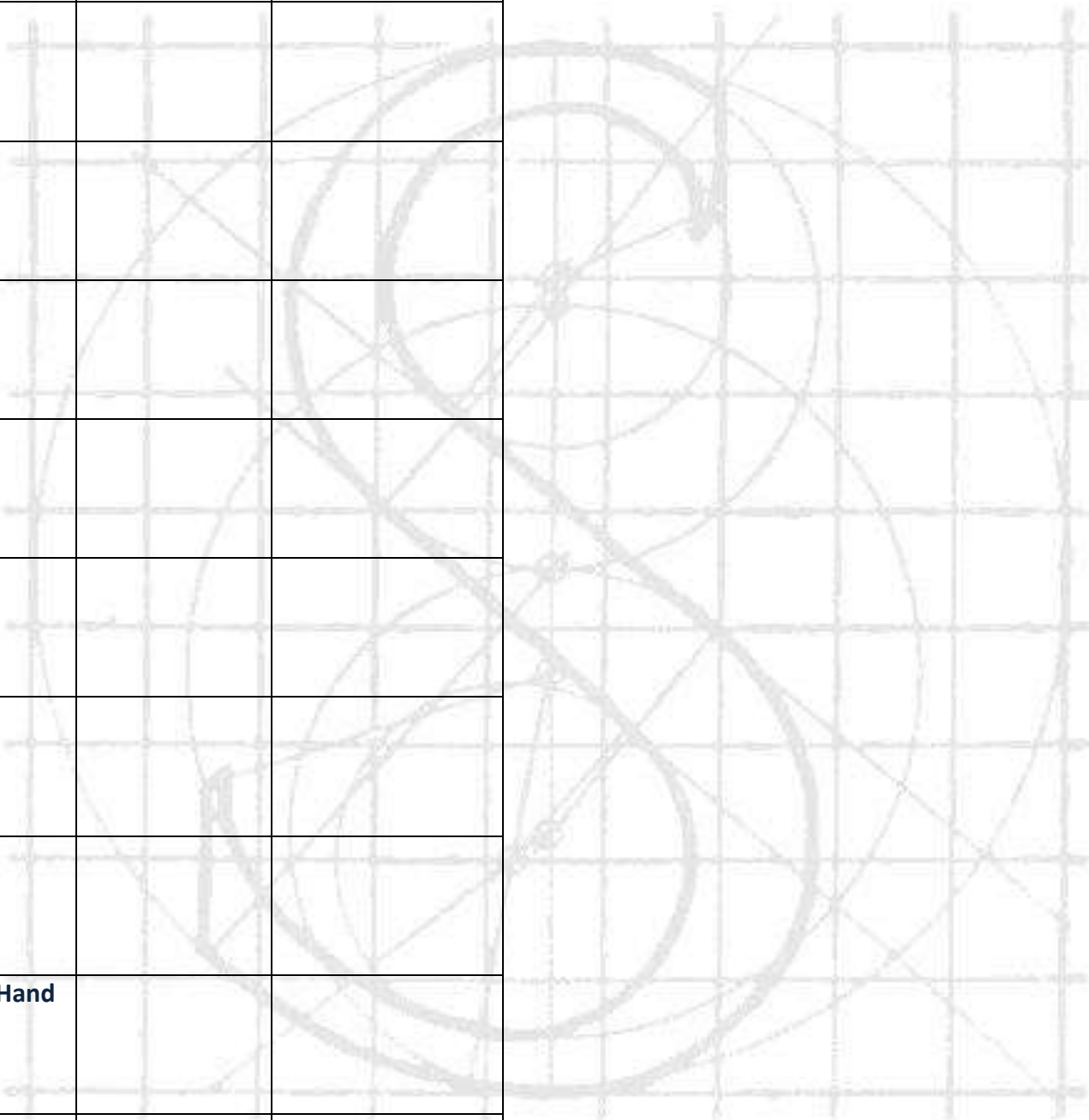


Abilities

Equipped Items

Slot	Item Name	Effect
Head		
Back		
Torso		
Waist		
Arms		
Legs		
Hands		
Feet		
Right Hand		
Left Hand		

Inventory



Sample Adventure.

Zombie Shuffle

Venture into nightmare.

The party are assumed to be natives or residents of Tira Alma in Tevrash before a zombie uprising caused the city to be cut off from the world. Tira Alma is ruled by the enigmatic Priests of Koschei, a sect of powerful individuals who sacrificed their lives to provide

The Priests have done their best to quell the anxieties of the populace and declared a day of prayer in the main temple courtyard. The fevered prayers of the people have drowned out the groans of the dead ringing the temple complex for three days and nights, but at the fifth hour after the middle of the night, the chant falters as more of the faithful succumb to hunger and exhaustion.

The temperature drops instantly – the torches snuff themselves out and the beads of sweat on your forehead solidify into icy droplets as they slide off your face. When you look up, Koschei himself stands before the altar. Normally, the Liches clothe themselves in the finest silk robes and wear heavy gold ornaments to disguise their sparse bony figures. Tonight, Koschei's skull is bared to the world, reflecting in the moonlight. The blue glow in his eyes continues to smoulder. As a concession to modesty, most of his body is covered in a heavy black robe that piles up around his ankles. The front of the robe is opened, exposing his rib-cage. Koschei stretches his arms out to the faithful.

"I have received word that fresh supplies of food and water have arrived in the docks not more than an hour ago", his fleshless throat rasps. "I will be calling on several of the faithful to venture out into the world of the enemy and bring solace to our brothers and sisters."

He bows his head. "The fortunate chosen must act alone so as not to draw unneeded attention to the caravan. Your divine mission is to make it to the docks,

secure the ship and bring back what you can as quickly as you can."

Koschei's eyes dim. "Those among you who feel you are too weak to serve your people in this hour of need should return to their rooms immediately. Those of you who are ready to serve, please approach the altar".

Koschei the Deathless

PHY 17, MTL 19.

Stack 7, Resilience 5, Health 17,
Faithful, Mana 37.

Skills:

Arcane Knowledge (9 Spells),
Wizard's Path, Arcane Reservoir,
Death Aura, Morbid Gnawing,
Finger of Death, The Reaper,
Horrid Wilting, Lichdom, Frost
Shield, Gaian Shield. Holiness,
Blessing, Protection, Epiphany (5
Ranks), Arcane Sensitivity, Arcane
Wellspring, Disperse Magic 15,
Counterspell 15, Arcane Mastery
15.

Equipment: Mysteriously absent.

When his eyes reignite thirty seconds later, most of the room is empty. If the party has gone with the weak ones, they can roleplay staring at the wall. Perhaps some zombies will break in and they can show their mettle in that way. Koschei's eyes widen as he counts the few who have responded to his altar call. "Very well", he says, his gesture neatly dividing the assembled followers into two groups (the party is the group on the left, while four other devotees are the group on the right). "It may be some time since you have last left the walls of this sacred temple. You must make your way out of the temple using the Supplicant's Gate to the north. If you follow the old Penitent Lane east past the

Festival Square, you will avoid most of the dead besieging our walls. From there, the Alman Road leads south to the Dock Gates. You must open them, cross the bridge across the canal into the Docks District, make your way to the closest ship and assist the sailors you will find there back to the Supplicant's Gate. If you are very, very fortunate, you will not be held back over long by the dead." He makes eye contact with each of you. "I looked down on the world and saw that it was good," he intoned. "I beheld those on my left and found them upstanding." With these words he invokes the prayers of blessing and protection on each member of the party before disappearing.

The tallest of the devotees on Koschei's right scowls at the party before walking up to the most heavily armoured member and thrusting his hand out as an aggressive greeting. "I am called Acrus. I am the favoured of Koschei. You are not truly worthy to serve him." Acrus sets off towards the Supplicant's Gate, intent on following Koschei's instructions to the letter. His followers (Nomble the Archer a willowy man with a green jerkin and a jaunty cap, Ugi the Healer a short, plump red-head in a frumpy white robe and a cheerful smile and Mosan the Thinker, a blank-faced bald man with a slightly bluish tinge to his face) trail behind him.

The street surrounding the Supplicant's Gate is completely empty. Acrus grins a feral grin as he steps out into the putrid air. "They do not know that we are coming. Clearly, I have already won."

Supplicant's Lane skirts around the outside of the Festival Square, separated by a moat of putrescent green water and a wall of moss-covered brown bricks. From here, you can clearly see the way that the temple hangs almost over the edge of the cliffs that ring the Temple Island. A drop over the edge would spell certain doom. There are six houses on Supplicant Lane, each a simple mud-brick construction that once housed pilgrims who travelled to Tira Alma. The pilgrims were usually delirious with hunger and suffering from multiple sicknesses by the time they arrived, so they were cordoned off from the healthy citizens and given the treatment they needed before being sent on their

way. At least one house will still contain a few first aid kits, though it will take an hour to search all of them. As you round Supplicant's Lane and turn into the Alman Road, Mosan speaks up. "I believe that if we travel along this road, we will attract the attention of the undead that currently occupy Festival Square. They will not be able to catch us initially, but they should have no difficulty cutting us off when it becomes necessary to double back."

Nomble chews his lip for a moment before announcing, "I think if I can pick off some as they chase us. By the time they catch up they should be in manageable sizes."

Ugi shakes her head. "We should go along the Plebeian Way. It is a longer way around and we're sure of meeting the undead, but they'll be in smaller numbers and we'll have the luxury of keeping the Alman Road clear on our way back."

Acrus spits. "I do not care which way we go. Hurry up and decide, fools."

Tira Alman Zombies

Use the profile for Shambling Dead given in the Compendium of Marvellous Things.

Alman Road

As the party moves past the Festival Gates, 30 zombies will notice the party and begin to lumber after them. If the party alternates between moving and firing, they can easily keep out of reach of the much slower zombies. (An Athletics check will allow the characters to double the distance they cover). After seven rounds dedicated to moving, the party will be up against the Dock Gates and pinned between the gates and the remaining zombies.

Plebeian Way

The Plebeian Way is also overrun with the dead. There are two groups of zombies. The first group consists of five zombies.

The second group consists of ten zombies. Five are of the standard suppurating-green-flesh, retracted gums, lips and hideous yellowing fangs variety. The other five have retained some semblance of humanity, screaming in torturous high-pitched wails whenever they attack or are injured by the party (*Overseer's Note: Use the "Tormented" variation of the Shambling Dead*). As the second group succumbs to death from their injuries once more, the group is ambushed by a black-cloaked figure.

"I see the thralls of the tower are out playing. Do your masters know where you are?"

Cloaked Figure

PHY 12, MTL 12

Stack 2, Resilience 4, Health 12,
Mana 12, Skills (24), Armour 6.

Skills:

Combat Training (Weapon Skill 1H
Sword 11), Arcane Knowledge,
Wizard's Path, Spell: Lightning Bolt,
Athletics 7 (4 Ranks in Climbing
(11), 3 Ranks in Jumping (10))

Equipment

Long sword (1d10+10), Warrior's
Cloak, Embroidered Jacket, Leather
Boots, 2x Arcane Potion.

The Cloaked Figure will begin his fight with a Lightning Bolt at maximum strength before attempting to cut down the weakest opponent (generally Ugi). If panicked, he will run towards the house in the middle of the street which is surrounded by a freshly built barricade and attempt to jump to the top of the wall and climb over it. If he is too injured to make good his escape, he will drink both of his potions and channel his energy into a second lightning bolt before surrendering, expecting to be killed out of hand. If the characters press him for information, he will taunt them for not knowing who he is (he's a nobody,) claim that his masters will revenge themselves on him (he's supposed to be inside the headquarters, on guard. If his masters did know he was prowling around, he'd be in a lot of trouble) and finally for not knowing about the organisation he represents (a valid criticism). Torture will not work very well on Preston (by the time he surrenders almost any form of damage should be enough to kill him outright), but successful role-playing of intimidation tactics will cause him to break. He hastily confesses that he serves the Moon Watchers, formerly a resistance group dedicated to bringing down the government of Tira Alma and freeing the populace, now dedicated to bringing down the Priests of Koschei and driving back the undead by harnessing and controlling the zombies. "There's so much magic out here," he laments. "Someone needs to control it."

Acrus will slit his throat in short order. "These Moon Watchers need to be brought down, quickly."

If the party agrees to investigate, they will find the Moonwatcher's Fort is locked and barred. The gate has Resilience 7, Health 15 and a Difficulty of 21 ("Difficulty" here being the catch-all relevant statistic for opposed checks such as Burglary for lock-picking or a STR check to break the gate down). The walls have a Difficulty of 15 when attempting to climb them. If the Cloaked Figure did not escape, the Moonwatchers will be unaware of their presence until the party has attacked.

Moonwatchers

PHY 12, MTL 18

Stack 2, Resilience 4, Health 12,
Power Dice 8, Skills (36), Armour 4.**Skills:**Combat Training (Weapon Skill 1H
Sword 11), Arcane Knowledge,
Sorcerer's Path, Spell: Imposition,
Spell: Lightning Bolt, Arcane
Sensitivity, Bolster Magic (11 Ranks
– Bolster Magic 11, +2 rounds, +9
damage with spells total).**Equipment**Long sword (1d10+10), Warrior's
Cloak, Embroidered Jacket.

Moonwatcher Tactics: If prepared, the Moonwatchers begin their fights by using Bolster Magic on one of their members, who uses the buff to cast a Lightning Bolt (4d10+5 Lightning Damage, 25% chance to bounce = 9 mana on five dice) each round, beginning as soon as the buffs come into effect. During the subsequent round, each Moonwatcher not currently under the effect of a buff will cast Imposition (always going for the full three rounds duration, never attempting to reduce their target's Fortitude, using four dice.) on the nearest opponent or buff their self with Bolster Magic before casting Lightning Bolt during the next round if they are currently out of melee. If caught in melee, they will fight back with their sword, but they aren't armoured well enough to stand up in a fight.

If caught unprepared, two watchers will step forward with their swords out, ready to fight. The remaining Watchers in the back row will cast Imposition (three rounds duration, never attempting to reduce their target's Fortitude, using four dice). As soon as they have immobilised some of their opponents, they will attempt to regroup and give a single watcher the benefit of the Bolster Magic ability before casting repeated Lightning Bolts at their foes.

Treasure: The Moonwatcher's HQ will contain a modified Long sword (roll on the martial table) and

20gp which will be shared equally among all party members (Acrus will take any remainder). Characters wishing to claim it must pass an opposed WIL check against Acrus or be forced to fight him for it. All surviving characters gain a skill point.

At the end of the fight, Acrus will congratulate himself on a job well done before berating the rest of the party for taking too much time and directing them on to the Dock Gates.

Up Against the Gate

Once the characters make it along their chosen road, they will find themselves face to face with the Dock Gates. This is a safe place to rest as long as the gates remain closed. The Gates can be opened if three people with a combined STR of 40 or higher push against them. Mosan (and indeed any psychic character) can also fling them open by expending 2 Psi.

Ugi begins the following conversation as the gates give way.

"Nomble, do you remember the last band of pilgrims to raid the docks for supplies?"

"No."

"They said they had to trap a wight that devoured half the caravan. Rumour had it they had to use a couple of metre's worth of chains just to hold him down."

"Why do you mention?"

Ugi points. "There's a gate on either side of the bridge. I think it's the only place on the whole Alman Road where you could trap something as big as a wight."

Acus draws his sword. "Right, ready yourself! We're in for a proper fight!"

The Night Fight with a Wight

The Wight is a seven foot tall corpse, and almost as wide. Its bloated and obese flesh pokes out from underneath the spiked metal plates it wears. Multiple chains have been woven together and hooks forced through its limbs. These chains are connected to the bridge. As the gate creaks open, the river swells and a titanic burst of water clouds the vision of the entire party. A gargantuan roar drowns out the noise of the river, and Ugi squeaks “The beast is free!”

Tactics: The Wight begins by launching its chain at Acrus, dragging him roughly into melee range. The Wight will focus its attention on a single opponent at a time, dragging them in and smashing into them with his fists. If Acrus goes down, or a character attempts to escape the area either back the way they came or sneaking through the next gate, Gormungus will launch a chain at them. Removing a chain is a painful process, requiring a WIL check and an action. This will cause the loss of a point of Health. Another character in melee range of a chained character can help, in which case it doesn't take any time or WIL checks (people have less psychological issues when it comes to causing momentary pain to other people, especially when it stops them from blubbering “oh, gosh, man, there's a chain sticking out of my spleen... so gross!”).

These chains are an important part of dealing with Gormungus. On a successful opposed DEX check, the chain can be seized in both hands. During the next round, as long as Gormungus has no reason to use his chains or attack the character holding a chain (i.e. someone else is occupying him in melee), it can be looped securely around the two metal arches that flank the bridge. There are four chains in total. As soon as all four are hooked up to the bridge, Gormungus will be stunned for 3 rounds as he attempts to break out of his makeshift containment. During this time, he is reduced to Armour 0 and all attacks against him instantly hit. If he is still above 0 Health at the end of this period, he will break the four chains, losing his ability to make a ranged attack but doubling his armour value.

Gormungus the Wight

STR 16, CON 16, DEX 10, WIL 20,
INT 10, MAG 10.

Stack 6, Resilience 7, Health 26,
Armour 16.

Skills (X):

Unarmed 15, Lethal Nonweapon,
Leadership 15, Terrify, Undead
(cannot be panicked), Fortitude 17.

Equipment

Wight Plating (Armour 16). A Wight's Fists deal 1d10+16 Normal damage in melee, including Stack. The four sets of chains dangling from Gormungus' body can be used at will to drag a character into melee if none are already in range, dealing 20 Ranged damage as it does so.

Treasure: Gormungus' armour is far too heavy to be worn by an ordinary human, but his helmet can be removed, revealing his shrunken eyes and blood-red mouth. The creature's mouth is filled with the disgusting remnants of its last meal and the helmet smells foul. Attempting to wear it without cleaning instantly imparts a CON-based disease to the wearer. After a thorough cleaning – perhaps securing it firmly to a chain and dipping it into the fast-flowing waters below – it becomes an Iron Helmet of the Wight, which provides +1 Resilience.

All surviving party members gain a skill point.

Acrus will announce his disgust with the party and attempt to claim the helmet as a trophy, although he will not think to clean it. It will take an opposed WIL check to convince him to give it up.

The Docks District

It is nearly daylight when the characters step foot in the Docks District. The zombies are less pervasive here, it seems. There are no more than ten zombies on the docks, split up into two groups.

There are three berths at the Tira Alma docks. The closest one is the only one with a ship docked at the moment. The captain of the ship and two of his best men are standing at attention. Acrus strides purposefully towards them. "You, men. Have the goods brought down to me. These slaves will be yours as agreed."

There is a tense pause as the sailors look you up and down.

"No," says the captain. "I know better than that. You must be Acrus. It will be fifteen gold pieces, as I arranged with your master."

Acrus balls his hands into fists as Ugi sniggers. "I was jesting with you. All of you." He looks around. "You would be stupid if you did not get that I was jesting."

The captain nods in pity. "Yes, quite. We've provided you with a horse and cart. You'll find enough fruit and grains for thirty men for a month."

Acrus spits on the ground as the horse is wheeled out. "That is not enough for thirty men for *two weeks*. That horse wouldn't be enough for one, also."

"Be that as it may, we do not feel that your masters will have much reason to complain. They have no-one else to turn to, after all." The captain smiles sardonically. "You men will have to escort yourselves home, of course. Have a pleasant day, we'll be back in two weeks, when I expect you'll be more than ready to do business with us again."

Contents of the Ship

Enough Siege Crossbows to kill the whole party. I apologise for railroading.

The Return Home

The Donkey carrying the small cart is in surprisingly good shape. It isn't lame and it is capable of carrying the groceries home.

If the party did not clear the Moonwatchers Fort before, they will be attacked by four moonwatchers. If they're unaware of the Moonwatchers, they can be introduced now.

If the party did clear the Moonwatcher Fort, they will encounter a lone Moonwatcher accompanied by five zombies; still identifiable as the Moonwatchers you have already killed (use the freshly-arisen variation of the shambling dead).

As the party makes their way down Alman Road (but still out of sight of the temple sentries), Acrus will stop them just before the Festival Square and demand to rummage through the sacks of fruit for the best apples and also demand 'tribute' from each of the party members. Ugi will hand over her first aid kits with a gulp before any of the others can stop her. Nomble and Mosan will angrily refuse. At this point, Acrus will draw his sword and reveal that he "never really liked other people" and demand that Ugi back him up. Ugi will look at Nomble, who will mouth "no". She will wipe something out of her eye before siding with Acrus. As soon as Acrus goes down, Ugi will seize his body and drag it into the shadows, weeping as she goes and swearing vengeance. Some incredibly good role-playing could convince Acrus that the only treasure he really needs is the love of Ugi and the respect of those who still see him as a hero, but it would take an immense amount of work.

If the party takes the Plebeian way back to the Supplicant's Gate, they will be ambushed by two Moonwatchers, accompanied by five zombies. The Moonwatchers will attempt to blast the donkey if no-one attacks them for more than one round. Acrus will still attempt to bully the party afterwards, with results much as above.

If the zombies from Festival Square have not been dealt with previously, twenty zombies will now chase the party down Supplicant's Lane. Five of them are Freshly-Arisen and will leap ahead in order to grab on to any character in range (to stay out of range, the characters need to move more often than they stop to fight). If all the humans have been snatched by the zombies, they will turn their attention to the cart. It will take the donkey ten rounds without being attacked to make it to the Supplicant's Gate, where three temple warders will be waiting to unload the cart. The humans will not be allowed back in to the temple until any zombies on Supplicant's Lane are dispatched and their bodies moved to Alman Road.

If the donkey dies, it will collapse dramatically, upending most of the contents of the cart. The cart can be dragged back to the temple by a single character with STR 16 or higher, or two characters with a combined STR of 24 or higher. It takes three rounds to gather the food back.

Home Sweet Home

What happens next is dependent on the level of success the characters have experienced in bringing back supplies and keeping themselves alive.

Bad Ending

(The cart has been lost, the moonwatchers have not been discovered and the party has taken more than three casualties. Acrus and Ugi didn't make it up to the Wight.)

As you step over the threshold of the Supplicant's Gate, your eyes become accustomed to the gloom. Koschei is waiting to greet you, still clad in his black robes. Although his rictus grin is unchanging, the three warders flanking him are wearing noticeably more troubled expressions than normal.

The surviving party members prostrate themselves before Koschei. "My Lord," begins one, "Please have mercy. We were beset at every turn, so many of your best men have fallen..."

"You have failed us, mortals. I can no longer hold back the will of the other priests. All of you must report to the temple chambers immediately." Koschei hangs his head so as not to show his face. "You must all be converted into the undying so that we may scourge Tira Alma of all its forsaken inhabitants, living and dead."

Normal Ending

(The cart has made it safely back. Acrus and Ugi have betrayed you or died during or after Gormungus. The Moonwatchers have been discovered but not destroyed and either Mosan or Nomble are still alive to verify your stories)

Koschei is waiting to greet you in his blackened robes, as is Belial, one of the other priests, still clad in gold. "I tell you, Koschei, we cannot continue to shepherd these—"

"Enough, Belial! These mortals are still capable of holding their own, even if they have given ground." They turn to face you.

"Well met, mortals. Your work here is a welcome sight for all of us." He appears crestfallen as he surveys the unloaded cart. Belial harps on the sad state of supplies. "I think perhaps these mortals may have enjoyed a small meal on their way back!"

Nomble and Mosan drop to their knees. "My lord, it is not so. The merchants we were sent to deal with are convinced that we are a weakened people. They hope to prey on us."

Koschei's eyes blaze. "The nerve! We must make an example of them."

Mosan continues, emboldened. "Also, my Lord, we have discovered some traitors to humanity hiding in the strong-house on Plebeian Way. They are called the Moonwatchers and their way is to leash the dead so that they may have dominion over the living."

Koschei breathes. "These moonwatchers will no doubt prove a powerful enemy." he breathes out quietly. "But if they can survive in Tira Alma, we may be able to find

the source of their magic. Also, the source of their food," he adds, reassuringly.

"Where is Acrus?" asks Belial. "The tall, gruff one? I quite liked him."

"My lord, he betrayed us", says Nomble.

"I don't believe it," scoffs Belial. "The man was a hero."

"I believe him," says Koschei. "This one has been a trusted servant of mine for some time." He fixes the party with a baleful eye. "Woe to you if you had not brought back at least one of my faithful servants back with you, or I would have happily sacrificed you to the will of the other priests. Now, return to your chambers. Soon, I will have need of you again."

Good Ending

(The cart has been returned, the Moonwatchers Fort has been cleared. Acrus and Ugi have betrayed you. Nomble and Mosan are alive to verify your story.)

As you round the corner, Koschei is holding his fellow priest Belial by the throat. Magically channelled ice is spreading from Belial's throat down his body.

"Belial, you fool," wheezes Koschei. "Your actions betray the entire priesthood."

"It is not my will but the will of the council!" shrieks Belial. "Let these mortals die, Koschei! Your full position will be returned to you! We will be the better for it!"

Koschei flings Belial against the wall as his skeleton shatters into thousands of pieces.

"Sadly, it is not permanent. His phylactery will bring him around soon enough." He turns to you. "My warders saw your actions in combat. You were all nothing less than exemplary, heroes."

"My lord, there is more," says Mosan, urgently. "We discovered a group of mortals attempting to gain mastery over the undead in Plebeian Way. We dispatched them in short order"

"Excellent!" cries Koschei. "I will send you back there very soon. You must scour the place for supplies. They

should have enough food and water squirreled away to help keep our own brothers alive."

Koschei looks about. "I trust you dealt with Acrus?"

"My lord," says Nomble, startled. "Acrus betrayed us just moments ago."

Koschei nods. "I suspect that because you took the extra time bringing death to the Moonwatchers, Belial became complacent. He came to me and said that the party would not be returning because he had bribed Acrus to serve him personally in that matter." He places a bony hand over his eyes. "A tragic waste of a man. Nevertheless, you are now the most upstanding men I have available to me. I will have need of you again soon."

Acrus Lives

If Acrus survives (as a result of some good work by the players), he will confess all to Koschei while Belial is present. Koschei will smash Belial's phylactery in a rage, but forgive Acrus, who then praises the party as showing him the real meaning of heroism today.

Worse than Acrus

If the party turns out to be a worse bully than Acrus and causes the death of one or more other party members, Belial will be waiting at the gate instead of Koschei, announcing that while the party was no doubt bickering themselves to death, the council saw fit to destroy Koschei and his phylactery and place Belial at the top of the food chain. Belial laughs maniacally. "Why am I explaining this to you? You mortals – go at once to the slaughter altars! I must convert you into zombies by sundown so you can be on the front line of my war on Tira Alma!"

Rewards

Bad Ending: Death.

Normal Ending: 2 Skill Points.

Good Ending: 3 Skill Points.

Acrus Lives: +2 Skill Points.

Worse than Acrus: Death.

Acrus the Bully

PHY 14, MTL 12 (MAG 10).

Stack 4, Resilience 5 (6), Health 14, Armour 6.

Skills (24):

Combat Training (Weapon Skill 1H Swords) 11, Combat Nerves, Shield Defense (Block 10 (12)), Leadership 11.

Equipment

Longsword (1d10+10), Buckler (Armour 3, Block +2), Leather Jerkin (Armour 3, MAG -2), 3x DIY First Aid Kits

Notes: if the players express a more than normal level of hatred for Acrus, a punch to the face will shut him up for good.

Nomble the Archer

PHY 13, MTL 13.

Stack 3, Resilience 5, Health 13, Armour 4.

Skills (26):

Archery Training (10 Ranks, Archery 15 (16)), Devotee of the Arrow, Rapid Shot, Measured Shot, Perception 8.

Equipment

Longbow (2d10+10), 100 Arrows, Archer's Brace (+1 to rolls with bow or crossbow), Warrior's Cloak, 3x DIY First Aid Kits.

Ugi the Healer

PHY 11, MTL 15 (Luck 15).

Stack 1, Resilience 5, Health 11, Armour 3.

Skills (30):

Holiness, Healing 13, First Aid (9 Ranks, First Aid 13), Cure Disease.

Equipment

5x DIY First Aid Kits, Green Kirtle, Warrior's Cloak,

Mosan the Thinker

PHY 12, MTL 14 (WIL 17).

Stack 2, Resilience 5, Health 12, Armour 0, Psi 19.

Skills (28):

Psychic Awakening, Immovable Shield (Shield has Resilience 3 and Health 7), Psychic Battle, Surveillance, Classical Learning (3 Ranks. Chosen Topics: Diseases, Undead, History of Tivrash, 5 other random topics).

Equipment

Denim Jeans (+2 WIL), Crystal Circlet (+1 WIL), 5x Psychic Crystals

Final Words

Superliga is still growing! Your questions, ideas, suggestions, feedback, criticism and letters are like food and water to me and my brain-baby.

You can contact me at ogrillion@gmail.com

Thanks for playing, thanks for reading and have fun in Superliga!

