

DRAGON REIGN

A DUNGEONS & DRAGONS game using the ONE-ROLL ENGINE



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FOREWARD

The material you now have in your possession is what I call a “patch” for REIGN: by following the guidelines herein, you should be able to play Dungeons & Dragons using the excellent One-Roll Engine.

Let me stress, it is *not* the name of a Norwegian operatic metal band.

It is not meant as a stand alone composition and as the disclaimer says, you need a copy of both those things to play.

So why even bother?

A good question. REIGN is an excellent game as is and Dungeons & Dragons certainly does what it says on the tin. But there are bound to be those whom feel like me: you cut your teeth on D & D and long to return to the simplicity of yesteryear but just can't bring yourself to pick a D20 game...

What motivated me to write this material in the first place was my love for traditional fantasy. I'm talking elves and dwarves running round with magic swords whilst wizards blow up hordes of orcs.

And you don't get much more traditional fantasy than Dungeons & Dragons.

REIGN is an amazing game and I can't sing enough praises for Greg Stolze's work. His game has a great system and a wonderful game universe; it just doesn't satisfy my craving for traditional fantasy.

So hopefully I have come close to having my metaphorical cake and eating it by creating a bridge between those two hallowed games.

I hope you find something useful for your game.

Best Regards

Dorian T. Hawkins

P.S. If anyone ever does form an operatic metal band called Dragon REIGN, I want royalties!

CHARACTER GENERATION

RANKINGS

You have 10 Attribute Points (APs) to spread between the following Attributes (for your information, Dragon REIGN characters are built on 90 points). Each of the 5 Attributes determine the points available to spend in each category.

For example, it costs 4 Attribute Points to get 25 Skill Points.

ADVANTAGES			SKILLS		
5	25 Advantage Points		5	30 Skill Points/15 Esoteric	
4	20 Advantage Points		4	25 Skill Points/10 Esoteric	
3	15 Advantage Points		3	20 Skill Points/10 Esoteric	
2	10 Advantage Points		2	15 Skill Points/5 Esoteric	
1	5 Advantage Points		1	10 Skill Points/5 Esoteric	
0	No Advantages		0	5 Skill Points/0 Esoteric	
MAGIC			STATISTICS		
5	Arcane Adept	20	5	6 Statistic Points	
4	Divine Adept	16	4	5 Statistic Points	
3	Arcane Initiate	12	3	4 Statistic Points	
2	Divine Initiate	8	2	3 Statistic Points	
1			1	2 Statistic Point	
0	No Magic		0	1 Statistic Point	
RACE					
5	Aasimar				
4	Deep Gnome, Drow, Grey Dwarf				
3	Dwarf, Elf, Tieflings				
2	Half-Elf, Half-Orc, Wood Elf, Air/Earth Genasi				
1	Gnome, Halfling, Half-Drow, Fire/Water Genasi				
0	Human				

Nb. GMs: the amount of Attribute Points given to characters assumes you are playing this game at an “Apprentice” Level. This is equivalent to level 1 characters in D & D. You may start characters at “higher level” if you wish.

GAME LEVEL	ATTRIBUTE POINTS	APPROXIMATE LEVEL OF D & D EQUIVALENT	STARTING APPROXIMATE CHARACTER AGE	SKILL MAXIMUM/ STATISTIC MAXIMUM
Apprentice	10	1	16-18	3/3
Journeyman	12	3	21-24	4/4
Veteran	15	6	26-30	5/5

For characters wishing to spend more points in Statistics, Skills and Advantages beyond 5 Attribute Points, use the following (obvious) progression chart:

ATTRIBUTES	ATTRIBUTE POINTS 6	ATTRIBUTE POINTS 7	ATTRIBUTE POINTS 8	ATTRIBUTE POINTS 9	ATTRIBUTE POINTS 10
Advantages	30	35	40	45	50
Magic	25	30	35	40	45
Skills	35	40	45	50	55
Statistics	7	8	9	10	11

STOP THE PRESSES!

So you've looked at the approximate starting age and looked at the equivalent character level and something doesn't seem right. That something is that the two things don't tally with how things would work out in-game.

If you start characters out at Apprentice level and give them, say, 50 experience over the course of 15 game sessions, that might only equate to 6 months to a year game time. So your characters would probably be about level 6 or 7 and barely be out of their teens!

Well that's the role-playing games for you... if it bothers you that much, my advice is to advance the timeline on every 20 or 25 experience points or so by about 2 or 3 years. Otherwise, live with it... because after all, Luke (in Star Wars) goes from being a farm boy to Jedi Knight in 3 films, taking about 3 years or so: character development and age are very frequently at the whim of liberty...

. ADVANTAGES

These represent your character's unique talents and abilities. Advantages are typically gained from your heritage or pre-adventuring life. They can include things like an enchanted family heirloom or leather hard skin. The more advantages you begin the game with, the more special and unique your character is.

LIST OF ADVANTAGES	COST
Ambidextrous	5
Animal Companion	V
Background: Arcane Schooling	3
Background: Artist	3
Background: Blooded	3
Background: Cosmopolitan	3
Background: Foehunter	3
Background: Forester	3
Background: Horse Nomad	3
Background: Merchant Family	3
Background: Noble Family	3
Background: Priestly Training	3
Background: Snake Blood	3
Background: Street Smart	3
Background: Treetopper	3
Armour Proficiency	V
Beauty	V
Cannibal Smile	1
Dark Adapted ^E	3
Daylight Adaptation	5
Followers	V
Fool Lucky	5
Knack for Learning	5
Language Genius ^E	5
Last Push ^E	V
Leather Hard	V
Linguist ^E	3
Lucky	1
Magical Apprentice	V
Patron	V
Prestige Training	V
Possession	V
Rabbity ^E	4
Ruhini/Elven Archer ^E	1/3
Secret	V
Soldier's Slumber ^E	1
Subtle Beauty ^E	3
Tranquil Presence ^E	1
Unconventional Strategies ^E	5

Unorthodox Healing ^E	2
Wealth	V
Weapon Focus	3
Weather Limb ^E	1
Whale Blessed ^E	2

E REIGN Supplement

Bold denotes Advantage listed below

Nb: You can only purchase one Background advantage.

Ambidextrous (5)

You may use your off-hand equal as well as your primary hand (off-hand penalty is reduce to 0).

Armour Proficiency (Varies)

You have extensively trained in wearing armours of varies encumbrance. The more points invested in this advantage, the more training you have received.

You may reduce your current encumbrance by 1 for every 2 points of Armour Proficiency. You may not reduce your encumbrance by more than half (rounding up).

E.g. Frederico has trained since he was a "wee bairn" in wearing huge plates of metal (his mother was VERY overprotective). He has 10 pts of Armour Proficiency. He may ignore up to 5 points of encumbrance.

If he had 5 points of encumbrance, he could only reduce this down to 3 (half 5, rounding up).

Background: Arcane Schooling (3)

Your upbringing put you in touch with the arcane everyday or maybe you come from a homeland where magic is common.

Regardless, you gain a bonus Expert Die on any Sorcery test.

Background: Artist (3)

You come from a culture where the arts, philosophy and music have a prominent place in society.

Choose a Perform or Craft skill: you gain a bonus Expert Die when undertaking your chosen medium.

Background: Blooded (3)

You know what it is to fight for your life and the value of quick wits and quicker reactions when blades are bared and deadly spells chanted.

You gain a bonus Expert Die on Initiative tests.

Background: Cosmopolitan (3)

You were exposed to a great many cultures during your childhood and are accustomed to dealing with strangers and foreigners without needing to draw weapons to make their point.

You gain a bonus Expert Die on Social tests when being diplomatic or reading people's emotions.

Background: Foehunter (3)

Your people found themselves under constant attacks and raids from evil races. Subsequently, you have learned quite a lot about them.

Choose a race: you gain a bonus Expert Die on any combat or tactics tests relating to that race.

Background: Forester (3)

Faerun's great forests stretch for hundreds of miles across the northlands. You are knowledgeable about the secrets of the forest and wise in its ways.

You gain a bonus Expert Die to Survival tests in woodland.

Background: Horse Nomad (3)

Your people were born on horseback and that's where you've spent most of your life. You gain a bonus Expert Die on any Ride or attack test when mounted.

Background: Merchant Family (3)

You spent most of your formative years around powerful trading costers and craft guilds. You come from a family that excels at trade and knows the value of hard work. Choose a medium (e.g. stonework, carpentry, gems etc).

You gain a bonus Expert Die on Scrutinize tests to appraise and Manipulation tests to haggle for the chosen medium.

Background: Noble Family (3)

Your family was one amongst the aristocracy and you learned how to behave as a lordling should.

You gain a bonus Expert Die on Leadership tests to inspire and command and on Social tests in situations where etiquette is required.

Background: Priestly Training (3)

You come from a very pious family or were raised by priests. Consequently, you gain a bonus Expert Die on any Sorcery test.

Background: Snakeblood (3)

Unbeknownst to the world (and perhaps even yourself), the taint of the yuan-ti runs in your veins. No outward signs give away your heritage but you are something more-or less-than human.

You gain a bonus Expert Die on Physique tests to resist poison.

Background: Street Smart (3)

You grew up on the streets of a big city and have learned how to keep informed,

ask questions and interact with the underworld without raising suspicions.

You gain a bonus Expert Die on Thievery tests when dealing with the underworld.

Background: Treetopper (3)

Your people are at home in the trees and high places, daring falls that would paralyze most other folk in abject terror.

You gain a bonus Expert Die on Athletics tests when climbing and you can dodge without penalty when doing so.

Daylight Adaptation (5)

Through long exile from the shadowed homelands of your kind, you have learned to endure the painful sunlight of the surface world. You no longer suffer the effects of Light Sensitive or Light Blindness.

Leather Hard (5)

You gain an additional point of Vitality.

Magical Apprentice (Varies)

You have been initiated in to the mystic ways. Through membership in a Church or studying at the feet of a powerful Wizard, you have started on the path of magical might.

Your initiation is a two-way street however. Even if you have little to do with your (former?) masters, they may have unfinished business with you...

- 5 Arcane Adept
- 4 Divine Adept
- 3 Arcane Initiate
- 2 Divine Initiate

Prestige Training (5)

You have found someone to train you in the ways of a specific prestige class and then been initiated on the path. You may only purchase this advantage once you

have discovered a mentor who can teach you the appropriate ways.

Further, you must then meet the requirements of the prestige class you wish to initiate in. Lastly, you may only ever initiate in one prestige class.

Weapon Focus (3)

You have trained extensively with a particular weapon. Choose a specific weapon that you have a Skill of 3 or more in, such as Longsword (which is a type of one handed sword) or Falchion (which is a type of two handed sword): whenever you use that weapon, you gain an Expert Die.

.MAGIC

Magic represents your pre-adventuring study in to mystic realms. To gain access to certain branches of magic, you must invest a certain amount of points. The seven “Ways of Magic” are;

ARCANE ADEPT (Sorcerer or Wizard magic)
 ARCANE INITIATE (Bardic magic)
 DIVINE ADEPT (Cleric or Druidic magic)
 DIVINE INITIATE (Paladin or Ranger magic)

Each “way” of magic has certain properties attached to it, a magical attribute, magical skill and associated magical discipline. They all act as their respective counterparts but are only possessed by magic users. They all start at 0 and must be purchased.

It goes without saying that to cast any magic at all, you must purchase your magical attribute on 1.

A Magical Discipline is just like an Esoteric Discipline for your magical skill but each is limited to the appropriate way. For example, the magical discipline of Wild Empathy may only be learned by a character initiated to Ranger magic.

Nb. you cannot purchase a magical discipline unless your magical attribute is 1. Beyond that, you are limited by your magical skill as normal.

WAY	MAGICAL DISCIPLINE	MAGICAL ATTRIBUTE	MAGICAL SKILL
Bard	The Bard's Tale	Art	Sorcery
Cleric	Holy Power	Power	Prayer
Druid	Nature's Path	Power	Prayer
Paladin	Holy Aura	Power	Prayer
Ranger	Wild Empathy	Power	Prayer
Sorcerer	Natural Art	Art	Sorcery
Wizard	Spellcraft	Art	Sorcery

Investment in Magic gives you points to spend on your appropriate Magical Attribute, your appropriate Magical Skill (Sorcery for Arcane magic and Prayer for Divine magic), Spells and Magical Discipline.

- Art and Power are purchased at 5 points each.
- Sorcery and Prayer are purchased as Specialist Skills.
- Spells and Magical Disciplines cost 1 point per level (so 1 point for Level 1, 2 points for Level 2).

You cannot purchase a spell higher than your magical attribute and you cannot

purchase a magical discipline higher than your magical skill.

Each of the 7 ways must learn the fundamentals of their chosen lore before they can even begin the study of magic.

Thus, when each of the way is purchased, a character receives the following free skill levels at level 1;

Way	Skill One	Skill Two
Bard Cleric Druid Paladin Ranger Sorcerer Wizard	Entertain: Bard Entertain: Rhetoric Survival: Forage Leadership: Authority Survival: Direction Focus: Intuition Focus: Willpower	Lore: History Lore: Religion Lore: Flora Lore Lore: Religion Lore: Flora Lore Lore: Spirit Lore Lore: Arcane Lore

• RACE

All characters must choose a basic race. Doing so grants certain advantages and disadvantages.

In all cases, bonuses may take your starting statistic above 3 during character generation. Penalties may not take a statistic lower than 1.

AASIMAR

- +1 Charm
- +1 Command
- Advantage “Celestial Blood”; Resistance Rating 1 against Acid, Cold and Electrical attacks.
- Advantage “Celestial Senses”; +1 die bonus on Perception tests involving Sight and Hearing.
- Advantage “Night Eyes”; can see in darkness up to 60ft. Vision is black and white but otherwise they operate entirely normal in complete darkness.
- Advantage “Mystic Ability: Light”; once per day, on a Command + Focus test, can cast “Light” as if they possessed the spell.
- Disadvantage “Outsider”; Aasimar are native Outsiders and are therefore affected by spells and abilities that affect Outsiders.

DROW

- +1 Coordination
- +1 Knowledge
- -1 Body
- Advantage “Night Eyes”; can see in darkness up to 120ft. Vision is black and white but otherwise they operate entirely normal in complete darkness.

- Advantage “Magic Resistance”; +1 die on Focus tests to resist magic.
- Advantage “Mystic Ability: Dancing Lights”; once per day, on a Command + Focus test, can cast “Dancing Lights” as if they possessed the spell.
- Advantage “Mystic Ability: Darkness”; once per day, on a Command + Focus test, can cast “Darkness” as if they possessed the spell.
- Advantage “Mystic Ability: Faerie Fire”; once per day, on a Command + Focus test, can cast the “Faerie Fire” as if they possessed the spell.
- Advantage “Elven Tongue”; they receive a MD in Undercommon and Elven.
- Disadvantage “Light Blindness”; -1d penalty on all tests in bright sunlight (or spells/effects which mimic bright sunlight). Blinded by sudden exposure to light for 5 rounds less the Width of a Sense + Physique test.
- Disadvantage “Shunned”; -2 die Social tests against Good characters, -1 die Social tests against non-Underdark races.

DWARVES, GOLD

- +1 Body
- -1 Coordination
- Advantage “Night Eyes”; can see in darkness up to 60ft. Vision is black and white but otherwise they operate entirely normal in complete darkness.
- Advantage “Stonecutting”; +1 die on any tests involving the crafting, appraisal and noticing of stonework, gems, jewels and crystals.

- Advantage “Magic Resistance”; +1 die on Focus tests to resist magic.
- Advantage “Poison Resistance”; +1 die on Physique tests to resist Poison.
- Advantage “Dwarven Tongue”; they receive a MD in Common and Dwarven.

DWARVES, GREY

- +1 Body
- -1 Charm
- Advantage “Night Eyes”; can see in darkness up to 120ft. Vision is black and white but otherwise they operate entirely normal in complete darkness.
- Advantage “Stoic”; +1 die on on Focus tests to resist Illusions and Paralysis.
- Advantage “Poison Resistance”; +1 die on Physique tests to resist Poison.
- Advantage “Night Moves”; +1 die on Stealth tests when sneaking.
- Advantage “Keen Senses”; +1 die on Perception tests involving Hearing or Sight.
- Advantage “Mystic Ability: Enlarge Person”; once per day, on a Command + Focus test, can cast “Enlarge Person” on themselves as if they possessed the spell.
- Advantage “Mystic Ability: Invisibility”; once per day, on a Command + Focus test, can cast “Invisibility” on themselves as if they possessed the spell.
- Advantage “Dwarven Tongue”; they receive a MD in Undercommon and Dwarven.
- Disadvantage “Light Sensitive”; receive -1d penalty on all tests in bright sunlight (or spells/effects which mimic bright sunlight).

- Disadvantage “Shunned”; -2 die Social tests against Good characters, -1 die Social tests against non-Underdark races.

DWARVES, SHIELD

- +1 Body
- -1 Charm
- Advantage “Night Eyes”; can see in darkness up to 60ft. Vision is black and white but otherwise they operate entirely normal in complete darkness.
- Advantage “Stonecutting”; +1 die on any tests involving the crafting, appraisal and noticing of stonework, gems, jewels and crystals.
- Advantage “Magic Resistance”; +1 die on Focus tests to resist magic.
- Advantage “Poison Resistance”; +1 die on Physique tests to resist Poison.
- Advantage “Dwarven Tongue”; they receive a MD in Common and Dwarven.

ELVES, MOON

- +1 Coordination
- -1 Body
- Advantage “Keen Senses”; +1 die on Perception tests involving Hearing and Sight.
- Advantage “Dusk Eyes”; can see in near darkness with perfect clarity. The Elf retains colour vision even at night.
- Advantage “Elven Blood”; +1 die on Focus tests to resist Enchanting spells.
- Advantage “Elven Tongue”; they receive a Master Die in Common and Elven.

ELVES, SUN

- +1 Knowledge
- -1 Body
- Advantage “Keen Senses”; +1 die on Perception tests involving Hearing and Sight.
- Advantage “Dusk Eyes”; can see in near darkness with perfect clarity. The Elf retains colour vision even at night.
- Advantage “Elven Blood”; +1 die on Focus tests to resist Enchanting spells.
- Advantage “Elven Tongue”; they receive a Master Die in Common and Elven.

ELVES, WILD

- +1 Coordination
- -1 Knowledge
- Advantage “Keen Senses”; +1 die on Perception tests involving Hearing and Sight.
- Advantage “Dusk Eyes”; can see in near darkness with perfect clarity. The Elf retains colour vision even at night.
- Advantage “Elven Blood”; +1 die on Focus tests to resist Enchanting spells.
- Advantage “Elven Tongue”; they receive a Master Die in Common and Elven.

ELVES, WOOD

- +1 Body
- +1 Coordination
- -1 Charm
- -1 Knowledge

- Advantage “Keen Senses”; +1 die on Perception tests involving Hearing and Sight.
- Advantage “Dusk Eyes”; can see in near darkness with perfect clarity. The Elf retains colour vision even at night.
- Advantage “Elven Blood”; +1 die on Focus tests to resist Enchanting spells.
- Advantage “Elven Tongue”; they receive a Master Die in Common and Elven.
- Disadvantage “Slight Stature”; -1 die on Physique tests involving endurance and vigor.

GENASI, AIR

- +1 Coordination
- Advantage “Breathless”; Air Genasi do not breathe and therefore are immune to suffocation and inhalation attacks.
- Advantage “Night Eyes”; can see in darkness up to 60ft. Vision is black and white but otherwise they operate entirely normal in complete darkness.
- Advantage “Mystic Ability: Levitation”; once per day, on a Command + Focus test, can cast “Levitation” on themselves as if they possessed the spell.
- Disadvantage “Clerical Focus”; Air Genasi cleric's are required to choose a deity who grants access to the Air domain, which they must choose as one of their two domains.

- Disadvantage “Outsider”; Air Genasi are native Outsiders and are therefore affected by spells and abilities that affect Outsiders.

GENASI, EARTH

- +1 Body

- Advantage “Night Eyes”; can see in darkness up to 60ft. Vision is black and white but otherwise they operate entirely normal in complete darkness.
- Advantage “Mystic Ability: Pass Without Trace”; once per day, on a Command + Focus test, can cast “Pass Without Trace” on themselves as if they possessed the spell.
- Disadvantage “Clerical Focus”; Earth Genasi cleric’s are required to choose a deity who grants access to the Earth domain, which they must choose as one of their two domains.
- Disadvantage “Outsider”; Earth Genasi are native Outsiders and are therefore affected by spells and abilities that affect Outsiders.

GENASI, FIRE

- +1 Knowledge
- Advantage “Night Eyes”; can see in darkness up to 60ft. Vision is black and white but otherwise they operate entirely normal in complete darkness.
- Advantage “Mystic Ability: Control Flame”; once per day, on a Command + Focus test, the Fire Genasi can cause a non-magical fire within 10 feet to diminish to level or coals or flare up to the brightness of daylight (doubling the illumination radius). This ability does not change the heat output or fuel consumption. Lasts Width in minutes.
- Disadvantage “Clerical Focus”; Fire Genasi cleric’s are required to choose a deity who grants access to the Fire domain, which they must choose as one of their two domains.
- Disadvantage “Outsider”; Fire Genasi are native Outsiders and are therefore affected by spells and abilities that affect Outsiders.

GENASI, WATER

- +1 Body
- Advantage “Night Eyes”; can see in darkness up to 60ft. Vision is black and white but otherwise they operate entirely normal in complete darkness.
- Advantage “Mystic Ability: Create Water”; once per day, on a Command + Focus test, can cast “Create Water” as if they possessed the spell.
- Disadvantage “Clerical Focus”; Water Genasi cleric’s are required to choose a deity who grants access to the Fire domain, which they must choose as one of their two domains.
- Disadvantage “Outsider”; Water Genasi are native Outsiders and are therefore affected by spells and abilities that affect Outsiders.

GNOMES, DEEP

- +1 Command
- +1 Coordination
- -1 Body
- -1 Charm
- Advantage “Night Eyes”; can see in darkness up to 120ft. Vision is black and white but otherwise they operate entirely normal in complete darkness.
- Advantage “Stonecutting”; +1 die on any tests involving the crafting, appraisal and noticing of stonework, gems, jewels and crystals.
- Advantage “Camouflage”; +1 die on Stealth tests when hiding.
- Advantage “Mystic Ability: Blindness”; once per day, on a Command + Focus test, can cast “Blindness” as if they possessed the spell.

- Advantage “Mystic Ability: Blur”; once per day, on a Command + Focus test, can cast “Blur” on themselves as if they possessed the spell.
- Advantage “Mystic Ability: Disguise Self”; once per day, on a Command + Focus test, can cast “Change Self” on themselves as if they possessed the spell.
- Advantage: “Gnome Tongue”; they receive a MD in Undercommon and Gnome.
- Disadvantage “Diminutive”; may only use small and medium tools/weapons. Armour has to be specially made (x25% cost). You only have 4 Vital Levels instead of 5.
- Disadvantage “Shunned”; -2 die Social tests against Good characters, -1 die Social tests against non-Underdark races.

GNOMES, ROCK

- +1 Knowledge
- -1 Body
- Advantage “Dusk Eyes”; can see in near darkness with perfect clarity. The Gnome retains colour vision even at night.
- Advantage “Keen Hearing”; +1 die on Perception tests when Hearing.
- Advantage “Tough”; +1 die on Physique tests.
- Advantage “Burrow Friend”; your presence does not scare or intimidate burrowing animals. They behave friendly toward you and you are even able to communicate with them. This is not actual speech, more that you and the animal can understand each other on an intuitive level.

- Advantage: “Gnome Tongue”; they receive a MD in Common and Gnome.
- Disadvantage “Diminutive”; may only use small and medium tools/weapons. Armour has to be specially made (x25% cost). You only have 4 Vital Levels instead of 5.

HALFLINGS

- +1 Coordination
- -1 Body
- Advantage “Sure Footed”; +1 die on Athletics tests when jumping or climbing and +1d on Stealth tests when sneaking.
- Advantage “Alert”; +1 die on Scrutinize tests.
- Advantage “Keen Hearing”; +1 die on Perception tests when hearing.
- Advantage: “Halfling Tongue”; they receive a MD in Common and Halfling.
- Disadvantage “Diminutive”; may only use small and medium tools/weapons. Armour has to be specially made (x25% cost). You only have 4 Vital Levels instead of 5.

HALF-DROW

- +1 Charm
- Advantage “Drow Blood”; +1 die on Focus tests resisting spells.
- Advantage “Night Eyes”; can see in darkness up to 60ft. Vision is black and white but otherwise they operate entirely normal in complete darkness.
- Disadvantage “Unaccepted”; -1 die Social tests.

HALF-ELVES

- +1 Charm
- Advantage “Elven Blood”; +1 die on Focus tests when resisting Enchanting spells.
- Advantage “Dusk Eyes”; can see in near darkness with perfect clarity. The Half-Elf retains colour vision even at night.

HALF-ORCS

- +2 Body
- -1 Knowledge
- Advantage “Night Eyes”; can see in darkness up to 60ft. Vision is black and white but otherwise they operate entirely normal in complete darkness.
- Advantage “Orc Tongue”; they receive a MD in Common and Orc.
- Disadvantage “Unaccepted”; -1 die Social tests.

HUMANS

- Advantage “Quick Learner”; it costs 0 Ranking to be Human which grants you a flexibility unavailable to the other races.

TIEFLINGS

- +1 Coordination
- +1 Knowledge
- -1 Charm
- Advantage “Demonic Blood”; receive Resistance Rating 1 against Cold, Electricity and Fire attacks.

- Advantage “Demonic Nature”; +1 die bonus on Stealth tests when hiding.
- Advantage “Demonic Wiles”; +1 die bonus on Manipulation tests when lying.
- Advantage “Night Eyes”; can see in darkness up to 60ft. Vision is black and white but otherwise they operate entirely normal in complete darkness.
- Advantage “Mystic Ability: Darkness”; once per day, on a Command + Focus test, can cast “Darkness” as if they possessed the spell.
- Disadvantage “Unaccepted”; -1 die Social tests.
- Disadvantage “Outsider”; Tieflings are native Outsiders and are therefore affected by spells and abilities that affect Outsiders.

. STATISTICS

There are six statistics;

BODY
CHARM
COMMAND
COORDINATION
KNOWLEDGE
SENSE

physical strength and constitution
personal charisma and influence
force of will and manipulation
physical dexterity and agility
mental intelligence and understanding
perception and insight

These start at 2 in each.

A racial bonus adds or subtracts from this.

E.g. An Elven character receives +1 Coordination and -1 Body. Therefore their maximum level is Coordination 6 and Body 4.

You may raise your statistics later in character generation. Any race modifier your character is applied first and you may not improve any stat by more than 1 at this stage.

E.g. Two different players create characters. One is an elf and one is a human. The elf gains Coordination 3 due to their race. The human gains Coordination 2. Both may improve their Coordination by 1 point only during character generation. Both decide

they wish to. The elf becomes Coordination 4 and the human Coordination 3.

For comparison, an average human peasant (i.e. unskilled labourer, with little to no education) has a statistic of 1. Adventurers, representing the above-average who decide against what fate would otherwise have in store for them (i.e. NOT becoming a baker/blacksmith/'scribe like mummy or daddy were) have an average statistic of 2.

Nb. A quick word to GMs: starting characters are assumed to be young, having just completed their apprenticeships (age 16 for a non-magic using human, age 17 for a divine initiate human and age 18 for an arcane initiate human). If you wish for characters to be older, you can allow them to improve their statistics by larger numbers.

LEVEL OF GAME	MAXIMUM STATISTIC IMPROVEMENT	APPROXIMATE AGE OF PCs
Apprentice	1	16-18
Journeyman	2	21-24
Veterans	3	26-30

▪ SKILLS

This determines your set of learning and natural talents.

There are two figures. The first determines how many points you have overall to spend on skills and the second determines how many of those points you can spend on Esoteric Disciplines.

Skills cost level in points (e.g. level 3 costs 3). Esoteric Disciplines cost 1 point per level (e.g. level 1 costs 1, level 2 costs 2 and level 3 costs for a total of 6).

You are limited in how high you may raise a skill during character generation. If your character is just starting out (Apprenticeship level), you may not raise a skill above 3 at this point.

However, if you have been around a bit (Journeyman level), you may raise to 4 and if you've been adventuring for a long time (Veteran level), you may raise to 5. Your GM will give you more information on this.

For more information on Skills, see the "Skills Revisited" section.

You may only ever learn a maximum of 15 Esoteric Disciplines or Martial Paths (that's 15 of each).

Finishing Touches

Choose your Passions;

- i. Craving
- ii. Duty
- iii. Mission

Choose up to three Problems

Choose your equipment (spend Wealth and receive Expected Possessions)

Then you're finished!

THE ORE RE-VISITED

The REIGN 'flavour' of the One-Roll Engine has been altered to reflect the heroic fantasy setting of Dungeons and Dragons.

Die pools roll as normal however there are a number of altered mechanics;

"STRAIGHTS" - Rolling 3 consecutive numbers on separate dice constitutes a "STRAIGHT". This is the equivalent of a 1x success or MARGINAL SUCCESS. A Marginal Success indicates that you have succeeded at a task but just barely. The Height is equal to the highest die in the Straight.

E.g. Davo rolls 6 die and generates 3, 5, 6, 8, 9 and 10. Although he gets no sets, the 8, 9 and 10 form a Marginal Success with a Height of 10.

"SETS" - Rolling "TWO OF A KIND", "THREE OF A KIND" or "FOUR OF A KIND", you score a Standard Success, Expert Success and Master Success, respectively.

Nb. this has not changed from the REIGN rulebook.

"FULLHOUSE" - If you generate more than one set on a test, you can discard a lower set entirely to add 1 Width to a higher set.

E.g. Davo makes another test and generates 5, 5, 5, 7, 7 and 10. He could choose to discard his 3x5 to improve his 2x7 to a 3x7.

"CHANCE" - If a dice pool is reduced to 0 or less, there always remains a chance that a character could be successful. In this instance, roll a single d10. On a roll of 10, you achieve a Marginal Success (a Width of 1) at a Height of 10.

However, if you score a 1 on this roll, you have a CRITICAL FAIL on your hands. In such instances, the GM is well within his or her right to have something *bad* happen to you. May be you drop your weapon or may be you hit a friend. Bad times.

Nb. If a set is spoiled by gobble dice, it does NOT become a "Straight". A Straight is a special circumstance achieved by generating the appropriate success.

FINESSE DIE

D & D further complicates issues by having a large number of modifiers. Because anything modifying the die pool beyond +2 dramatically increases the probability of generating a set, we have to examine the best way of implementing such bonuses.

EXPERT DIE OPTION

Option - Increased Straights

If you don't like the idea of having multiple Finesse Die, the addition of the Straight affords another change.

Instead of choosing a number before you roll, you may now change the value of an ED after rolling to any value you have NOT generated, thereby dramatically improving your chances of scoring at least a Marginal Success.

To assist, if we modify the Finesse Dice (a broad name for Expert and Master Dice) slightly, this gives another area to modify.

First, instead of only ever having a single Expert or Master Die, you may have multiple.

However, a Skill may only *inherently* ever only have 1 Expert Die OR 1 Master Die (unless you have a Narrow Skill, see SKILLS REVISITED).

When you have one or more Expert Die, this represents a single die the value of which can be changed after the die is rolled, similar to a Master Die.

Where the Master Die can be altered to any value between 1 and 10, the Expert Die is limited to showing a value of 10 which can then be altered by 1 per additional Expert Die you have.

So, if you have 1 Expert Die it will only generate sets with other 10s. If you have 2 Expert Die, this will generate a set with 10s AND 9s. 3 Expert generates sets on 10s, 9s and 8s and so on.

E.g. Maxe has 4 Expert Die. He rolls Coordination + Athletics to climb a mountain. He can therefore set his Expert Die to either 10, 9, 8 or 7 after the die roll.

Multiple Master Die allows you to set any and all of the die to any values you want. In this way you can bolster an existing set by one or more or may be create multiple sets for additional actions or insurance.

For more information on multiple Finesse Die (and how to achieve them), see the "Skills Revisited" section.

SKILLS RE-VISITED

The skills in Reign are very specific to that setting: Dungeons & Dragons has little need for a Plead skill. Conversely, there are a lot more skills in D & D than the former game which are somewhat irrelevant.

Therefore, a little conversion needs to be performed.

Skills are now lumped in to two categories: the Broad and Narrow.

Broad Skills represent a large area of talents and knacks that the character possesses relevant to a specific sphere. So rather than having a simple “Sneaking” skill, this would be part of the Broad Skill “Stealth”, which would also encompass hiding and generally remaining unseen or undetected. A Broad skill therefore includes a number of *Narrow Skills*.

Narrow Skill represents a specific development within an area and details your ability to do that single task. There is no set list of Narrow Skills that could fall under a given Broad Skill however you should bear in mind your GM's opinion when purchasing a Narrow Skill.

You buy a Narrow Skill when you want to be good at a specific thing, like hiding, rather than being generally good at Stealth.

So, nearly all the old Reign skills will fall under the banner of a Dragon REIGN Broad Skills in some fashion. You will also find a lot of Dungeons & Dragons skills somewhere in the Narrow Skills.

Purchasing a Broad Skill means that you can perform all the associated Narrow Skills equally well: if you want to Climb

something and then Run, you would roll your Athletics skill for both.

It goes without saying that you may purchase a Narrow Skill independently of the governing Broad Skill but you may have BOTH a Narrow Skill and a Broad Skill in the same area.

E.g. Arrah has the Broad Skill “Stealth” and the Narrow Skill “Hiding”.

You either roll your Broad Skill or your Narrow Skill, whichever is higher. However, if your Broad Skill equals or exceeds an associated Narrow Skill, you may convert the latter in to experience to be spent on the former (on a one for one basis).

E.g. Damaskell has the Narrow Skill “Eerie” on 3. He raises his Broad Skill “Focus” to 3. He may now convert his Eerie in to 3 Experience to be spent on further raising his Focus.

During character generation, Broad Skills cost 3 points to raise and Narrow Skills cost 1.

A sufficiently high Narrow Skill may be used to perform tasks from the same Broad Skill: once a Narrow Skill reaches 3, you may roll that with a -2d penalty to perform tasks for the other Narrow Skills under the same Broad Skill.

E.g. Tash has the Narrow Skill “Tactics”. He may perform tasks that fall under “Leadership” using his Tactics with a -2d penalty.

PROGRESSION CHART

SKILL TYPE	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5
BROAD	3	6	9	12	15
NARROW	1	2	3	4	5

Esoteric Disciplines and Martial Techniques are associated with a Broad Skill. Some Esoteric Disciplines may be applicable to your chosen Narrow Skill. Discuss the issue with your GM.

Character's with the Broad Skill can purchase ANY associated Discipline or Technique for the associated Narrow Skills.

Conversely, characters with the Narrow Skill can only purchase the disciplines and techniques that may be associated with that skill.

	EXPERT DIE	MASTER DIE
BROAD	2	6
NARROW	1	3

There is a third category of skills: Specialist Skills.

These are Narrow Skills that have no associated Broad Skill. These are purchased as Narrow Skills and obviously cannot be used for any other task.

E.g. Jamia has the Specialist Skill "Sword". She can only use that skill with tasks related to that area.

EXPERIENCE COSTS

	1	2	3	4	5	6	EXPERT	MASTER
BROAD	2	4	6	8	10	12	2	6
NARROW	1	2	3	4	5	6	1	3

SKILL FOCUSES (EXPERT DICE FOR BROAD AND NARROW SKILLS)

You may purchase Expert Die for Broad Skills and utilise them on any test using that skill. You may only ever purchase a single Expert Die for a Broad Skill.

E.g. Sruss has the "Survival" Broad Skill with an Expert Die. Whenever he rolls any Survival roll, including any of the associated Narrow Skills, he may use his ED bonus.

Conversely, you may purchase an Expert Die for a Narrow Skill. Such a purchase can only be used with that skill and not any Broad Skill use. You may only ever purchase a single Expert Die for your Narrow Skill.

If you have both a Broad Skill and a Narrow Skill, this is called a "Skill Focus". This describes a situation where you are generally good in a field but particularly good at something specific.

Expert Die purchased in the Broad Skill can be applied to ANY associated Narrow Skill, regardless of level. However, Expert Die purchased for Narrow Skills cannot be applied to Broad Skill use.

There is a unique situation that can arise however: if you have an Expert Die in a Broad Skill and an Expert Die in an attached Narrow Skill, say, for instance, Manipulate and Influence, you may utilize BOTH Expert Die when making rolls for that specific Narrow Skill.

The same situations apply for the Master Die, however, you may only ever 'roll' one Master Die: any excess can only be used to counteract penalties.

E.g. Revan has Survival 4 with an Expert Die and also has the Narrow Skill, Trapper on 1, also with an Expert die. Any Trapper related tests he makes using his Survival skill receive 2 Expert Die (he scores an additional match on a 9 or a 10).

E.g.2. Chia wants to be good at Warfare with a 'speciality' in Tactics. She purchases the Warfare skill at 3 and promotes a die to Expert for a cost of 8. She then purchases a Tactics as a Narrow Skill on 1 and promotes that to an Expert Die for a cost of 2. Total cost is 10.

It is possible to have a Master Die and Expert Die. In this situation, only the Master Die counts on dice rolls, however, any penalties you receive subtract from Expert Dice before the Master Die. This is called having a "Protected Skill".

BROAD SKILLS	NARROW SKILLS
Athletics	Acrobatics Climb Run
Entertain	Bard Instrument* Rhetoric
Focus	Intuition Meditation Willpower
Fray	Dodge Fight Parry
Leadership	Authority Strategy Tactics
Manipulation	Influence Intimidate Lie
Medicine	Elixirs Healing Torture
Perception	Hearing Sight Smell
Physique	Contortions Endurance Vigor
Scrutinize	Appraise Search Tracking
Social	Empathy Fascinate Graces
Stealth	Disguise Hide Sneak
Survival	Direction Forage Trapper
Thievery	Pick Lock Pick Pocket Underworld

SPECIALIST SKILLS

Counterspell
Craft*
Expert*
Language*
Lore*
Prayer
Ride*

Sorcery
Student*
Weapon Skill*

*you must purchase this skill for an individual application. You may purchase it multiple times.

CONVERSION NOTES

DRAGON REIGN SKILL	D & D SKILL	REIGN SKILL
Athletics	Balance Climb Jump Swim Tumble Use Rope	Athletics Climb Run
Entertain	Perform Sleight of Hand	Jest Perform
Focus	N/A	Eerie
Fray	N/A	Dodge Fight Parry
Leadership	N/A	Inspire Strategy Tactics
Manipulation	Bluff Intimidate	Haggle Intimidate Lie Plead
Medicine	Heal	Healing
Perception	Listen Spot	Hearing Sight
Physique	Concentration Escape Artist	Endurance Vigor
Scrutinize	Appraise Search	Scrutinize
Social	Diplomacy Gather Information Sense Motive	Empathy Fascinate Graces
Stealth	Disguise Hide Move Silently	Stealth
Survival	Disable Device Survival	Direction
Thievery	Forgery Open Locks Pick Pocket	N/A

SPECIALIST SKILLS

Counterspell Expert* Language* Lore* Prayer Ride* Sorcery Student*	N/A Profession Speak Language Knowledge N/A Ride Spellcraft Knowledge	Counterspell Expert Language Lore Sorcery Ride Sorcery Student
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SKILLS

Athletics

The catch-all skill for most physical tasks. This involves sports, throwing, swimming, lifting weights, leaping around; essentially, any kind of physical action where training can assist. Roll this when you want to swing from a chandelier or make a long drop without breaking your leg.

NARROW SKILLS

Acrobatics is the ability to perform jumps, back flips and general gymnastic feats. If you want to measure a character's balance, hurdling or some other feat of agility, Acrobatics is probably your port of call. You can leap 5 feet across or 2 feet high per point of Width. A starting run adds 2 die.

Climb allows you to travel vertically with some confidence. Scaling trees, cliffs or a ship's mast are all the same to you.

Run determines your skill in just that. Cowards run away from fights, brave men run toward them. In a melee, you can run 15 feet every round automatically. If you want to increase that, roll Body + Run. Every point of Width adds 5 feet.

Entertain

Your facility (and understanding of how) to entertain others through a variety of medium. Roll this when you want to do some sort of performance intending to impress or entertain.

NARROW SKILLS

Bard is your understanding and the act of creating entertainment. If you want to write a sonnet, create a new song or dance, then you would use your Bard.

Perform demonstrates your skill at entertaining through some form of medium, be it a musical instrument, acting, dancing, sleight of hand or singing. When purchasing this specialisation, you must

designate your medium. You may purchase this skill multiple times, each time choosing a new medium.

Rhetoric describes your talents at communication and expression through discussion and lecture. If you want to tell a joke or tell an interesting story, put someone down with witty repartee, roll your Rhetoric. Of course, this ability is only applicable when you have an audience. One on one or "off-the-stage", you're out of your depth.

Focus

This talent measures your experience with the uncanny, unnatural and unwholesome. Through training, you learn to develop your inner strength and mind. Roll this when you are exploring your inner self.

NARROW SKILLS

Intuition governs your ability to detect the unnatural. Be it magical spells, artefacts, curses or spirits. It won't protect you from a lurking footpad but it might alert you to the fact you're in a haunted house.

Meditation represents your ability to remain calm and relaxed even in the most disruptive of situations. It is discussed in more detail in the Esoteric Disciplines section.

Willpower determines your ability to resist temptation and other undue influences. If you're being tortured, tempted or ensorcelled, your Willpower will generally afford you some defense.

Fray

This is your broad-based, untrained, naturally vicious brawling. Someone with a high Fray skill may lack the finesse and technique of someone with a sophisticated Weapon Skill but that's rarely a comfort when the fighter is burying a blade in your ribcage. Roll this when you want to get out

of harm's way or pick up a stick and club someone with it.

NARROW SKILLS

Fight represents your ability to pick something up and hit someone with it. It can be used with any hand to hand weapon where it is obvious how you hurt someone with it. Even simple missile weapons can be used. However, anything more complex than "pointy end goes in there" is beyond you.

Dodge allows you to move your body away from a source of pain or injury. Ducking punches, diving for safety and leaping over a fire all require a Dodge test.

Parry describes your talents at sticking something between you and an attack. This might be your blade, a shield or even a mailed forearm. As long as you can interpose an object with an incoming attack, you're fine. Just don't try parrying with your unarmoured hands.

Leadership

This is your ability to lead a group of people. This can be an army, a group of wizards or even a merchant business. Roll this when you want to lead a unit in to battle, give a rallying speech or give a person a dressing down.

NARROW SKILLS

Authority describes your talent to get a group of people to do what you want. Its also about organisation and knowing that if you don't keep your army happy, you might not have one tomorrow.

Strategy demonstrates your ability to see the bigger picture in a situation, looking beyond the individual and seeing how they interact to become an army. Rather than focussing on individual salesmen or soldiers, you look at supply lines, bypassing areas and economics.

Tactics is the day to day, hands-on ability to place people in the right position, know

when to buy and sell and when to charge and when to hold your men back. Whereas Strategy is all about winning the war, Tactics is what gets you through a battle, be it on the battlefield or the boardroom.

Manipulation

The art of getting people to what you want through subterfuge, be it convincing people of the "truth" or simply getting them to move out of the way. Roll this when you want to convince someone that the fool's gold you have is real or that the potatoes you have are worth much more than they are offering or persuade the Prince to give you an honour guard.

NARROW SKILLS

Influence is the ability to persuade people to do something you want. This can be all the way from begging to confounding someone with feats of "logic". Bottom line, whenever you want to get your own way without resorting to threats, use Influence.

Intimidate focuses solely on getting your way through fear. The nature of the threat you represent doesn't matter, anything from political ruination to magical revenge to a brutal beating is covered by this specialisation.

Lie is rolled when you're stretching the truth, fraudulently name-dropping, fabricating plausible claims of valour or telling huge great whoppers. A successful roll allows you to remain unflustered, consistent and above-all, credible.

Medicine

This is knowledge of physiology, application of which can be either be helpful or harmful. Roll this when you want to assess a person's current state of health or when you want to do something about it.

NARROW SKILLS

Elixirs represents your knowledge of potions and poisons. Use of this

specialisation allows one to create dubious herbal remedies, poultices and antidotes. Vice versa, it also allows you to make the very things you can protect against.

Healing is the mundane ability to clean wounds, apply bandages and set bones. The specialisation of helping people get less sick and injured is often one that can make you very popular with your friends.

Torture describes how good you are at applying your beneficial knowledge to the detriment of your victims. Your understanding of a person's physiology makes you as skilled at harming as it does as healing. If you want to know something fast, torture is the way forward.

Perception

A measure of your general awareness of your surroundings. It determines your visual acuity, clarity of hearing and overall sensitivity. Roll this when you need to spot something.

NARROW SKILLS

Hearing determines your quality of hearing. You're superb at eavesdropping, hearing muffled footsteps in dark alleys and recognizing which string on your friend's violin is just a trifle sharp.

Sight describes your clarity and keenness of vision. This ability improves your chances of spotting the trapdoor your about to step on, the sail on the horizon or the stealthy assassin...

Smell demarcates your sense of smell and taste. You can smell the unwashed body odour under the perfume, the scent of blood coming from the next room or even that the spice in the soup is no spice at all...

Physique

This is the degree of control you have over your physical body. You have spent time developing your physique and have greater control and a hardier constitution than

others. Roll this when you need a steady hand or to avoid throwing up.

NARROW SKILLS

Contortions denotes your flexibility and muscular control. May be you want to squeeze through a tight space or perhaps need to slip your wrists out of handcuffs or if you want to do the splits over two rocks, any of those describe perfect examples of contortions.

Endurance measures your ability to keep running or walking or swimming or fighting long past the point of where less burly (or less driven) individuals collapse to pant, groan or drown.

Vigor is not so much a talent that is learned or studied. Instead it represents how well you overcome injury and illness. You make Body + Vigor rolls to recover from combat so this often a good bet for belligerent types. It's also what you roll to resist sickness and poison.

Scrutinize

Where as Perception deals with your ability to spot and hear things, Scrutinize is your talent at uncovering things in a logical and methodical manner. Roll this when you want to check the quality of something or figure out that a body was dragged through a room.

NARROW SKILLS

Appraise is the detectives art of look at a scene, putting together all the divined facts and coming to a conclusion. By use of Search and Tracking, one can survey a scene and determine events which happened in the past.

Search is your ability to do just that. You can rifle through a room and find what you are looking for. You can search anything from a book to a treasure map: if there's something there to be found, you'll find it.

Track represents your skill at identifying the tracks of some *thing*, be it a person,

animal or vehicle, and then following them to their destination's end.

Social

Your Social Skill represents how good you are at dealing with people in, well, social situations. Roll this when you want to hold your own in a conversation or avoid showing yourself up in front of the nobility.

NARROW SKILLS

Empathy measures your ability to gauge those with whom you speak and interact. Use it to see through the lies, detect when people are attempting to influence your mood with guile and spot the envious ex-lover at the wedding.

Fascinate allows you to talk and make someone want to keep listening to you. It represents your conversational finesse, your talent for listening (or for making people think you're listening) and your general ability to "help" people like you. If you want to charm, recruit, seduce or simply amuse an individual, roll Fascinate.

Graces is short for "social graces"; this measures your manners. It's not just the obvious stuff like "never pinch the hostess' husband in front of her" though that's in there too. It also indicates knowledge of exotic cultural mores. Take this specialisation if you know to dine cordially, dance passably, flirt acceptably and accept (or decline) a royal gift graciously.

Stealth

The art of stealth is employed whenever one wants to go undetected. Roll this when you want to hide the knife on your person or conceal the fact you're a woman.

NARROW SKILLS

Disguise is your ability to obfuscate yourself and appear as something you are not. And it's not just about putting on a different hat, it's changing your manner and the way you present yourself.

Hide demarcates your ability to hide yourself and other things. It's about remaining unseen while the household searches for you or hiding under the bed when your lover's wife comes home...

Sneak describes your talent at moving quietly. You are as at home skulking around the city streets as you are stalking game in the woods.

Survival

The knack of knowing where you are, where you're going and how to survive in between. Roll this if you are lost in a network of caves, want to catch some fish or want to avoid heat exposure.

NARROW SKILLS

Direction gives you a general feel for your location. Some part of you is constantly aware of your travel, height, weight and direction. You can intuitively find North, retrace your steps easily and guide your ship back to port by dead reckoning even under cloudy skies.

Sustenance not only allows you to locate and prepare food out in the wild but it is also the art of not dying in adverse conditions. If there's food and water to be had, you'll find it and you know that you need salt in hot weather and if the temperature drops much more, you'll die.

Trapper is the ability to set (and disarm) traps for all kinds of animals including the kind with two legs. You can catch rabbits, fish and fashion a really well hidden pit trap.

Thievery

You're a villain, plain and simple. You can steal things right out of people's pockets, you can open the most secure of locks, you even know where to offload any ill-gotten gains. Roll this if you want to steal, break in to things or know information about those who would steal or break in to things.

NARROW SKILLS

Pick Locks describes your ability to do just that. Be it vaults, chests or warehouse doors, you can break them all open with just the flick of a wrist.

Pick Pockets measures your talent at lifting valuables straight out of people's pockets. Any deft movement of the hands used for nicking things can be performed with this skill.

Underworld is the ability to not only know where to find other criminals but also how they operate and how to deal with them. It's the art of knowing how to sell something on the black market and how to perform a good con. Underworld is the catch-all skill for fencing stolen goods, working confidence scams and knowing all there is to know about the criminal element.

WEAPON SKILLS

Weapons are funny things: generally, all you have to do to be effective is pick one up and smack someone in the head with it. That's how the Fray skill works in conjunction with your Body: you grab a sword and hit someone as hard as you can.

Weapon Skills are much different. These represent specific training with a *type* of weapon and demonstrate a much higher level of proficiency. However, some types of weapon are not much different from one another. You hit someone with a short sword in pretty much the same manner as you would a long sword.

To accommodate this, weapons are collected in to Weapon Groups and Weapon Specialisations. These work exactly like Broad Skills and Narrow Skills, with a Weapon Group being the equivalent of a Broad skill and a Weapon Specialisation, being the derived Narrow Skill.

Nb. Fantasy fiction, films and RPGS have all managed to really confuse the names and uses of weapons from their real-world counterparts. So, for instance, where you see "Greatsword", you might know what kind (is it the 16th century German "Zweihander"?), or where you see "Scimitar", you might ask, "Does he mean Talwar or Shamshir?" and of course, the Long sword which could be just a sword that is long or a hand and a half sword. In all instances, I've used the commonly accepted fantasy derivative.

Weapon Groups

Axe

WEAPON SPECIALISATIONS

Hatchet being any kind of small hafted, broad bladed weapon such as an Ono or Tomahawk.

Battle Axe which is any medium hafted, broad bladed weapon such as a Battle Axe or Labrys.

Mattock is any medium hafted weapon with a broad chisel-like blade such as Pick.

Bludgeon

WEAPON SPECIALISATIONS

Cudgel is any short, blunt club e.g. truncheon, sap or baton.

Hammer which is a hafted weapon ending in a blunt head e.g. war hammer, sledgehammer or maul.

Mace being a short club with a heavy blunt head that may have a flexible or chain connector e.g. flail or mace.

Close Fighting

WEAPON SPECIALISATIONS

Dagger being any light, small bladed weapon used for stabbing or cutting e.g. knife, dirk or stiletto.

Katar being any type of small bladed weapon that utilises a punching motion e.g. patar or katar.

Main-Gauche being a type of small bladed weapon designed to "trap" larger bladed weapons e.g. Trident dagger or sai.

Fencing

WEAPON SPECIALISATIONS

Scimitar any light, curved bladed weapon with a hilt that is wielded in one hand e.g. talwar, saif or kilij.

Sabre being any medium curved bladed weapon with a hilt that is wielded one handed e.g. dao or cutlass.

Rapier being any long, light weighted bladed weapon designed mainly for thrusting e.g. foil or épée.

Hafted

WEAPON SPECIALISATIONS

Poleaxe is any long hafted weapon mounted with a blade e.g. the Halberd, Pole-axe or Bill.

Pike being a long hafted weapon with a thrusting point e.g. Pike, Spear or Lance.

Quarterstaff is any long hafted weapon that does not have blade.

Missile

Archery being the use of any missile weapon consisting of a pair of curved elastic limbs, typically of wood, connected by a string e.g. long bow or short bow.

Crossbow being any missile weapon requiring a self-contained mechanism to fire e.g. heavy crossbow or light crossbow.

Sling which is any weapon utilising a length of cord to propel a blunt object as projectile e.g. sling or bola.

Sword

WEAPON SPECIALISATIONS

Blade, One Handed is any heavy or thick bladed weapon with a hilt that is wielded in one hand e.g. Gladius, Short Sword, Broad Sword, Falchion

Blade, Two Handed being any heavy or thick bladed weapon with a hilt that must be wielded in two hands e.g. Greatsword or Flamberge.

Hand-and-a-Half describing any heavy or thick bladed weapon with a hilt that may be wielded in one or two hands e.g. Claymore or Longsword.

Thrown Weapons

WEAPON SPECIALISATIONS

Finesse is the use of any specifically designed throwing weapon e.g. throwing knife, shuriken or chakram.

Lob is the throwing of any weapon not specifically designed for that purpose e.g. a stone, bottle or a sword.

Spear being any hafted weapon designed for throwing e.g. javelin, pilum or spear.

Unarmed

WEAPON SPECIALISATIONS

Strike is the use any open-palmed attack form e.g. Tae Kwon Do, Karate etc.

Throw is the ability to throw an opponent to the floor, often using their own weight and momentum against them e.g. Aikido or Sports Entertainment.

Wrestling is the use of holds and grappling e.g. Greco-Roman Wrestling, Ultimate Fighting Championship.

Specialist Weapon Skills

Dual Wield being the use of two one handed weapons, one in your primary hand and one in your off-hand. You may only use dual wield with weapons you also have weapon skills in.

Double-Bladed Weapons being the use of exotic weapons that have a blade, either end of a haft or grip.

RULES FOR SPECIFIC SKILLS

Jumping and Tumbling

By rolling your Athletics skill, you can perform jumps, tumbles and back flips. You could run and flip against a wall, balance on a beam and jump to grab hold of something all with the greatest of ease.

You can leap 5ft across or a height of 3ft per Width.

Contortions

Your physical control is astounding: yours is the steadiest hand, you can bend your limbs in ways others can only gawp at and fit through the narrowest of spaces. The tightest of bonds are merely decorative to you.

Performing contortions depends on the degree of control you need to exert or

Meditation

With the Focus skill, by rolling Sense + Focus, you may gain full rest quicker than the average person.

Standard Success - 2x: *You are fully rested in 80% the normal time.*

Expert Success - 3x: *As above but 70% the normal time.*

Master Success - 4x: *As above but 60% the normal time.*

Thievery

This skill, normally coupled with Coordination, represents a knowledge of theft and burglary. Smashing windows without making a sound, picking locks or pockets, acts of sleight of hand, all of these are common to those specialised in this area.

The Thievery skill paired with Knowledge affords an understanding of underground society (i.e. criminal not the Underdark or Subterranean), allowing you to sell off your ill-gotten gains.

Lastly, you can use this skill to set up confidence scams. Of course, this is just the knowledge of such scams and pulling them off may require extensive use of Charm + Lie...

Torture

This skill counts as the Expert: Torturer skill in Reign.

Trapper

The trapper skill allows you to set and disarm traps. Traps have a Threat Rating, like Unworthy Opponents and a damage rating (like weapons). This rating represents their complexity and efficiency at killing things. They roll the Threat Rating when attempting to trigger, possibly yielding damage and/or other effects.

To set or disarm a trap, there is a Difficulty Rating equal to half the Threat Rating. If you fail to disarm a trap, you will set it off.

Willpower

This is a character's ability to resist a compulsion or desire to do something. Maybe an alcoholic wishes to resist taking that one more drink or perhaps someone is being tortured and they refuse to reveal the information.

Whenever your character wishes to resist some form of mental attack, be it magical or social or physical in nature, roll Command + Willpower.

ESOTERIC DISCIPLINES

COMPLETE LIST BY SKILL

BROAD SKILL	NARROW SKILL	ESOTERIC DISCIPLINE	LOCATION
Athletics	Acrobatics	Swashing The Buckle	Dragon Reign
Athletics	Climb	Proper Climbing	P93 REIGN
Athletics	Run	Svrana Run	P92 REIGN
Entertain	Bard	A Wandering Minstrel, I	Dragon Reign
Entertain	Perform	Troubadour's Fortune	P98 REIGN
Entertain	Rhetoric	The Jester's Course	P104 REIGN
Focus	Intuition	Inner Senses	P100 REIGN
Focus	Meditation	Inner Clarity	Dragon Reign
Focus	Willpower	Iron Mind	Dragon Reign
Leadership	Authority	The General's Visage	P97 REIGN
Leadership	Strategy	Strategic Education	P106 REIGN
Leadership	Tactics	Perpetual School of Readiness	P95 REIGN
Manipulation	Influence	Path of the Moistened Eye	P105 REIGN
Manipulation	Intimidate	The Tyrant's Command	P96 REIGN
Manipulation	Lie	Military Deceit	Expansion
Medicine	Elixirs	Herbalist's Nostrum	Dragon Reign
Medicine	Healing	Truil Bodywork	P94 Reign
Medicine	Torture	The Harrow	Dragon Reign
Perception	Hearing	Ear of the Bard's Guild	Expansion
Perception	Sight	Eyes of the Crown of Salck	Expansion
Perception	Smell	The Foodtaster's Mien	Dragon Reign
Physique	Contortions	Kinesthetic Control	Dragon Reign
Physique	Endurance	Soul Armour	Expansion
Physique	Vigor	Pure Breath Techniques	P91 Reign
Scrutinize	Search	Rigorous Inspection	Dragon Reign
Scrutinize	Survey	Appraising Eye	Dragon Reign
Scrutinize	Track	Relentless Pursuit	P99 Reign
Social	Empathy	Golden Insight	Expansion
Social	Fascinate	Political Whispers	P100 Reign
Social	Fascinate	Courtier's Legendary Appeal	Expansion
Social	Graces	Beloved Dignity	Expansion
Stealth	Disguise	Guy Incognito	Dragon Reign
Stealth	Hide	Dancing Unseen	Expansion
Stealth	Sneak	Autumn Warfare	Expansion
Survival	Direction	Path of the Wayfinder	Dragon Reign
Survival	Sustenance	One With The Land	Expansion
Survival	Trapper	Art of the Hunter	Dragon Reign
Thievery	Pick Locks	Locksmith's Hand	Dragon Reign
Thievery	Pick Pockets	Petty Larceny	Dragon Reign
Thievery	Underworld	Ill-Gotten Miens	Dragon Reign

MARTIAL TECHNIQUES

WEAPON GROUP		TECHNIQUE	LOCATION
Axe	Battle Axe Mattock	The Winnowing Axe Mae-Mae Warpick	P226 Reign Expansion
Bludgeon		Pulverizing Rain	Dragon Reign
Close Fighting	Dagger Katar Main-Gauche	Path of the Serpent's Fang Path of the Serpent's Fang Steel Web	P223 Reign P223 Reign Dragon Reign
Dual Wield		Twin Weapon Attack	Dragon Reign
Fencing		En Garde!	Dragon Reign
Fray	Dodge Dodge Fight Parry	School of the Insouciant Monkey Uncanny Defense Power Attack Iron Tortoise Technique	P219 Reign Dragon Reign Dragon Reign P222 Reign
Hafted	Pike Poleaxe Quarterstaff	Spearman Squad Black Thirst Give No Quarter	Expansion Expansion Dragon Reign
Missile		Archer's Eye	Dragon Reign
Sword	Handed, One Handed, Two Hand & Half	Path of the Razor Heart Broadcutter's Path Special*	P224 Reign Expansion --
Thrown		Throw To The Wolves	Dragon Reign
Unarmed	Strike Wrestling	Thunder Fist Technique The Yielding Way	P220 Reign P218 Reign

* the "hand-and-a-half" sword is a special kind of sword that may be used either one handed or two handed. You may utilise any sword Martial Technique you know with that, however, you MUST use the weapon one handed to use "Path of the Razor Heart" and two handed to use "Broadcutter's Path".

▪ **ILL-GOTTEN MIENS (THIEVERY: UNDERWORLD)**

This discipline represents a thieves' learning in the art of doing less than lawful activities above and beyond the basics.

The Thief's Eye (1 Point): "You can't kid a kidder", as the saying goes. The experienced thief knows all the tricks and can more readily spot when someone is attempting to use them against him.

You gain a +1d bonus to detect Thievery attempts on you.

The Mark (2 Points): Knowledge is a powerful tool and a good thief knows when something is likely to land them in hot water. Casing a joint, keeping an eye on a prospective victim...the Mark is the skill of knowing your target.

By making a Sense + Thievery test, you can attempt to discern details about your intended victim. It takes 30 minutes of observation to make a roll using The Mark.

Standard Success - 2x: You observe your target and discern the Difficulty of the task in terms of Easy (Difficulty 1 to 2), Difficult (3 to 4) and Hard (5+).

Alternatively, you can discern the victim's Sense + Sight or Hearing pool in terms of Easy (less than 5), Difficult (5 to 6) and Hard (7+).

Expert Success - 3x: As above, but you know the exact die pool or Difficulty.

Master Success - 4x: As above, and you gain a +1d on the Thievery attempt.

Trained Professional (3 Points): When you purchase "Trained Professional", choose an area of Thievery;

Middleman - You receive a +1 die bonus on any tests involving the black market. This includes sales, location and

general knowledge of the streets.

Grifter - You have worked a lot of scams over the years and know them all. You receive a +1 die bonus on any scam attempts including any related Lie rolls you may need to make.

Locksmith - You are an expert on locks and can wax lyric on their design for hours. You receive a +1 die bonus on all rolls involving locks, including lock picking.

Legedermain - Your prestidigitation knows no bounds. You receive a +1 die bonus on all rolls involving pick pocketing, including detection.

Accomplice in Arms (4 Points): A thief can get by on her own but thievery is always better if you can get a friend to distract the Mark...I mean help you out.

You and an accomplice can work together on an act of Thievery. Your compatriot must have at least one level of Thievery to assist you or you must spend 30 minutes explaining what they must do.

They make a roll using Charm + Social. Their involvement is to direct attention away from you. A failure spoils your Thievery attempt.

Standard Success - 2x: You receive a +1d bonus on your next Thievery test against the target.

Expert Success - 3x: As above but +2d.

Master Success - 4x: As above but you may add an Expert Die.

Confidence (5 Points): May be it is destiny or just plain old bad luck but sometimes, even the greatest thieves have a moment of failure. This is normally when the guards are called and what a thief really needs now is a good pair of running boots...

However, some thieves have a last chance: just acting naturally. Whatever you failed to do, by acting with confidence and gusto, you can attempt to convince everyone that you are exactly where you are supposed to be. And certainly NOT doing anything you shouldn't.

If you fail a Thievery test or are detected performing an illegal act, you can make a Charm + Thievery test at a Difficulty based upon situation.

Difficulty	Situation
6	Caught red handed
5	Heavily implicated
4	Heavily suspected
3	Very suspected
2	Suspected

If the victim has no way of knowing you were responsible, then you can get away with the failure without making a roll.

However, if the victim knows full well you are responsible (typically by someone else witnessing the event), then no matter how well you roll, you better start running!

Standard Success - 2x: You convince anyone interested that, while perhaps you may have been possibly but not quite behaving somewhat perhaps not above board, you certainly weren't doing anything directly illegal. Sir. You better move along quickly...

Expert Success - 3x: You put on a convincing show and no one but the most interested parties remain suspicious.

Master Success - 4x: You're performance is so convincing that others will actually

defend your right to be where you are. Well done, you cur.

▪ HUNTER'S ART (SURVIVAL:TRAPPER)

The Hunter's Art is the skill of understanding the traps you use and disarm.

Trapper's Instinct (1 Point): Knowing how traps work, you can gain an insight in how they are set up and where a good spot would be to place one...

You gain a +1 die bonus on attempts to detect traps.

Trapper's Knowledge (2 Points): Your talents and expertise are such that you can spend time investigating a trap and trying to understand how it works.

Make a Sense + Survival test with a Difficulty of the trap's Threat Rating.

Standard Success - 2x: You can discern what will trigger the trap.

Expert Success - 3x: As above, but you can discern what are the likely effects of setting off the trap.

Master Success - 4x: As above, but you can determine the Threat Rating of the trap.

Fast Reactions (3 Points): When you are attempting to disarm a trap, you possess an understanding of its inner workings. A slight creak or movement in the mechanism can give you advanced warning of the forthcoming danger...

You may add an Expert Die on any test you make to avoid the effects of a trap you have failed to disarm.

A Tool in the Right Place (4 Points): Your experience in traps is so advanced that you can make improvements to a trap you are setting (or precautions when you are attempting to disarm...). The trapper places a branch in the right place to afford some protection. A spike is put in a more efficient

place to deal the most damage. If you fail the test, you trigger the trap.

Roll Knowledge + Survival at a Difficulty of the trap's Threat Rating. You may add 1 to or deduct 1 from the Threat Rating per Width.

Trap Initiative (5 Points): Your reactions and understanding of traps and their effects are now such that you *always* get a chance to defend yourself against a triggered trap, even if you weren't aware of it. Any such defense incurs a -2d penalty.

▪ INNER CLARITY (FOCUS:MEDITATION)

Inner Focus is the art of utilising one's meditative abilities to produce amazing results.

Restful Glade in the Mind (1 Point): When you meditate, your Width counts as 1 higher than normal.

If you score 5x, you are fully rested in 50% the normal time.

Clear Mind (2 Points): By meditating and focusing on a problem, you can remove all external influences allowing you to act without distraction.

Penalty: Sense + Focus at a Difficulty of the penalty you are trying to overcome. E.g. You have a -3d penalty to your sorcery test, you use Clear Mind at Difficulty 3.

Standard Success - 2x: You may ignore a -1d penalty for your next attempt.

Expert Success - 3x: As above but you may ignore a -2d penalty for your next attempt.

Master Success - 4x: As above but you may also reduce the Difficulty by 1, if appropriate.

My Body is a Temple (3 Points): To the disciplined, the body is just a tool of the mind and it is just a simple matter to force your body to heal intoxicants.

Through use of this technique, you can attempt to realign your internal balance to purge your system of poisons and diseases.

Penalty: Body + Focus at a Difficulty of the intoxicant's strength.

Standard Success - 2x: You can ignore -1d of any penalty the impurity may confer for a number of hours equal to the Height of your roll. You may reduce the strength of the impurity by one after 24 hours.

Expert Success - 3x: As above but you can reduce the strength by two after 24 hours.

Master Success - 4x: As above but you ignore a -2d penalty and can reduce the strength by three after 24 hours.

Healing Trance (4 Points): By focusing your internal energies on healing, you may restore damage physical damage.

You may only make one Healing Trance test per 24 hour period.

Penalty: *Body + Focus at a Difficulty equal to the Vitality lost.*

You heal 1 Vitality per Width per hour.

Battle Meditation (5 Points): One who is truly focused can expand on their "Clear Mind" training to aid them in battle.

By meditating for one hour before a combat, you make yourself aware of every nerve and sinew in your being. This allows for amazing self-control.

Penalty: Sense + Focus at Difficulty 4.

Standard Success - 2x: You may add 3 as a bonus to your Initiative and never need to make a morale test. This effect lasts for your Height in rounds.

Expert Success - 3x: As above and any Difficulty is reduced by 1.

Master Success - 4x: As above and add an Expert Die to any tests you make.

▪ **IRON MIND (FOCUS:WILLPOWER)**

The art of mental defense is one we could all do with having some knowledge of. Through this esoteric discipline, the strong-willed become even stronger.

Implacable (1 Point): The strong-willed never give anything away: even their general demeanor reveals nothing. No matter what buttons a person presses, it is hard to get a reaction out of them.

Anyone attempting to read your emotions receives a -1d penalty.

Never Surrender (2 Points): Your force of will is such that even faced with insurmountable odds, you refuse to kowtow.

You receive +1d to resist Morale attacks.

Just a Flesh Wound (3 Points): Pain is just a feeling and through discipline, you can learn to ignore it. You may ignore up to 2 points of die penalty stemming from pain (even the loss of Vital Levels).

Guilty Pleasure (4 Points): Everyone has a weakness they choose to indulge every now and then. Those with enough mental fortitude have the ability to indulge just enough to feel satiated but not enough to over-indulge.

Whenever you are confronted by a “guilty pleasure” (i.e. anything which may distract your attention away from something important), you may automatically change the Height of any set you generate to 10.

You may use this to ignore any Craving or Problem you have, but successfully resisting the lure does not garner any experience!

Indomitable (5 Points): You have the strongest of wills and people find it almost impossible to force you to do something that you have decided. Some people call this being stubborn, others call this strength of character.

You have developed your willpower to the point where you gain an Expert Die on any attempt to resist coercion. This can be mystical in nature, torture or just a plain old argument.

▪ **SWASHING THE BUCKLE (ATHLETICS:ACROBATICS)**

Through discipline and training, you have developed your acrobatic skills to a level that gives you great freedom of movement.

Tumble (1 Point): You reduce the difficulty of all Acrobatics (including Jumping) tests by 1.

Roll Over (2 Points): You can roll with a fall or tumble and instantly get back to your feet. You lose one die from a set any round you use this technique. This also negates any throw or trip attacks against you.

Leaping Dodge (3 Points): By performing a back flip or tumbling to one side or even throwing yourself to the ground, you can roll your Athletics to dodge an attack.

Acrobatic Strike (4 Points): A skilled tumbler can use his or her talents to assist in a fight. If you make an attack whilst performing an Athletic action, perhaps jumping off a wall or swinging from a chandelier, you may “Charge” without needing to run 15ft.

Wuxia Plan (5 Points): Any set scored on a Close Combat Attack is duplicated and may be used as either a “Leaping Dodge” or “Acrobatic Strike”

▪ **THE HARROW (MEDICINE:TORTURE)**

Medicine is the understanding of a person's physiology. Traditionally, this is used to help people recover from injury. However, you've turned your knowledge down a darker path...

Heartless (1 Point): You are used to attempts at persuasion (well, screams for help) and anyone attempting to influence or sway you receive a +1d bonus to resist their efforts.

The Right Tools For The Job (2 Points): Having honed your powers of 'persuasion', you are now able to perform great works without the need for tools. You waive the usual penalty for torture without the adequate tools.

No Marks (3 Points): Any attempt to detect your use of torture is made at a Difficulty of your Medicine skill.

Forceful Grip (4 Points): By twisting someone's arm or even gripping them tightly on the shoulder or neck, you can inflict enough pain to make them weak at the knees. They lose 2 dice when attempting to resist Manipulation tests whilst suffering. Of course, they may not be too fond of you after you release them...

Mind Games (5 Points): Your skill as a torturer has now progressed to the level where you no longer need to inflict pain on someone to "break" them.

Through threats, blackmail, rationing and other forms of inflictions, you can condition someone to give them what you want or even get them to sympathise with you.

Through prolonged use of this discipline, you could potentially convince someone that the sky is green.

▪ **A WANDERING MINSTREL, I (ENTERTAIN:BARD)**

While Bard is the understanding of the entertainment industry, as well as the creative side of the same, this discipline is the application of those talents in a more direct fashion.

Don't You Know Who I Am?! (1 Point): You are a Diva or a Divo (or at least you think you are). Irrespective of whether people know who you are or not, you can sometimes get your own way just by shouting loud enough! And of course, everyone let's an *artiste* get away with such terrible behaviour.

You gain a bonus die on your Manipulation rolls to influence or bully people.

Tear Jerker (2 Points): By tailoring a performance to garner a specific emotion, incurring a -1d penalty to your roll, you gain a +1d bonus to your next Manipulation test made against a member of your audience immediately after the performance.

Money Money Money (3 Points): You are well sought after to perform in public. You can command double the usual fee just by reputation alone!

Personal Performance (4 Points): By tailoring your entertainment for an individual, where you make it obvious to that person you are performing just for them, you can impress them and then charm them to your heart's content.

Roll Sense + Entertain at Difficulty 3;

STANDARD SUCCESS - 2x: you impress them enough that they are friendly and willing to listen to you.

You've won them over this far (+1 die on your immediate Social tests).

EXPERT SUCCESS - 3x: as above, only they *really* like you (+2d on your immediate Social tests).

MASTER SUCCESS - 4x: as above, only the victim is putty in your hands (add 1 Expert Die on your immediate Social tests).

My Reputation Proceeds Me (5 Points): You are so well renowned and well known that everyone wants to know you.

You may add a bonus Master Die to your Eminence rolls against anyone who is a fan of your work (even if you do not have the Eminence Advantage).

▪ **GUY INCOGNITO (STEALTH:DISGUISE)**

Disguise is to present yourself as something you're not. Guy Incognito represents the art of almost *becoming* the disguise. Through the use of this discipline, you transcend the ability to merely pretending to be someone else, you can

actually become that person in your own mind.

It is important to note that you must purchase Step One, Step Two and Step Three for each individual alternative Identity you may have (thus, costing 6 experience per new identity you wish to create). However, Steps Four and Five can be used with any such ID purchased.

Step One: Who Are You? (1 Point): The first stage in assuming a new identity is to determine the little details. Things like name, place of birth, date of birth etc. Once you have determined these pieces of information about alternate identity, they become solid “facts” to you, second nature.

Whenever you assume an alternate identity, you never become confused about who you currently are. If quizzed about such details, you never miss a beat: they are no longer even fictitious to you.

Step Two: What Do You Know? (2 Points): As with Step One, but you now compartmentalize facts about a personality. You might decide that “Klatu of Nikto” is a farmhand who has been mooning over a particular girl since his youth. Once this is determined, you can forever remember this and associate it with a specific personality.

Once you’ve succeeded in a successful Charm + Influence test about such “facts”. If quizzed about them later, you automatically succeed: they are no longer even fictitious to you.

Step Three: Who Do You Know? (3 Points): As with Step One and Step Two, you are now able to instantly associate other people with a personality and never struggle to remember. If you were to meet the Contessa while masquerading as the Marquis de Carabou and you could walk right by her outside your disguise and they would never even recognize you.

Step Four: Perfected Look (4 Points): You can now instantly don your alternative disguise without making a roll. It takes you only a few moments to ‘change’ in to even

the most elaborate of costumes, so practised you are at the transformation.

Step Five: Perfected Disguise (5 Points): This is the total package: without even a roll, you can change your stance, voice and even physical presence merely by taking a few moments to assume your new identity. It goes beyond simple acting: for all intents and purposes, you utterly believe you are this new person. So sincere you are in your belief, that only magical means could detect you are other than who you say you are.

This discipline allows you to assume an identity that doesn’t require a disguise: you can present a completely different face to the world purely by changing your demeanor and stance. However, this would incur a successful Charm + Disguise roll to convince someone.

• HERBALIST’S NOSTRUM (MEDICINE:ELIXIRS)

Through deep study and experimentation, physicians can concoct potions and powders that provide beneficial effects.

When making elixirs, the Width of your success determines the elixir’s potency. Doubling the time taken to make it increases the potency by 1. Doubling that time again adds 2.

Herbs & Spices (1 Point): You receive a +1d bonus on Lore tests relating to herbs and medicines.

Expulsion Powder (2 Points): You can make a course black powder that, when swallowed, within 30 minutes, all intoxicants are expelled (rather violently). This includes alcohol, poisons and food. It cannot cure you if the poison has started to attack you but it can provide a first line defence. Suffice to say, the physical effects of the powder are spectacular.

An expulsion powder is fairly easy to make and requires readily available herbs. It takes 30 minutes to make.

Analgesic Paste (3 Points): You can make a brown paste that when applied to a wound,

it will not only prevent infection in the short term but it will also give pain relief for 15 minutes x potency.

An analgesic paste is Difficulty 2 to make and requires herbs and liquids which can be procured without too much difficulty. It takes 40 minutes to make the paste and 6 hours for it to set.

Healing Draught (4 Points): The healing draught restores 1 Vitality and 1 x potency in Stun.

The draught is Difficulty 4 to make and parts of it are hard to obtain. It takes 24 hours to distil the draught.

Cureall Potion (5 Points): The potent Cureall Potion can help purge the system of foreign virii and toxins. It adds +1d on Physique tests to resist disease and poisons per potency.

The potion is incredibly hard to make at Difficulty 5 and suffice to say, the materials are rare. It takes 4 days to make the potion.

▪ **THE FOODTASTER'S MIEN (PERCEPTION:SCENT)**

You have developed your sense of smell and taste beyond mere detection and recognition.

Highly Developed Sense of ... (1 Point): When you purchase this discipline, you choose a +1d bonus to Scent tests or a +1d bonus to Taste tests.

A Strong Nose (2 Points): You have developed the ability to taste something by Smell albeit with a -2d penalty.

Neutral Odour (3 Points): By careful washing and treatment of clothes whenever possible, you incur a -2d penalty on anyone or anything to track or detect you by sent.

Recognition (4 Points): You can automatically identify a basic scent or taste, such as burning wood, and can identify individual scents and tastes amongst others at a -1d penalty, such as

several burning items or a poison in a strong flavoured soup.

Danger Scents (5 Points): You have developed your sense of smell to the point where you rely on it almost as much as your hearing and vision. You receive a +1d bonus on Perception tests when scent might be a factor (an assassin trying to sneak up on you) and a +1d bonus on Initiative tests.

▪ **KINESTHETIC CONTROL (PHYSIQUE:CONTORTIONS)**

Motor Control (1 Point): You have trained to use your offhand: reduce the Offhand Penalty by 1.

Limber (2 Points): You are extremely limber and have a high control over your body. Performing the splits, bending your limbs and the like is little challenge to you. You gain a +2d bonus on tests involving balance, gracefulness and being pinned/grappled.

Dislocate (3 Points): You can dislocate your bones and limbs, giving you a +2d bonus to escaping bonds and fitting in tight spaces.

Bend Like A Reed In The Wind (4 Points): You increase the Width of a Dodge set by 1.

Physical Perfection (5 Points): Your physical motor control is absolute: any time you roll Body + Athletics, you can change the Height of one set to 10.

▪ **APPRAISING EYE (SCRUTINIZE:SURVEY)**

Remembering Eye (Level 1): If you re-examine something that you have personally previously examined, you automatically know if it has changed or been altered in any way. You don't know for certain what that change may be without a roll but you know for certain that it no longer is the same.

Judging Eye (Level 2): You can examine an object and determine its quality in terms of "Poor", "Moderate" or "Good" without making a roll.

Valuing Eye (Level 3): You can examine an object and determine its approximate value in terms of “Inexpensive”, “Moderately Expensive” or “Highly Expensive” without making a roll.

Assessing Eye (Level 4): If you can spend a round watching someone use a Skill you possess, you can determine whether they are “Worse Than You” (two points or more lower than you), “About The Same” (within 1 point either way of your pool) or “Better Than You” (two points or more than you) without making a roll.

Exploiting Eye (Level 5): You can appraise someone’s combat style and exploit a weakness in it. By spending a round “sizing up” your opponent, on your next attack against them, you may add a bonus Master Die.

You may only use Exploiting Eye against a person once per encounter.

▪ **RIGOROUS INSPECTION (SCRUTINIZE:SEARCH)**

Methodical (1 Points): If you take double the extra time to search somewhere, you gain a +2d bonus instead of the usual +1d. If you have as much time as needed, you gain a bonus Expert Die instead.

Browse (2 Points): You can look through a bulk of things, be it looking for a specific paragraph in a book or a single person in a crowd, and as long as you have a basic idea of what you are looking for, you receive no penalty.

Identify (3 Points): Your searching skills are so tightly honed that you automatically register the best places to hide things as soon as you enter a room. You halve the time it takes to search a location.

Teamwork (4 Points): If you have a group of people willing to follow your directions in a search, you gain a bonus Expert Die on your Scrutinize tests.

Hunch (5 Points): You have developed your senses to the point where you can *feel* when something is hidden. Once per

session, you can re-roll any failed Scrutinize test made to search.

▪ **PATH OF THE WAYFINDER (SURVIVAL:DIRECTION)**

North (1 Point): If you take a moment to orientate yourself, you can innately detect which direction is North without making a roll. This adds +1 Height to your Survival tests when navigating.

Flow Like Water (2 Points): You automatically pick out the best, easiest paths to take, thereby reducing movement penalties by 2.

Reading The Signs (3 Points): You instinctively take in your surroundings wherever you go, sensing if you’ve been somewhere before. Furthermore, you may Squish or Squash when traversing an area you’ve travelling through within the past month.

Dead Reckoning (4 Points): You can identify where you are in the world and how to reach your destination, purely by calculating the distance you’ve travelled and speed you travelled it at. All you need are a few points of reference.

Roll Psyche + Survival at a Difficulty based on the information available;

CELESTIAL NAVIGATION	5
GOOD DESCRIPTION	4
POINT OF REFERENCE	3
FAMILIAR LANDMARK	2
MULTIPLE LANDMARKS	1

The Long Way Home (5 Points): You instinctively know your back to your starting point without making a roll, even in the most labyrinthine cave systems and thickest of forests.

▪ **LOCKSMITH’S HAND (THIEVERY:PICK LOCKS)**

Familiar With The Works Of ... (1 Point): You can examine a lock and see what kind of design it is. By making a Knowledge + Scrutinize test, Difficulty 3, you may be knowledgeable of the lock maker’s trademarks. If you are successful, you gain

a bonus die to your attempt to open the lock.

Hidden Picks (2 Points): Through experience, you've found the perfect place to hide your 'picks on your person. May be you have a secret pocket or a false heel. Regardless, anyone attempting to locate search your person receives a Difficulty equal to your Thievery to locate your lock picks.

Signature Tools (3 Points): You've had your lock picks for years and made a number of modifications. You a bonus Expert Die on lock picking tests when using them, you can never arbitrarily lose them and never forget where you've put them: they're that important to you.

However, you are so used to them that using someone else's (or even a new set) feels 'wrong' to you, incurring a -1d penalty until you've "worn them in" (3 consecutive successful lock pick tests).

Forge Key (4 Points): By examining a key for only moments, you can craft a duplicate. You need to be able to touch the key and examine it up close but you only need a few moments before you've got a general idea.

It takes an hour to cut a duplicate. When you are using the key for the first time, make a Knowledge + Thievery test at Difficulty 5 less the period of study;

Moments	0
Minutes	1
Half an hour	2
An hour	3

Success indicates that the key is good enough to open the lock.

Skeleton Key (5 Points): The Skeleton Key is a key that has been cut in such a way that, with some jiggering in the lock, might be able to open any lock. Crafting such a key is very hard, very intense work, taking approximately 8 full hours. When it comes

to using the key, roll Knowledge + Thievery at Difficulty 5.

Success indicates you've successfully opened the lock. Failure breaks the key, rendering it unusable.

▪ **PETTY LARCENY (THIEVERY: PICK POCKETS)**

Sleight of Hand (1 Points): You can perform feats of prestidigitation using your Thievery skill with a -1d penalty.

Palm (2 Points): You can pick up or hold a small object in an apparently empty hand. Any attempts to spot you do so have a Difficulty of your Thievery skill.

Load (3 Points): You can secretly move an object from one place to another, say from one hand to the other or from a table to your pocket. Any attempts to spot you do so are at a Difficulty of your Thievery skill.

Ditch (4 Points): You can drop an object (or stash an object on someone else) and any attempts to spot you do so are at a Difficulty of your Thievery skill.

Simulation (5 Points): You can convince someone that you or someone *else* has used either Palm, Load or Ditch when no such thing has been done by making a Command + Thievery test at a Difficulty of the technique used, i.e. Palm is Difficulty 2, Load is Difficulty 3 and Ditch is Difficulty 4.

COMBAT

Combat remains pretty much as it is in the Reign rulebook, only with the following amendments:

Initiative

Initiative determines your awareness of the current battle situation. The higher your initiative, the more aware of details such as number of combatants, their armaments, where they are stood and so on. Experienced fighters pick up all kinds of minutiae that less seasoned combatants would miss.

It also represents your reaction time, with a low Initiative representing a slow reaction.

Some examples of how Initiative can be applied;

E.g.1. A party of adventurers are being chased by a bear. The character with the lowest Initiative is the one at the back and therefore closest to the marauding canine...

E.g.2. A group of orcs charge a pair of heroes. One fails his Initiative test and is surprised by the assault: he can only defend himself this round.

E.g.3. A wizard attempts to cast an offensive spell but struggles to find a target this round because his Initiative is low.

When combat is joined, all combatants roll their Sense and their highest combat skill (including the Dodge, Parry and Tactics skills). This represents a character's general combat instincts.

After rolling, the character with the greatest Width acts first with any ties being resolved by Height.

E.g. Maxe rolls his Sense + Fight (6 dice) and scores 2x6.

E.g. In another fight, he rolls 4x8. Rexa rolls 4x7. Maxe would act a split second before Rexa but that might be all advantage he needs....

Beginning with the highest Initiative, all characters determine what their current action will be. In this way, characters with a high score act first

Unworthy Opponents never roll for Initiative: they always act last.

Speed

Width determines the success of your strike and thereby determines damage.

Height now determines the Speed of the attack. The greater the Height, the quicker the attack.

If two people score the same speed, compare Initiative scores. Whoever is higher, acts first. If they are equal, they act at the same time.

Difficulty also reduces your attack speed as well as 'gobbling' lower numbers.

E.g. Margos attacks Anthex with a Greatsword. He rolls Body + Fight (8 dice) and scores 3x6. Anthex responds with an attack from his sabre. Rolling his Coordination + Sword skill (7 dice), he scores 2x10. Comparing the height of the two attacks, 10 wins over 6 and Anthex strikes first.

If Anthex had attempted a strike that incurred a Difficulty of, say, 3, he would have only scored a Speed of 7.

This generates a Speed score of 1 to 10. It is possible to act at "Speed Zero" but these are special actions that automatically resolve after every other action. Speed scores may exceed 10 through the use of certain Esoteric Disciplines and of course, magic.

Height may never be reduced below 0.

For the avoidance of doubt, “Speed Zero” describes any action which occurs last in a round. If more than one character has a Speed Zero action, then they resolve in order of Coordination (highest to lowest). If it remains a tie, they act at the same time.

Squishing in Combat

Experts and Masters may always squish in combat with the following restrictions:

Experts may reduce a set greater than Two of a Kind by 1 to add 2 to the Height.

E.g. Manx scores a 4x4. She decides to squish and drop the set from 4 to 3 but improving the Height by 2 to 6. The set is now 3x6.

Masters, in addition to the effects of an Expert, may improve a set by 1 by reducing the Height by 2. You must have a Height of 3 or more to do so.

E.g. Robert scores a 2x7. He decides to squish and drop the Height from 7 to 5 but improving the Width by 1. The set is now 3x5.

You may only ever squish once per die roll, thereby either adding 1 Width or 2 Height.

Vitality

Vitality is a measure of how injured a character is. As you take Kill damage, your Vitality is reduced until you reach 0, at which point you are “Dying”.

Once you reach 0, if you take more damage than your Body score, you are dead. Send in the clerics.

However, before you reach that state, the enemy has to tear through your natural hardiness. This is recorded on your Vitality Track.

Your vitality track looks something like this:



It breaks down as follows:

All boxes on your Vitality Track represent Kill damage. Every time you take a point of Kill, you cross off a box. You get a number of boxes equal to 5 Vital Levels plus 1 extra Kill box on top of that per point of Body. You lose these extra Body boxes before you lose your vital levels.

Body boxes represent your personal physique and ability to shake off damage. You aren’t seriously injured until you start losing Vital levels, whereupon every box you lose yields a cumulative -1 die penalty to any pool.

E.g. If you lose 2 Vital Levels, you have -2d penalty.

Diminutive characters only receive 4 Vital Levels, which translate in to a box of -1, -2, -4 and -5 to die pools.

When you lose all your Vital Levels, you are “Dying”.

You also take Shock damage representing physical impact and stun damage. Weapons usually do both Kill damage (pointy, stabby damage) and Shock damage (bruising, trauma damage). Shock damage also represents blood loss.

You receive one Shock Level per Vital Level. A Shock Level represents how stunned and disorientated you are, how much pain you’re in and generally how hard it is for you to think.

A Shock Level has a numerical value attached to it. As you take Shock damage in combat, you add it together and if it equals or exceeds the numerical value attached to it, you have now reached that Shock Level.

The value of your first Shock Level is equal to your Body statistic, the second Shock

Level is equal to 2x your Body statistic and so on.

When you reach or exceed your first shock level, you receive -1 Height to your highest roll. When you reach your second, you lose 1d to your dice pools.

When you reach your third, you lose 2 Height and your fourth, 2d from your dice pools. When you reach your last Shock Level, you are automatically unconscious.

Diminutive characters only get 4 Shock Levels which translate to -1 Height, -1 Dice Pool, -2 Dice Pool, Down.

Characters also take *Wounds*. Every character has a Wound Threshold which is calculated using the following chart;

BODY SCORE	WOUND THRESHOLD
1-2	3
3-4	4
5-6	5
7-8	6
9-10	7
11-12	8

If you take Shock or Kill damage equal or greater to your Wound Level in a *round*, you take a Wound.

If you ever take Shock AND Kill damage from one attack that exceeds your Wound Level, then you may be KO'd (see below).

When you take a Wound, something bad happens. This might be anything from a broken rib, a badly bruised or even lost limb. The effects of a Wound are determined by the type of damage inflicted and the area struck;

AREA	SHOCK	KILL
LIMB	Broken bones	Dismembered
TORSO	Broken ribs	Internal Bleeding
HEAD	Downed	Dead

You receive a -1 Height to your highest set to your actions per Wound and are Bleeding.

Bleeding indicates you take 1 extra Shock per wound every x rounds, where x is your Body score.

E.g. Timmins is wounded badly with three wounds. His Body score is 5. Therefore, he takes 3 Shock every 5 rounds.

KO'd means that you might possibly have been knocked out from a particularly traumatic attack. To determine whether you are still standing, you must discard a *set* from your next roll.

NB. this can be the same turn you are injured if the attack occurs before yours. If you cannot discard a set (or don't want to for some reason), you are automatically unconscious.

Healing

Characters heal half their Shock damage at the end of every fight, as soon as they can get their breath back. Suffice to say, if you can't take a few moments to rest up, you do not heal.

Furthermore, if they get a good, solid meal and a full night's rest, you heal 1 Shock per point of Body.

A day of week of rest and relaxation heals 1 Vitality. A week of rest and relaxation heals a single Wound. You cannot heal any wounds until you have healed all Vital Levels.

With medical aid, you heal additional Shock equal to the Width of the roll every day and additional Vitality every week equal to the Width of the roll.

Successful medical assistance every night can also allow you to heal at the normal rate if you remain active.

Armour & Shields

Armour, believe it or not, protects you from damage.

Every point of Armour Rating (or AR) reduces the incoming Kill and Shock damage by 1.

Being hit by a big axe hurts, even if you are wearing armour.

To represent this, your Width in prevented Kill damage is converted to Shock Damage.

This is called MINIMUM DAMAGE.

Shields also have an Armour Rating that represents their sturdiness and ability to impede incoming blows.

Generally, the bigger the shield, the better the Armour Rating.

Ablative Armour (Optional)

If Armour seems too powerful for you under Dragon REIGN, this optional rule may be of interest to you.

Whenever you hit armour with a Width equal or greater than the Resilience Rating, regardless of how much damage it stops, you may reduce the Armour Rating by one until it is repaired.

As long as you are aware of an incoming attack and can physically defend yourself against the blow, you receive your Armour Rating against that attack.

It is important to note that you can only apply your Shield Rating against a *single* attack in a round.

It is also possible for an opponent to fight past your shield and ignore that Armour Rating (see Advanced Manuevers).

Reach

Some weapons are just longer than others and therefore give greater “reach”. Polearms, spears, zweihander swords are good examples.

It is a flat -1d penalty to hit someone whom has a greater reach than you, regardless of how much longer their reach is.

Reach can prove to be a huge advantage, which, if you think about it, is why such weapons were invented in the first place.

This advantage can be turned around by a canny fighter: if you can move *Close-In* (see Advanced Manoeuvres) and use that reach against your opponent, *they* receive that Difficulty instead.

Morale/Fear Attacks

Morale Attacks against Unworthy Opponents work exactly the same way as described in the REIGN rulebook.

Against PCs and GMPCs, things are slightly different.

When subject to a Morale Attack, a character rolls Command + Focus (Willpower) against a Difficulty of the Morale Attack.

The resulting Width reduces the Morale Attack. If this is reduced to zero, you are fine and receive no effects. If it is 1 or more, the subject loses 1 Height per point of Morale Attack.

For example, Grey Pastor is subject to a Morale Attack of 5. He rolls Command + Focus and scores Width 3, reducing the Morale Attack to 2. His opponent loses 2 Height as Grey Pastor is badly shaken.

This Morale Attack can be reduced further with subsequent tests but any future roll costs an action as you steel yourself.

Morale Attacks lose their effectiveness at 1 point per round.

E.g. A successful morale attack 5 becomes 4 on the next round, 3 on the round after and so on.

Area Attacks

Area Attacks are exactly that: an attack which affects an area.

They are expressed in the form of the trait Area and a number, e.g. Area 5.

The character making the area attack rolls their attack roll as normal. Every character caught in the Area of Effect rolls a dice pool of the attacker's Width + Area Rating. If the character does not score a set, just use Area Rating.

Every die which rolls less than the attacker's Height deals 1 damage.

E.g. A character throws a fireball at victim A (Area Rating 4). She scores 3x6 on her attack roll. Victim A rolls 4 dice plus the Width for a total of 7 dice and scores 1, 2, 5, 5, 8, 9 and 9.

Victim 1 takes 1 damage for each die under 6, which is 4.

This damage is automatic and ignores armour.

Off-Hand

If you use an object in your off-hand, you receive a -2d penalty to your dice pool. If you use an object in your primary hand *and* your off-hand, you receive -3d!

Twinned Sets

Some special abilities and feats **Twin** an attack or set. This means that when the character performs a certain action (as determined by the ability) they perform the action twice: first with the appropriate set and then a second action, using the same set as the previous action.

E.g. A character has an ability which allows them to twin a build action. They roll and score 3x5 to make a ballister.

The twinning of this

action generates a second build action at 3x5, thereby creating two ballisters.

Two Weapon Combat

Some players will want to pick up two swords (or two somethings) and run around making like a swashbuckling hero.

That's fine for TV, films and most roleplaying games but reality is not that forgiving. However, it's too cool *not* to include such rules and so, a little artistic license is required.

When using two Close Combat weapons, the experts say that only when your opponent is less skilled than you, can you really use two weapons to your advantage.

To reflect this, when a character is wielding two closed combat weapons, if their appropriate skill is higher than their opponent's skill (or Threat Rating if facing a Mook, see below), they twin their resulting attack set against the same opponent.

E.g. A character is wielding two sai and has her skill at 3.

She is facing off against a character who has a naginata and a skill of 2. The second character twins her attack set.

Her sai dice pool is 7. Because she is using a weapon in her Off Hand, she receives -2d. Because she is using a weapon in both hands, she receives an additional -1d, reducing the dice pool to 4d.

She rolls and luckily scores 4x2. This is twinned to two attacks of 4x2 and 4x2.

The downside to using two weapons is a -1d penalty to your attack pool, regardless of whether it is ranged or close combat. You also incur the Off Hand Penalty for another -2d. That means you get -3d to your dice pool if you insist on trying to be clever.

Of course, there are some disciplines which overcome this and, if your GM allows them, you can pretend to be in a John Woo movie to your heart's content.

Natural Weapons

Some magical transformations give you natural weapons such as claws or bites. You may use your Fight skill to attack with them.

The Weight of Weapons

All weapons have an Encumbrance Rating which is a measure of the weapon's weight.

As a general rule, you can wield any weapon with a Power Rating equal to or lower than your Body statistic in one hand.

You may wield a weapon with a Power Rating up to two higher than your Body statistic in two hands.

You may not wield a weapon more than 3 higher than your Body statistic at all.

Armoured Combat

Armour by its very nature is restrictive, that is a given fact (although the extent of how encumbering it is hotly debated).

This **Encumbrance Rating** becomes a difficulty for any Athletic activity the character might perform while wearing that armour. Such actions include, but are not limited to, swimming, climbing, dodging and running.

You may expressly Attack and Parry without penalty while wearing armour.

If your total encumbrance is more than your Body statistic, you are considered Encumbered: you cannot swim, only sink.

Flat-Footed

There is further complication in combat you need to consider: being caught "Flat-Footed".

This is where a combatant is unable to react to an attack, maybe through sheer weight of numbers, being outflanked or even simply surprised!

If you are caught Flat-Footed, you cannot use any Shield you may have, cannot defend yourself and may be prone to effects triggered by being Flat-Footed.

Advanced Manoeuvres

FIGHTING PASSED SHIELDS

A deft warrior moves too quickly for a shielded defender to block. An assassin times his strike precisely to avoid his opponent's buckler.

A shield is basically a big object that hopefully stops an opponent from hitting you. But there is no subtlety to a shield and a skilled opponent can attempt to circumvent it.

Penalty: Make a normal attack with Difficulty equal to the Armour Rating.

Standard Success - 2x: You may ignore the Armour Rating of your opponent's shield for this attack.

Expert Success - 3x: You weave a web of confusion which your opponent is completely unprepared for. You ignore their shield this round and as long as you act before your opponent next round, you may ignore their shield that round too.

Master Success - 4x: You move so fast that your opponent's shield acts as a disadvantage. Your attack does 1 extra Shock ignoring armour and as long as you act before your opponent next round, you may ignore their shield next round too.

CLOSE-IN FIGHTING

The knight prepares to lance his foe only for him to slide along the haft and grapple him. The swift warrior knocks aside the peasant's spear and buries his sword in him. The town guard raises his poleaxe to strike only for the thief to rush forwards and gut him with a knife.

Long weapons like lances and spears are great as long as you can keep your opponent at bay. A wily and expert warrior can sometimes fight their way past your reach and use it against you.

You must be using a smaller weapon than your opponent for this to be effective.

Penalty: Make a normal dodge with -1d penalty at Difficulty 3.

Standard Success - 2x: You are now within your opponent's guard and their reach advantage is now applied against themselves (they lose 1 die from all their attacks).

Expert Success - 3x: You are Close-In and you press your advantage: your opponent loses 1d and 1 Height from all their attacks.

Master Success - 4x: The advantage is all yours. You are Close-In and whilst you remain so, not only does your opponent lose 1 die and 1 height from their attacks, you receive +1d on any attacks against them.

CALLED-SHOT REVISITED

Sometimes you are going to want to hit someone in a specific location. Under Reign, this is pretty straightforward, however, under these rules, there are some complications...

The benefits of making a Called-Shot are two fold:

- i. If you hit a person in a vital area, you can deliver more damage. Especially if that area isn't armoured.

- ii. Certain kinds of armour (i.e. the cheaper kind) have "chinks" in them to "exploit". Armour Rating therefore has two ratings: the full armour value which protects from a standard attack and a weaker value for those attacks which exploit weaknesses in that armour.

Nb. Some armours do not have such chinks.

To make a Called-Shot you receive a -1d penalty and a Difficulty dependent upon the area.

A character makes a Called Shot at a specific location. They make an attack at -1d and set another die to a specific number. That number is based on the location:

LOCATION	HEIGHT
HEAD	10
VITAL	9
RIGHT ARM	5 OR 6
LEFT ARM	3 OR 4
RIGHT LEG	2
LEFT LEG	1

If they successfully make matches against that location, they use the Armour Rating of that location and also receive a bonus to damage.

HIT LOCATION	DAMAGE BONUS
HEAD	+4 SHOCK / +2 KILL
VITAL AREA	+3 SHOCK / +1 KILL
LIMB	+2 SHOCK / +0 KILL

E.g. A character aims at an opponent's arm. They receive a -1d penalty for aiming at a specific location and then rolls his dice pool at Difficulty 4. He scores 3x5. His weapon does +1 Kill and +0 Shock (4 Kill and 3 Shock). This is then modified for hitting him in the arm to 4 Kill and 5 Shock.

MARTIAL PATHS

There are a few bonus paths relevant to this high fantasy setting.

▪ NIGHT'S FOUL DAGGER (STEALTH:SNEAK)

The art of the surprise attack. Many an assassin has utilised this Martial Technique to dispatch their victim.

To use any of the following disciplines, you must use either a Dagger or Short Sword. Furthermore, your victim must not be aware of your attack.

Furthermore, any attacks you make using this path (or attacks modified by this path) may not form part of a multiple action.

From out of the Shadows... (1 Point): The skilled assassin knows that the attack is only the end result and that the ambush itself is where the skill lies.

Accordingly, when making an attack against a Flat-Footed opponent, you may use your Stealth skill in place of a combat skill.

Surreptitious Strike (2 Points): Even in the midst of combat, there are often opportunities presented for a sinister blow.

As long as your opponent is unaware of your attack, you may take advantage of their ignorance and use a Surreptitious Strike.

You add 2d to your attack roll against a Flat-Footed opponent.

Unseen Blade (3 Points): As "From out of the Shadows...", but this is the true assassin's strike: launching your assault against an unwitting opponent, you attempt to bury your blade in their back.

You add 2 to Shock and Kill damage of your weapon when making an attack against a Flat-Footed opponent.

You may not use this during combat.

Sinister Assault (4 Points): You are skilled enough now to combine your unseen blade with that of your surreptitious strike, allowing you to truly devastate an unknowing opponent even in the midst of battle.

When making an attack against a Flat-Footed opponent with a lower Initiative Score, you gain an additional Master Die.

Heartseeker (5 Points): As "From out of the Shadows...". The Heartseeker technique is the most powerful training any would-be assassin can learn. Realising that it is better not just to attack your opponent but to strike where they are most vulnerable, you attempt to cut your victim's vitals.

You may not combine this with "Unseen Blade".

Penalty: Roll Coordination + Stealth at a Difficulty equal to your opponent's Body score.

Standard Success - 2x: Your victim takes 3 Kill damage direct to their Vital Levels, ignoring their Vitality.

Expert Success - 3x: As above but with 4 Kill damage. Nb. this will outright kill an unprotected diminutive character.

Master Success - 4x: As above but with 5 Kill damage. Nb. this will outright kill an unprotected humanoid character.

▪ TWIN WEAPON TECHNIQUE (DUAL WIELD)

To utilise this technique, you must wield a one-handed weapon in each hand. Both weapons must be of equal size or your off-hand must be smaller.

You may not use any of these techniques as part of a multiple action.

Balanced (1 Point): Having trained extensively with using your off-hand, you

only incur a -2d instead of -3d when using two weapons.

Attack/Defend (2 Points): Your training in using two weapons is now such that you may now use your off-hand weapon in defense: you may make a parry at any time.

You may add a Parry to an attack without a multiple action penalty, using your attack pool.

First Defense (3 Points): A combatant skilled in the use of two weapons can counteract the disadvantage of not using a shield.

Taking up a defensive stance using your secondary weapon, you may add an effective Shield Armour Rating of 2 against one opponent with a lower initiative score than you.

Twin Weapon Attack (4 Points): As "Attack/Defend". The art of the Twin Weapon Technique has progressed to the level where your secondary weapon has become a danger to your opponent.

As Attack/Defend, only you may add a second attack instead of a Parry.

Twin Weapon Fury (5 Points): The Twin Weapon Fury technique is a devastating whirlwind of aggression. Using both your weapons, you weave a web of steel, attacking and defending as you go.

When using this technique roll an attack at Difficulty 3 Any sets you score are counted as successful attack or parries without needing to declare them beforehand.

E.g. Doluc makes a Twin Weapon Fury attack. He scores 3x5 and 2x3. Because he is using two weapons, these are both twinned. He now has 3x5, 3x5, 2x3 and 2x3. He may use these as 4 attacks, 4 parries, 2 attacks and 2 parries, 3 attacks and 1 parry etc.

▪ UNCANNY DEFENSE (FRAY:DODGE)

Typically employed by Monks and Barbarians, this technique greatly aids those trained to fight without armour.

The Slightest Movement... (1 Point): You are trained to use all your awareness to better aid your defenses. The smallest clue, even a flicker or look from your opponent can give you a telling sign of where they are likely to attack.

You receive +1d to your Dodge skill when dodging an opponent with a lower initiative score than you.

Snake Dance (2 Points): Your skills are now so honed that you have a constant weaving and ducking motion. This teaching has been likened to the movements of snakes (and to the drunk by some...).

You may add a Dodge to another action without declaring a multiple action and using the larger of the two pools.

Sabre Dance (3 Points): The skilled evader is fully aware of all his opponents and can time his dodge for the best effect against all of them.

You may Squish or Squash when making a Dodge.

Water Dance (4 Points): You are flexible as running water and can now take a dodge to the next level, moving in such a way that you are pre-empting your opponent's strikes.

Roll Coordination + Close Combat at -1d.

Melee attacks against you are at a Difficulty equal to the Width of your Water Dance test. If you are hit whilst using Water Dance, you lose an additional die from one of your sets.

Smoke Dance (5 Points): You are like the burning air, flowing with your opponent's strikes.

Whenever you generate a set for a dodge but are still hit, you may roll with the blow and use the Width from your dodge test as an Armour Rating.

E.g. A character attempts to dodge another character's blade. The attacker scores 2x8. The defender rolls but the best he can score is 3x6. The first would still hit him.

However, using Smoke Dance, he converts his 3x6 into an Armour Rating of 3.

▪ **BERSERKER RAGE (PHYSIQUE:VIGOR)**

Any fighter will tell you what it is to feel the blood thirst come upon you in the midst of combat. The need to see your opponent die before your blade is one that can consume even the stoutest heart.

There are those warriors that learn to give in to this blood thirst and use it to their advantage.

The Berserker Rage is a powerful tool but not without its disadvantages.

Blood Fury (1 Point): Slipping to a frenzy, you trade all finesse for savage brutality.

Penalty: Roll Body + Physique at Difficulty 3.

Standard Success - 2x: You enter the "Bloody Fury". You now use your Body in place of Coordination during combat (i.e Body + Weapon Skill or Fray for your attacks).

The fury lasts for Height in rounds.

You may not end your "Bloody Fury" until it wears off. You must attack or give chase whilst under its effects. Even your friends, if there are no enemies available.

Expert Success - 3x: As above but you may end your Bloody Fury at half the remaining Height.

Master Success - 4x: As above but you may end your Blood Fury at any time.

Rage Frenzy (2 Points): The "Bloody Fury" has now become the "Rage Frenzy" and all you know is death.

As above, but you may add +1d bonus to your attacks.

Unshakeable Defiant Spirit (3 Points): The "Rage Frenzy" gives way to the "Unshakeable Defiant Spirit".

As "Rage Frenzy", but you gain your Width in bonus Vitality. This Vitality is lost before your standard and once gone, can only be regained with a new Bloody Fury test.

You may no longer defend yourself in combat.

Unstoppable Anger (4 Points): The anger continues to consume you as the "Unshakeable Defiant Spirit" succumbs to the "Unstoppable Anger".

As "Unshakeable Defiant Spirit", but you can ignore any Vital Level penalty you may suffer. You become subject to those penalties once the Berserker Rage leaves you.

You may no longer use any other Esoteric Discipline or Martial Path.

Juggernaut (5 Points): Finally, the anger reaches its pinnacle as you become the unquenchable "Juggernaut".

As "Unstoppable Rage", but you may continue to fight when you have no Vital Levels left. You are only stopped when you die (receiving more damage than your Body).

▪ **PULVERIZING RAIN (BLUDGEON)**

Striking the Anvil (1 Point): If you take no other action in one round, you receive a +1d bonus on an attack.

Hammering Blow (2 Points): Armour cannot reduce your Shock damage below 2.

Defensive Smash (3 Points): Any time you make a successful parry, your opponent takes 1 Shock.

Striking! (4 Points): Armour cannot reduce your Kill damage below 1.

Bringing It Down (5 Points): By taking a -2d penalty and raising your hammer high, you can bring it crashing down on your target and any Shock damage you deliver ignores armour.

▪ **ARCHER'S EYE (ARCHERY)**

Fast Eye (1 Points): You roll 1 extra die on Initiative Rolls.

Sharp Eye (2 Points): You may add 1 to or subtract 1 from the Height of a single die on your Missile rolls.

Piercing Eye (3 Points): When making a Missile attack, your Kill damage cannot be reduced below 1.

Hunter's Eye (4 Points): If you spend a round Aiming at a target, you gain a bonus Expert Die instead of the usual Aim bonus.

Killer's Eye (5 Points): As "Hunter's Eye", only you gain a Master Die instead.

You may expressly have more than one Master Die on such a Missile attack roll.

▪ **POWER ATTACK (FRAY:FIGHT)**

Quarry (1 Point): If you take an action to 'mark' a target, you receive a +1d bonus on attacks against them for the rest of this combat.

You may only gain +1d against any given opponent and you may only 'mark' one opponent at a time.

Power Attack (2 Points): You may make an attack with -1d penalty but add 1 to the Width of your attack.

Hammer (3 Points): If your opponent fails to parry your attack, they are disarmed.

Clinch (4 Points): Make a Body + Fight test. Success indicates you lock your weapon with your opponents: neither weapon may be used whilst clinched.

You can unclinch your weapon as an action requiring no roll. Your opponent must make a skill test to do the same.

Cleave (5 Points): You may make an attack with a -2d penalty but add 2 to the Width of your attack.

▪ **GIVE NO QUARTER (HAFTED:QUARTERSTAFF)**

Twice The Difficulty (1 Point): By utilising the entire haft of the quarterstaff and using either end to strike with, your attacks are more difficult to block. If the height of your opponent's defensive set is equal to your offensive set, your opponent's set counts as one less.

Top Or Bottom (2 Points): Reduce the difficulty of making Called Shots with your quarterstaff by 1 (includes when making manoeuvres).

Extension Of The Body (3 Points): When making an attack or defensive action with your quarterstaff, you may add a single unarmed combat action (this includes dodge) as a multiple action without penalty.

Mine's Bigger Than Yours (4 Points): Opponent's lose -2d instead of -1d if they have a lower Reach than you.

Here, Have Both Ends! (5 Points): When you make a success with a quarterstaff attack, the attack is "twinned" – that is, a second attack is resolved as if it had an identical roll. You may only make one such attack each round but may use it as part of a multiple action.

▪ **STEEL WEB (CLOSE FIGHTING:MAIN-GAUCHE)**

Parry (1 Point): You gain +1d when making a parry.

Entrapment (2 Points): Your difficulty of making a “Disarm” manoeuvre is reduce by 1.

Stunning Strike (3 Points): You receive a -1d penalty and deal no Killing Damage. Add 1 to your Shock damage for this attack.

Killing Strike (4 Points): You receive a -1d penalty and deal no Shock Damage. Add 1 to your Kill damage for this attack.

Sword Breaker (5 Points): If you score an Expert Success on a successful Disarm manoeuvre, your opponent’s weapon is immediately destroyed. To affect magic weapons, your magic bonus must be HIGHER than your opponent’s magic bonus.

E.g. Denvov has a +2 Sai. He blocks Angathon’s strike with an Expert Success. Angathon’s sword is +1. Angathon’s blade is broken in half causing his eyes well up with real tears!

▪ EN GARDE! (FENCING)

Lunge (1 Point): You may make a “Lunge” manoeuvre: add 1d to your attack and you may not combine this manoeuvre with a multiple action.

Croisé (2 Points): Receive a -1d penalty and add 1 to the difficulty of any Called Shot against you.

Flèche (3 Points): You may make a “fleche” manoeuvre: receive a -1d penalty, you may not combine this manoeuvre with a multiple action, but you may use any sets generated as either 1 attack and/or 1 dodge against the same target.

Flick (4 Points): You may make a “flick” manoeuvre: receive a -1d penalty and your attack counts as 2 higher against defensive actions.

Remise (5 Points): If your attack was dodged or parried, you may use any spare sets to have a second attempt to hit. This still counts as your first attack.

▪ THROW TO THE WOLVES (THROWING)

Increased Range (1 Points): You may add 1 to your Body score for determining the distance you may throw an object.

Quick Throw (2 Point): You may either draw and throw a weapon in one action at no penalty or add 1 to the Speed of any of your thrown attacks when you have a weapon in your hand.

Dead Shot (3 Points): You reduce the difficulty of making a called shot by 1.

Hawkeye (4 Points): As long as you do not take any other action, you may make as many thrown weapon attacks a round as you have ammunition and sets to hit with.

Bullseye (5 Points): You are so skilled, it isn’t so much about what you are throwing, as to what you are throwing at... you can throw anything, so long as it has at least the weight of a coin, and cause damage.

Make a Called Shot and ignore the damage bonus, instead, damage dealt is based on that location;

DIFFICULTY	AREA	DAMAGE
6	Head/Neck	Width +0 Kill / Width +2 Shock
5	Vital Area (Organs, Groin)	Width +0 Kill / Width +1 Shock
4	Extremity (Hands, Feet)	Width -1 Kill / Width +0 Shock
3	Leg	Width -2 Kill / Width -1 Shock
2	Arm	Width -2 Kill / Width -1 Shock

MAGIC

There are two kinds of magic: Divine and Arcane.

The former is magic that stems from faith and the Gods themselves. It is granted only to the faithful and is limited to the domain of influence of the patron Deity.

The latter is a series of principles and formula that manipulate the elements themselves. Anyone can learn arcane magic but it requires intense study and practice. That said, the results can be spectacular.

Principles

System wise, Arcane and Divine magic work the same. There are two Magical Statistics: Art (for Arcane) and Power (for Divine). They start at 0 and to learn any magic at all, you must raise them.

You cannot learn a spell higher than your appropriate Magical Statistic.

There are also two Magical Skills: Sorcery (for Arcane) and Prayer (for Divine).

To cast a spell, roll your die pool (Art + Sorcery for Arcane, Power + Prayer for Divine) with a Difficulty equal to the spell Intensity. If you get a set, as a general rule, you cast the spell using it up from that spell slot.

If you fail your spell casting test, you lose the spell unless you succeed in a follow-up test (see below).

Learning spells is identical for both forms of magic: you spend 1 experience point per point of spell Intensity, e.g. a spell of Intensity 2 costs 2 experience.

Wizards and Bards may learn as many spells as they are willing to pay experience for. They must either be taught the spell or learn from a spellbook or scroll.

Divine spellcasters may learn all the spells of their chosen Domains and from the Cleric

domain but no more. They do not have to seek a teacher as their spells come from a higher power.

Sorcerers are unique in that their mystical power comes from some internal gift. The magic they learn comes to them as they rise in mystical knowledge. Unlike wizards, they never have to use spell components.

However, sorcerers are more limited by their natural talents: they may only ever learn a number of spells equal to their spell slots. However, when a sorcerer gains a new level of Art, they can exchange the experience spent on previous spells for other spells.

Spell Slots

Magic users are limited in the number of spells they can cast per day by their “spell slots”.

A spell slot is the ability to “memorize” a particular spell for casting later in a day. It is a magical ability possessed by anyone who studies the mystic ways.

Such slots can only contain a spell of its level and you can only cast one spell per spell slot per day (or until you have a proper night's sleep).

Whenever you gain a point in a Magic Attribute, you automatically gain 1 spell slot of the same level.

E.g. If you raise Art to 5, you gain a level 5 spell slot.

Further spell slots cost 1 experience per level.

E.g. A level 2 spell slot costs 2 experience.

When you fail to cast a spell, if the level of the spell is lower than your Knowledge score, you do not lose the slot and may attempt to recast that spell.

Arcane Magic

There are nine Colleges of Arcane Magic;

COLLEGE	DESCRIPTOR
ABJURATION	Protection Magic
CONJURATION	Summoning Magic
DIVINATION	Sensory Magic
ENCHANTMENT	Charm Magic
EVOCATION	Elemental Magic
ILLUSION	Deception Magic
NECROMANCY	Death Magic
TRANSMUTATION	Transformation Magic
UNIVERSAL	General Magic

All spells fall in to one of those colleges.

Sorcerers and Wizards can choose to be either Generalists or Specialists when they first initiate on their chosen path.

Generalists may learn and cast spells from any of the colleges with no restriction.

Specialists choose one college to be their "specialisation". The upside of specialisation is that they automatically gain a free, additional spell slot at every point of Art they purchase which can only be filled with spells of their specialist college.

The downside is that they must then choose two other colleges which are then barred: they may not learn or cast spells from any of those colleges.

Wizards must memorize their spells ahead of time where as Bards and Sorcerers can decide to cast spells as and when. It takes an hour for a wizard to learn their spells, during which time they choose one spell of the appropriate level from their spell book per spell slot.

A wizard cannot change his or her spells or memorize them unless they have had eight hours rest.

E.g. Marjck has 3 Level One spell slots, 2 Level Two spell slots and 1 Level Three spell slots. Marjck must choose from his list of spells which ones he wishes to memorize: he can choose 3 level one, 2 level two and 1 level three.

Bards and Sorcerers do not have to prepare their spells ahead of time and can simply choose which spells to cast from their repertoire. However, the number of spells they have to choose from will be much more limited.

Divine Magic

Divine spell casters must learn their spells ahead of time, much the same way as wizards, however, they do not have to have eight hours rest. They pray for their spells at a given time, as denoted by their patron deity, and if they do not, they will not gain spells until the next day.

Divine spell casters may only learn spells from the cleric spell list and then choose two from their patron deity's domains. They may not learn spells from any other area.

Fortunately, like specialist wizards, they gain a bonus spell slot per magic attribute which may be used only for domain spells.

Armour & Magic

For arcane magic, wearing armour and using a shield impedes your natural attunement to the world around you and therefore increases the difficulty. Unless otherwise stated, you receive a -1d penalty per Armour Rating to Spell Casting tests.

E.g. If you wear AR 4, you receive -4d to your Spell Casting tests.

This does not affect divine magic or bardic magic.

MAGICAL DISCIPLINES

▪ THE BARD'S TALE

The skilled artiste has been known to sway audiences, impress kings and even make angel's cry (well, so say the bards).

Using Charm + Entertain, the bard can utilise skills to influence and affect people in a way that mere oratory could never achieve.

The Landlady's Bandy (1 Point): This popular ditty is one everyone knows. It's raucous and fun and overall, engaging. It is annoyingly catchy and infectious: many have found themselves humming the 'Bandy for days on end, much to their annoyance.

The song has the ability to distract and muddle the thoughts of anyone listening to this song. This is great for interrupting people and distracting spell casters...

Nb. Only people who can understand your language can be influenced by this song.

Penalty: Roll Charm + Entertain at Difficulty 2.

Standard Success - 2x: Anyone listening to this song has a -1d penalty to think about anything else. This does not affect physical actions.

Expert Success - 3x: As above but with a -2d penalty.

Master Success - 4x: As above but people performing physical tasks also receive a -1d penalty.

Maudlin in A Minor (2 Points): Other songs may require a person to understand the lyrics or at least speak the same language. This song is one of sheer sorrow, quiet and soulful that transcends language barriers.

Listeners immediately stop whatever they are doing and listen to the music. Even in

the heat of combat, the "Maudlin in A Minor" can temper the burning heart.

Penalty: Roll Charm + Entertain at Difficulty 3.

Standard Success - 2x: Casual listeners immediately stop what they are doing and listen to your song. Anyone wishing to do anything other than listen must roll Command + Focus as a defence.

Expert Success - 3x: You entrance anyone who can hear you. Casual listeners receive -2d penalty to break their attention away. Even people engaged in combat will stop what they are doing to listen to your dirge (though they will still defend themselves).

Master Success - 4x: Your song penetrates even the hardest heart. Casual listeners simply cannot break their attention. Anyone else otherwise engaged may attempt to break away with a -2d penalty to their Command + Focus.

Up and Up We Go! (3 Points): "Up and Up We Go!" is also known as "The Song of Inspiration" by some. Heard frequently at tournaments and sometimes in battle, people find it difficult to feel bad whilst listening to this song.

Nb. This song is mostly useless in a large engagement but it will work in a skirmish.

Only people who can understand your language can be influenced by this song.

Penalty: Roll Charm + Entertain at Difficulty 3.

Standard Success - 2x: Allies hearing your song receive +1d on Morale tests. Furthermore, they may add +1d to their next test.

Expert Success - 3x: As above but with +2d on Morale tests and they may receive a +2d bonus for their next test.

Master Success - 4x: As above but allies receive a bonus Expert die for their next test.

Don't We Like It? (4 Points): "Don't We Like It?" is a very potent song and said to have been stolen from the siren's themselves (bards will say anything though).

There is a magic to this song which entrances the listener and makes them pliable to suggestion.

By subtly altering the lyrics to this song, the performer can bend the will of his audience to do whatever he can suggest.

Nb. Only people who can understand your language can be influenced by this song.

This can be resisted by rolling Command + Focus.

Penalty: Roll Charm + Entertain at Difficulty 4.

Standard Success - 2x: Your audience is inclined to do what you suggest, so long as it is not against their personal interest.

Expert Success - 3x: Your audience is keen to do what you suggest and will even consider hurting someone they don't know.

Master Success - 4x: An excellent idea! As long as your suggestion does not involve self-harm, your audience finds they want to do what you ask.

The War Song (5 Points): For as long as man has been making war, there has been the "War Song" to accompany it. This is a primal rhythm reflecting the darkness of battle. Anyone who has found themselves in midst of combat has heard the surging song of blood and adrenaline.

Penalty: Roll Charm + Entertain at Difficulty 4

Standard Success - 2x: Your allies hearing this song receive a +1d bonus on all their

attacks and defense for a number of rounds equal to the Height less Difficulty. This will increase an army's Might by 1.

Expert Success - 3x: As above but the duration is Height less Difficulty x2.

Master Success - 4x: As above but allies receive a bonus Expert die.

▪ HOLY AURA (PRAYER)

The Paladin is the warrior of the Gods and through his or her piety, gains a number of benefits ordinary folk can only dream of.

Aura (1 Point): Through your attachment to your Deity and the channelling of his or her power, you radiate a sense of holiness reflecting that Deity's nature.

You receive +1 on social tests dealing with people who are favourable to your Deity's alignment.

People neutral to your Deity give you no bonus and people unfavourable to your Deity give you a -1d penalty.

Look of Eagles (2 Points): Your aura inspires everyone whom looks at you, heartens them and lends them courage.

Anyone allied to your cause whom can see you receives a bonus to their morale checks equal to your Charm statistic.

Laying on Hands (3 Points): Your faith allows you to channel soothing energy from your Deity. By laying on hands, you may heal a person of 1 Vitality and your Charm statistic in Shock.

You may only use this power once per hour, a number of times per day equal to your Power.

Abjure Undead (4 Points): By channelling the power of his or her faith, the pious character can repel the power of the undead. Skeletons, ghouls, vampires, they all must obey the power of the holy.

By brandishing your holy symbol and praying, you can attempt to repulse and possibly destroy undead creatures in your presence.

Roll Command + Prayer with a Difficulty equal to the Undead's Knowledge + Command (most undead have zero Command or Knowledge score).

Standard Success - 2x: The undead is repulsed and must remain a distance equal to the Height of your roll.

Expert Success - 3x: The undead is repelled and must leave the presence of your holy wrath. They cannot come within twice the Height of your roll.

Master Success - 4x: The undead is seared by holy might and will strive to leave your presence as quickly as possible. The undead cannot come within three times the Height of your roll.

Smite Evil (5 Points): You may channel holy wrath, empowering your strikes against enemies of your Deity.

When you use this technique, for your next attack only, you add +1 Kill and receive a die bonus equal to your Charm.

You may use this power once per day per Power. You may employ this against non-evil victims, but the ramifications of this are best left up to your GM... (i.e. THEY'RE NOT GOOD).

E.g. Lord Thenn is a charismatic paladin (Charm 4) and invokes his Smite Evil on an aggressive troll. He adds 1 Kill to his next attack and 4 die to his attack roll. Ouch.

▪ HOLY ONE (PRAYER)

You are the priest of your chosen Deity and enact their will upon the planet. To aid in you in your toil, you are able to call upon many powers.

Aura (1 Point): Through your attachment to your Deity and the channelling of his or her

power, you radiate a sense of holiness reflecting that Deity's nature.

You receive +1 on social tests dealing with people who are favourable to your Deity's alignment.

People neutral to your Deity give you no bonus and people unfavourable to your Deity give you a -1d penalty.

Holy Touch (2 Points): Your Deity's holy power floods your being and graces you with healing energy.

You can use a spell slot to cast a healing spell without having previously memorized that spell.

Abjure Undead (3 Points): By channelling the power of his or her faith, the pious character can repel the power of the undead. Skeletons, ghouls, vampires, they all must obey the power of the holy.

By brandishing your holy symbol and praying, you can attempt to repulse and possibly destroy undead creatures in your presence.

Roll Command + Prayer with a Difficulty equal to the Undead's Knowledge + Command (most undead have zero Command or Knowledge score).

Standard Success - 2x: The undead is repulsed and must remain a distance equal to the Height of your roll.

Expert Success - 3x: The undead is repelled and must leave the presence of your holy wrath. They cannot come within twice the Height of your roll.

Master Success - 4x: The undead is seared by holy might and will strive to leave your presence as quickly as possible. The undead cannot come within three times the Height of your roll.

Holy Boon (4 Points): Your Deity's influence fills you and begins to affect your mannerisms and skills. His or her sphere's of influence become easier for you,

however, you find it difficult to determine where your deity's will ends and yours begins...

You received a "Granted Power" from one of your chosen domains. You may purchase "Holy Boon" twice, once for each Domain.

Purge Undead (5 Points): Your holy might is so powerful that you may brandish your Deity's holy power as a weapon. By brandishing your holy symbol and praying to your Deity, you channel holy light which burns one undead in your presence.

Roll Command + Prayer with a Difficulty equal to the Undead's Knowledge + Command.

The undead in your presence take Width Kill damage.

This power may be Counterspelled.

▪ NATURE'S PATH (PRAYER)

Your attunement with nature is such that you are at once harmonious and at one with the world around you. The world is your Deity and its influence is felt in your teachings.

Nature Sense (1 Point): You receive a +1d bonus on Survival tests when navigating in a natural environment. This includes natural cave systems, natural rivers and the like.

Forest Walk (2 Points): Your affinity with the natural world has progressed to the stage where your mere presence commands the forests.

You may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas and similar terrains) at your normal speed or without taking damage or otherwise impairment: the undergrowth moves to accommodate your passing.

However, such undergrowth that is magical in nature affects you as normal.

Lesser Wildshape (3 Points): Your magical and natural affinity has progressed to the stage where you can now transform yourself in to an animal.

You may become a natural animal of small to moderate size (no smaller than a hare and no larger than a wolfhound).

Transformation takes 3 rounds and your personal clothes and equipment (nothing more than a backpack) transform with you.

You may return back to normal form at your leisure taking 3 more turns.

You may make a number of transformations a day equal to your Magical Attribute. It does not cost you a transformation to return to your natural form.

Your new form has different effects based upon the form;

• SMALL ANIMAL (E.G. HARE, SQUIRREL, CAT)

You reduce your Body statistic to 1 (if higher) but improve your Sense by +1 and Coordination +1.

Your base speed is doubled. Your bite does 1 kill.

Your form may give a +2 die bonus to other tests (+2 die on Climb tests for a cat-form) or flight (for bird-form).

• MODERATE ANIMAL (E.G. DOG, WOLF, SNAKE)

Your Body is reduced to 2 (if higher) and Charm is reduced to 1.

Your Sense statistic is +1 and bite/claw damage is Width in Kill.

Your form may give other bonuses (+1 die on tracking by scent for a wolf-form) or flight (for bird-form).

Feral Heart (4 Points): Your affinity with nature now extends itself to the local fauna: animals have a tendency to like you. Be it that they recognise that you are one

with them or maybe out of fear. Even aggressive animals would prefer to slope off than assault you.

To use your Feral Heart, you must be alone (or at least far way enough from other people that the animal does not feel threatened). Using body language, demeanor and vocalisation you must study the animal attempting to influence it.

Make a Charm + Survival roll with the following modifiers;

NATURE	CONDITION
Wild Carnivore	Difficulty 4
Wild Herbivore	Difficulty 2
Herd/Pack Animal	+1d
Intelligent Animal	+1d
Domestic Animal	0
Injured Animal	-1d
Spooked Animal	-1d
Enraged Animal	-2d

Animals have five states:

HOSTILE/SCARED	the creature will attack or attempt to flee
WARY	the animal is growling or looking to escape
INDIFFERENT	the animal will ignore you
CURIOUS	the animal is interested and will allow you to approach
FRIENDLY	the animal will come to you

You improve the animal's state by 1 per Width.

Greater Wildshape (5 Points): Your power has progressed to the stage where you can assume another wild form.

As Lesser Wildshape but your alternate forms can be a large animal (e.g. bear, horse or lion).

You receive +1 Body and +1 Sense. Your Charm is reduced to 0.

Your bite/claw damage is Width +2 Kill and Width Shock.

You receive an additional bonus die to some relevant skill (a bear might receive +1 Fight whilst a Cheetah might receive +1 Run) due to your new shape.

▪ NATURAL POWER (SORCERY)

The sorcerer is different to all other spellcasters in that their magic comes from somewhere internal and is not something given to them from another source or from rigid learning.

Through discipline and training, they learn a facility with magic that others can never hope to match.

Read/Write Magic (1 Point): The language of the Art is one of formulae and symbology. It is also magical in nature meaning that you have to possess and understand magic yourself before you can read it.

Whereas the wizard has to practise and focus to read the language of the mystic, it comes freely to the sorcerer as part of their heritage.

This may seem somewhat backward but then no one said that magic was supposed to make sense.

By use of this magical discipline you can read and write the magical language. This means you can read and write tomes and scrolls.

You may attempt to decipher magical runes at a -2d penalty as they are at least

partially based in the magical language. You receive no such benefit with non-magical runes.

Enlarge Spell (2 Points): Your facility with the art is such that you can now take a -2d penalty to double the effective range of a spell you are about to cast.

Extend Spell (3 Points): Your mastery of your mystic heritage has developed to the stage where you can take a -2d penalty to double the duration of a spell you are about to cast. You may combine this with Enlarge Spell.

Quicken Spell (4 Points): Some spells can take several rounds to cast due to their complex nature. Powerful sorcerers can reduce this time. You may reduce the “Slow” of a spell by 1 per -2d penalty you incur on your spell casting test. You may combine this with Enlarge Spell and Extend Spell.

Empower Spell (5 Points): You have reached complete mastery of your abilities and can take a -2d penalty to add 1 to any set you may generate. Of course, you still need to generate a set to be successful.

This is something of a gamble on certain spells as it reduces your chances of making a set in the first place but guarantees a more powerful spell if you *are* successful.

You may combine this with Enlarge Spell, Extend Spell and Quicken Spell.

▪ SPELLCRAFT (SORCERY)

The tradition of spellcraft is the study of magic itself and the principles behind it. Through this technique, your mastery of magic is unsurpassed by any other.

Read/Write Magic (1 Point): The language of the Art is one of formulae and symbology. It is also magical in nature meaning that you have to possess and understand magic yourself before you can read it.

This may seem somewhat backward but then no one said that magic was supposed to make sense.

By use of this magical discipline you can read and write the magical language. This means you can read and write tomes and scrolls.

You may attempt to decipher magical runes at a -2d penalty as they are at least partially based in the magical language. You receive no such benefit with non-magical runes.

Silent Spell (2 Points): Most spells have a Verbal, Somatic and Component element to casting. By learning this magical discipline you are able to cast a spell non-verbally. Doing so incurs a -2d penalty to your casting attempt.

Still Spell (3 Points): Your training has progressed to the stage where you can now cast spells without the somatic element. Doing so incurs a -2d penalty. You may combine this with Silent Spell for a -4d penalty.

Quicken Spell (4 Points): Some spells can take several rounds to cast due to their complex nature. Experience practitioners of the Art can reduce this time.

You may reduce the “Slow” of a spell by 1 per -2d penalty you incur on your spell casting test.

You may combine this with Silent Spell and Still Spell.

Ritual Spell (5 Points): The seasoned spell caster has developed their skill to a point where they can work great magic by performing a magic ritual. Any spell they know may be cast as a ritual.

A ritual involves the drawing of complex symbols in to the earth before casting the spell. Then to begin casting, you must chant the spell as a mantra throughout the entire process, all the while you burn special materials in a brier.

These materials are hard to get hold of and cost 10gp x Spell Intensity.

The benefit of using Ritual Spell is to reduce the Difficulty of spell. This reduction is based upon an increase in the length of time, turning rounds in to minutes in to hours and in to days.

Nb. Slow spells add to this time. E.g. a spell with Slow 2 will take 3 minutes, 3 hours or 3 days to cast!

Minutes	-1 Difficulty
Hours	-2 Difficulty
Days	-3 Difficulty

You may not rest more than 15 minutes per hour as part of a ritual. You must roll a Body + Endurance test at Difficulty 1 every Body in hours (e.g. Body 2, every 2 hours).

The Difficulty increases by 1 for every additional roll beyond the first.

If you fail this test, you are exhausted and must stop the ritual. Your spell and materials are wasted.

▪ WILD EMPATHY (PRAYER)

Similar to Nature's Path, the Wild Empathy represents an attunement to the natural world ordinary folk simply cannot understand. Through its learnings, you come to view the forest and its many animals as a part of you.

Natural Affinity (1 Point): You receive a +1d bonus on Stealth tests when in woodlands.

Hunter's Eye (2 Points): You receive a +1d bonus on Scrutinize tests when reading tracks.

Woodland Stride (3 Points): Your affinity with the natural world has progressed to the stage where your mere presence commands the forests.

You may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas and similar

terrains) at your normal speed or without taking damage or otherwise impairment: the undergrowth moves to accommodate your passing.

However, such undergrowth that is magical in nature affects you as normal.

Feral Heart (4 Points): Your affinity with nature now extends itself to the local fauna: animals have a tendency to like you. Be it that they recognise that you are one with them or may be out of fear. Even aggressive animals would prefer to slope off than assault you.

To use your Feral Heart, you must be alone (or at least far way enough from other people that the animal does not feel threatened). Using body language, demeanor and vocalisation you must study the animal attempting to influence it.

Make a Charm + Survival roll with the following modifiers;

NATURE	CONDITION
Wild Carnivore	Difficulty 4
Wild Herbivore	Difficulty 2
Herd/Pack Animal	+1d
Intelligent Animal	+1d
Domestic Animal	0
Injured Animal	-1d
Spooked Animal	-1d
Enraged Animal	-2d

Animals have five states:

HOSTILE/SCARED	the creature will attack or attempt to flee
WARY	the animal is growling or looking to escape
INDIFFERENT	the animal will ignore

CURIOUS	you the animal is interested and will allow you to approach
FRIENDLY	the animal will come to you

You improve the animal's state by 1 per Width.

Camouflage (5 Points): Your mystical knowledge and affinity with the natural world are now so advanced that you can actually become one with the world around you.

Whilst in a forest area, utilising your power over nature, you can blend in to the background, hiding in plain sight. This is a form of invisibility, as your very body and clothes alter to mimic your background.

Roll Power + Stealth.

Standard Success - 2x: You are practically invisible whilst standing still. Unless someone is specifically looking for you or you are moving, you cannot be seen.

Otherwise, they receive a -1d penalty to detect you.

You roll your Coordination + Stealth as normal.

Expert Success - 3x: As above, but they receive a -2d penalty to detect you.

Master Success - 4x: As above, but they receive -3d penalty to detect you.

SPELL CONVERSION NOTES

Spells in Dungeons & Dragons are radically different to those found in REIGN. As it is the D & D flavour we're trying to capture in this conversion, we need to make some adjustments.

The conversion process is actually pretty straight forward. Below is a step by step guide on how this is achieved.

STEP ONE - SPELL EFFECT

Look at the spell description. Some spells will require little conversion as the effect is utilitarian in nature and not system based. Or, if aspects of the effect are generic enough, such as "affects a 40ft radius", then obviously doesn't require alteration either.

Some examples:

E.g.1. Grease makes one object or a 10ft square slippery.

E.g.2. Hold Portal holds a door shut.

There is no real system conversion required for either.

Other spells are not quite as easy as that: if does damage, healing or generally has some other system effect, then proceed to the next step.

STEP TWO - SYSTEM EFFECT

This is where things get gritty. Combat spells, "buffing" spells and the like all have effects which need system input. You need to determine whether it is;

- A. Direct Offensive Spell
- B. Indirect Offensive Spell
- C. Improvement Spell
- D. Healing Spells

Direct Offensive spells are generally described in terms of "X casts Y spell and damages Z".

Indirect Offensive spells are those which are cast on an enemy and generally something bad happens to them.

Protective spells are those which, obviously, protect you or your allies.

Improvement spells are those that increase the abilities of you or your allies.

Healing spells are ones which improve the vitality or repair some other damage to you or your allies.

Each type of spell has a different way of being converted.

NON-COMBAT VARIABLES (DURATION & RANGE & AREA OF EFFECT)

Some spells have effects modified by caster level. May be they last for more than a single round or have an increased area of effect.

Generally, this is expressed in terms of a "x per level", where x can be either range, duration or some other factor (damage is discussed in the Direct Offensive Spells section).

For example, duration on a spell might be "1 round per level".

Under D & D, level means "caster level".

For our purposes, whenever a spell requires a "caster level" as a value to determine another factor, use the Width as a base and modify this by a "Scale".

Similar to a "SCALE BONUS" under Direct Offensive Spells, a Scale is bonus which triggers dependent on the size of the Width.

This is expressed in terms of Scale x for y, where x is the bonus added to the Width and y being the Width needed to get that bonus.

D & D VARIABLE	SCALE
2 per level	Scale 1 for 2
1 per level	Scale 1 for 1
1 per 2 levels	Scale 2 for 1
1 per 3 levels	Scale 3 for 1

So if a spell has, say, Duration 1 Hour per level, this would have a Scale 1 for 1. This would mean the Width would be increased by 1 for every 1 die in the set (thereby, 2x becomes 4x).

Scale 1 for 2 would improve a Width by 2 for every 1 die in the set (3x becomes 9x).

Scale 3 for 1 adds 1 to the Width for every 3 (4x becomes 5x whereas 2x would remain 2x).

E.g. Messyve casts Haste which lasts for 1 round/level (scale 1 for 1). She scores a set of two: her spell lasts 4 rounds (Width of 2 adds 2x for 4).

E.g.2. A spell with a range of 10ft plus 5ft per level (again, Scale 1 for 1), would add 20 on a Width 2 (2x adds 2x for 4 multiplied by 5) and 30 on a 3x.

SCALE CHART

WIDTH	3:1	2:1	1:1	1:2	1:3
1	0	0	+1	+2	+3
2	0	+1	+2	+4	+6
3	+1	+1	+3	+6	+9
4	+1	+2	+4	+8	+12
5	+1	+2	+5	+10	+15

HIT POINTS & HIT DICE

Some spells refer to Hit Points (HP) and Hit Dice (HD).

The most direct analogue of HP is Vitality. D & D Hit Points roughly translate in to Vitality at rate of 10 to 1 (10 D & D Hit Points equals 1 Vitality).

Hit Dice can either be one of two things: for GMPCs and player characters, they are a character's Body statistic doubled.

For Unworthy Opponents, the HD directly equate to the Threat Rating.

STEP THREE - DIRECT OFFENSIVE SPELLS

A wizard hurls a fireball in to a crowd. A druid calls down a bolt lightning on a marauding troll. A cleric calls upon her god's power to incinerate a fearsome lich.

A direct offensive spell is the most blatant and direct way of attacking another person. That's all these spells do. You cast it, someone gets hurt.

Direct Offensive spells have two effects, Primary and Secondary.

The primary effect is the damage caused. The secondary effect is any elemental effect that might be applicable.

a. Primary Effect

This is where we get to the nitty gritty: how much damage will the spell do under Dragon REIGN.

First off, you need to look at the damage dealt under Dungeons & Dragons. Normally, this will be something like "1d4" or "1d6 per level".

The damage die type determines the Dragon REIGN BASE DAMAGE.

Die Type	Base Damage
D4	Width -1
D6	Width
D8	Width +1
D10	Width +2

This can be Shock or Kill, depending on the nature of the attack: if it is pure magical energy, it is Shock damage, if it is an elemental or necromantic attack, it is Shock and Kill.

Once you have determined the base damage, you then figure any modifiers.

The first type of modifier is “MULTIPLE DICE”. Some spells say “Roll x die”, so in our version, we take the die type as a base and then modify by the number.

We call this a “MULTIPLIER BONUS” in Dragon Reign.

DIE NUMBER	MULTIPLIER BONUS
1-2	+0
3-4	+1
5-6	+2
7-8	+3
9-10	+4

E.g. The spell “Exploding Rune” deals 6d6 damage under Dungeons & Dragons. The die type is “d6”, so this has a base damage of Width. We then look at bonuses and we see that 6 die adds +2, so the damage of Exploding Rune is Width+2 Kill.

Some attacks add a number of die per level. In Dragon REIGN this adds a modifier called “SCALING BONUS”.

Scaling means that you deal bonus damage based on the number of dice forming part of set. So a “Two of a Kind” would Scale 2 and a “Three of a Kind” Scale 3.

Each spell has a Scale Rating attached to it. When you score a set equal to that scale, you add 1 to the damage.

DIE PER LEVEL	SCALE BONUS
1 die / level	Scale 1:1
1 die / 2 levels	Scale 2:1
1 die / 3 levels	Scale 3:1
1 die / 4 levels	Scale 4:1

E.g. Merklyn casts a Fireball spell. This is 1d6 per level. So the base damage is Width. There is no Multiplier Bonus but there is a Scaling Bonus of 1 for 1.

He casts a spell and scores a 3x6: a “Three of a Kind” at Height 6. Because Fireball is

Scale 1 for 1, he gains 1 bonus damage per die in the set: 3 for a total of 6 Kill.

E.g.2. Wosryn casts a Vampiric Touch spell. This is 1d6 per 2 levels. The base damage is again, Width. However, this has a Scale of 2 for 1. Wosryn would gain +1 bonus damage per 2 dice in a set (Two of a Kind = +1, Four of a Kind = +2).

Lastly, some spells just add a number directly to the die, such as 1d4+1. The die bonus in this case is called an “ADDITION BONUS”. Compare the below chart to determine the damage bonus.

DIE BONUS	ADDITION BONUS
1-3	+0
4-6	+1
7-9	+2
10	+3

b. Secondary Effect

Spells have a number of different effects such as Damage Over Time or Multiple Missiles or Elemental Effects. These are discussed below:

STATUS	EFFECT
Acid Damage	Reduce the Resilience Rating of Armour by 1
Area Effect	The spell causes Area Damage equal to the damage
Cold Damage	Deals 2 bonus Shock
Damage Over Time	Deals Width in damage for Width additional rounds

Electrical Damage	Add 2 bonus Kill if target is wearing metal armour
Multiple Missiles	Additional sets do additional attacks
Negative Damage	Ignores armour but deals only Shock

DEFENSE

Defending yourself against direct offensive magic is Coordination + Fray; Dodge.

STEP FOUR - INDIRECT OFFENSIVE SPELLS

These are spells that affect a target in some way other than throwing a physical attack at them. This might be an enchantment that puts an opponent to sleep or one that turns them in to frog...

The spell effects typically give an opponent a new status and these are discussed below.

STATUS	EFFECT
Blind	Blind characters receive -2d to all actions and Difficulty 4 for all standard action Actions based on Sight automatically fail
Dazzled	Loses 1 die from a set
Deafened	Loses 3 from current Initiative and -2d penalty to further Initiative tests

	Actions based on Hearing automatically fail
Exhausted/Fatigued	Fatigued characters loses 1d and 2 Height
Fascinated	-2d on any roll based on reaction Any obvious threat breaks the Fascination.
Fear	Target suffers a Morale Attack equal to the Width.
Level Drain	Receive -1d to all dice pools.
Negative Levels	If the target receives more negative levels than their Body score, they lose 1d from all rolls and 1 Vital Level
Paralyzed	Target cannot move Anyone attacking a paralyzed target receive a bonus Master Die
Sickened	Target must make a Body + Vigor roll to avoid illness Failure means they are paralyzed
Sleep	Target falls asleep and character is effectively paralyzed

	If they are attacked or otherwise engaged, they wake
--	--

PENALTIES

Some spells incur a penalty to a victim, be it a statistic or attack bonus etc.

The conversion rate for this is:

D&D PENALTY	DRAGON REIGN
-1 to -3	-1d
-4 to -6	-2d
-7 to -9	-3d
-10 to -12	-4d
-13 to -15	-5d

DEFENSE

Defending yourself against direct offensive magic is Command + Willpower.

STEP FIVE - IMPROVEMENT SPELLS

Protection spells either improve or add a defense against a form of attack.

The most basic of these is an improvement to Armour Class (AC). The direct AC analogue in Dragon REIGN is Armour Rating but this is not always the case.

If a spell provides an Armour Bonus, this either adds a base protection for those not wearing armour or mystically improves existing Armour Rating by the bonus:

D&D ARMOUR BONUS	BASE AR BONUS/ ADJUSTMENT
+1 to +2	1/0
+3 to +4	2/1
+5 to +6	3/1
+7 to +8	4/2
+9 to +10	5/2

Any other kind of AC bonus (Dodge, Morale etc) adds a die bonus to your Dodge skill at the same rate as the AR Bonus above.

BONUSES

Some spells add to a character's ability to defend themselves from spells or improve their statistics and other effects, like poison for example.

The Dungeons & Dragons saving throws translate in to the following defenses:

D&D SAVING THROW	DEFENSE
Fortitude Reflex Will	Body + Vigor Coordination + Dodge Command + Willpower

When a spell or magic item adds a bonus to a saving throw or statistic or attack bonus, use the following conversion tables (use Table 2 if you are using the Optional Expert Die rules).

PERCENTAGE DEFENSE

Where a spell confers a percentage chance of a miss or some other effect, if it is an attack, divide the percentage figure by 10 and use that as a Difficulty.

E.g. Blur adds a 20% chance of a miss. Divide this by 10 and it becomes Difficulty 2 to hit the recipient.

RESISTANCE & ABSORPTION

These Dungeons & Dragons traits have the following effects in Dragon REIGN;

Resistance protects you from an amount of damage. Add an Armour Rating equal to 1/5th the Resistance rating against attacks of the appropriate type.

E.g. 15 Resistance against Electricity adds Armour Rating 3.

D & D BONUS	DRAGON REIGN BONUS			
	HEIGHT BONUS	BONUS DIE	EXPERT DIE	MASTER DIE
+01 - +02	+1	+0	+0	+0
+03 - +04	+1	+1	+0	+0
+05 - +06	+1	+1	+1	+0
+07 - +08	+2	+1	+1	+0
+09 - +10	+2	+2	+1	+0
+11 - +12	+2	+2	+2	+0
+13 - +14	+3	+2	+2	+0
+15 - +16	+3	+3	+2	+0
+17 - +18	+3	+3	+3	+0
+19 - +20	+3	+3	+3	+1

Die Bonus	The number of die added to the dice pool. This may take the die pool above 10.
Height Bonus	Increases the Height of a set.
Expert Die	The number of bonus Expert Die
Master Die	The number of bonus Master Die

D & D BONUS		DRAGON REIGN BONUS	
	HEIGHT BONUS	DICE POOL BONUS	FINESSE DIE BONUS
+01 to +02	+1	+0d	+0
+03 to +04	+1	+1d	+0
+05 to +06	+1	+1d	+1
+07 to +08	+2	+1d	+1
+09 to +10	+2	+2d	+1
+11 to +12	+2	+2d	+2
+13 to +14	+3	+2d	+2
+15 to +16	+3	+3d	+2
+17 to +18	+3	+3d	+3
+19 to +20	+4	+3d	+3

Die Bonus	The number of die added to the dice pool. This may take the die pool above 10.			
Height Bonus	Increases the Height of your lowest set.			
Special Die	Finesse Die is the cumulative name for both “Expert Die” and “Master Die”. This bonus improves the quality of a Special Die, possibly even adding one... This is the only possible way a character may add more than one Master Die.			
	FD BONUS	NO SPECIAL DIE	EXPERT DIE	MASTER DIE
	+1 Level	Gain 1 ED	Becomes 2 ED	Add 1 ED
	+2 Level	Gain 2 ED	Becomes 3 ED	Add 2 ED
	+3 Level	Gain 3 ED	Becomes 1 MD	Add 3 ED
	+4 Level	Gain 1 MD	Becomes 1 MD	Becomes 2 MD

Absorption protects you from damage in the same manner as Resistance (and at the same rate), however, once your Absorption is used up, it is gone.

E.g. Roget has Absorption 10 against Fire. This translates in to 2 points of protection. The first 2 points of fire damage dealt are ignored. Subsequent attacks do full damage.

STEP SIX - HEALING SPELLS

Some spells replenish a character's Hit Points. These are different to any other kind

of spell. In Dragon REIGN, Hit Points directly translate to Vitality.

You may only ever use one healing spell on one set of wounds. If you take damage, someone can cast Cure Light Wounds on you but no other spell (short of a Wish) can repair more damage. If you take damage again, this may be treated by a further healing spell.

The healing spells have the following effects;

SPELL	SHOCK DAMAGE	KILL DAMAGE	HEALS WOUNDS	STOPS BLEEDING
Cure Minor Wounds	1	--	--	--
Cure Light Wounds	3:1	Width-1	--	--
Cure Moderate Wounds	2:1	Width	--	Y
Cure Serious Wounds	1:1	Width	1	Y
Cure Critical Wounds	Scale 1:2	Width+1	2	Y
Heal	Scale 1:3	Scale 1:2	Width	Y

STEP SEVEN - SPELL SPEED

In Reign, the more powerful the spell, the longer it takes to cast.

This is a balancing factor as, yes, while it is possible for a truly powerful wizard to disintegrate a battlefield, he has several rounds of basically standing on a hill shouting his head off before he can do so.

The last step to spell conversion is determining how long it takes to cast a spell.

D&D SPELL LEVEL	SPEED
Level 1-2 Spells	Slow 0
Level 3-4 Spells	Slow 1
Level 5-6 Spells	Slow 2
Level 7-8 Spells	Slow 3

Level 9 Spells	Slow 4
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Slow indicates the extra number of rounds it takes to cast.

E.g. Slow 1, it takes one round of preparation and one round to cast the spell.

MAGIC ITEMS

Magic Items are an important part of Dungeons and Dragons, however, they are far less prevalent in Reign.

Items generally either offer spells, spell-like abilities and/or bonuses of some description. Below are the conversion rules for using D & D magic items under Dragon Reign.

Magic Bonuses

The most basic type of magic item is the “Plus Item”. This is simply a magic item

which adds a bonus to a statistic or skill. Under Dragon Reign, use the following conversion table;

D & D BONUS	DRAGON REIGN BONUS		
	HEIGHT BONUS	DICE BONUS	FINESSE DIE BONUS
+1	+1	-0	+0
+2	+1	-1	+0
+3	+1	-1	+1
+4	+2	-1	+1
+5	+2	-2	+1
+6	+2	-2	+2
+7	+3	-2	+2
+8	+3	-3	+2
+9	+3	-3	+3
+10	+4	-3	+3

Armour Item Bonuses

Any single Natural Armour or Deflection bonus to Armour Class from a “Plus Item” (NOT Magic Armour) cannot exceed +3, however, the bonus adds directly to a character’s Armour Rating. You may combine a Natural Armour rating and a Deflection bonus for a maximum of +6 Armour Rating.

A Dodge Bonus to AC translates in to a Skill Bonus to the Dodge Skill. Therefore, consult the Magic Bonus table for the appropriate bonus.

Nb. A bonus of +2 should be rare and costly to get hold of. A bonus of +3 should be extremely rare and would probably cost Treasure to buy!

Magic Armour

Magic Armour works differently to such things like Bracers of Defense or a Ring +1. Whereas the former add directly to a character’s Armour Class, Magic Armour is much more potent and generally better.

D & D BONUS	DRAGON REIGN BONUS		
	AR BONUS	ENC REDUCTION	RESILIENCE BONUS
+1	+1	-0	+0
+2	+1	-1	+0
+3	+1	-1	+1
+4	+2	-1	+1
+5	+2	-2	+1
+6	+2	-2	+2
+7	+3	-2	+2
+8	+3	-3	+2
+9	+3	-3	+3
+10	+4	-3	+3

E.g. Chainmail has the following statistics;

Armour Rating 4
Encumbrance 2
Resilience 4

+4 Chainmail has the following statistics;

Armour Rating 6
Encumbrance 1

Mastercraftsmen

Certain craftsmen that PCs meet during their adventures are so talented that they can create non-magical weapons and armour that provide bonuses as if they were magical. These are Mastercraftsmen.

Mastercraftsmen can select a single category (either Height, Dice Bonus or Special Dice Bonus etc) and create a maximum of a +1 bonus.

Power Items

Power Items are those that have spells or spell-like abilities attached to them. Generally, the item describes what the spell or power is and this is easily convertible under the Dragon Reign magic rules.

However, unlike D & D, a Dragon Reign item with a spell or spell-like power requires a dice pool for activation.

For quick reference, give a magic item a dice pool of 4 plus half the item's level or, if none, Magic Bonus, rounding down.

E.g. A Staff of Wizardry +3 would have a base die pool of 4 plus 3/2 (rounding down) = 6d.

NPC CONVERSION NOTES

There are two kinds of enemy: Unworthy Opponents and Antagonists.

The former are characters that aren't very important and shouldn't be more than a challenge for a well equipped team. The latter are the evil villains and hoodlums that are there to confound and confront your players.

Unworthy Opponents are rated in the form of a Threat Rating and a Wound Threshold.

Threat Rating represents how good they are, with a 1 being weak, a 4 or so strong and 6 or more being very powerful.

Unworthy Opponents cumulatively add their Threat Ratings together when assaulting one or more people. As they take damage, they lose their Threat Rating until they either break or are downed.

Unworthy Opponents lose 1 Threat Rating when they take damage equal to their Wound Threshold.

To convert basic monsters to Unworthy Opponents, use the following process;

D & D ATTACK BONUS	DRAGON REIGN THREAT RATING
+1 to +3	1
+4 to +6	2
+7 to +9	3
+10 to +12	4
+13 to +15	5
+16 to +18	6
+19 to +21	7
+22 to +24	8
+25 to +27	9
+28 to +30	10

D & D Armour Class	Dragon REIGN Wound Threshold
+1 to +4	1
+5 to +8	2
+9 to +12	3
+13 to +16	4
+17 to +20	5
+21 to +24	6
+25 to +28	7

Antagonists are a bit more complicated. They have statistics the same as player characters and are handled much the same way. To convert D & D enemies to Dragon Reign, use the following process:

D & D STATISTIC	DRAGON REIGN STATISTICS
Strength + Constitution / 2	Body
Dexterity	Constitution
Intelligence	Knowledge
Intelligence + Wisdom / 2	Sense
Wisdom + Charisma / 2	Command
Charisma	Charm

D & D STATISTIC SCORE	DRAGON REIGN SCORE
8	1
10	2
12	3
14	4
16	5
18	6
20	7
22	8
24	9
26	10
28	11
30	12

Natural Armour AC Bonus	Armour Rating
+1 to +2	1
+3 to +4	2
+5 to +6	3
+7 to +8	4
+9 to +10	5

The size of the creature determines how much damage they can take;

1. All antagonists have Vitality equal to Body statistic as normal.
2. Huge Monsters have 2 blobs to 1 Vital Level
3. Gargantuan Monsters have 3 blobs to 1 Vital Level
4. Colossal Monsters have 4 blobs to 1 Vital Level

So, for example, a Gargantuan Monster with Body 10 would have 10 Vitality and 8 Vital Levels. Each Vital Level would take 3 Kill to knock off (meaning you'd need to do 34 Kill to take out!).

SIZE	VITAL LEVELS	WOUND PENALTY
Fine	1	-5
Diminutive	2	-2/-5
Tiny	3	-2/-3/-5
Small	4	-2/-3/-4/-5
Medium	5	-1/-2/-3/-4/-5
Large	6	-1/-2/-3/-4/-5
Huge	7	-1/-2/-3/-4/-5/-6
Gargantuan	8	-1/-2/-3/-4/-5/-6
Colossal	9	-1/-2/-3/-4/-5/-6/-7

D & D Skill Level	Dragon REIGN Skill Level
+1 to +3	1
+4 to +6	2
+7 to +12	3
+13 to +18	4
+19 to +24	5
+25 to +30	6

D & D SKILL	DRAGON REIGN SKILL
Balance Climb Jump Swim Tumble Use Rope	Athletics
Perform Sleight of Hand	Entertain
Will Save	Focus;Willpower
Base Attack Bonus Reflex Save	Fray;Fight Fray;Dodge
N/A	Leadership
Bluff Intimidate	Manipulation;Lie Manipulation;Intimidate
Heal	Medicine
Listen Spot	Perception;Hearing Perception;Sight
Concentration Escape Artist Fortitude Save	Physique;Endurance Physique;Contortions Physique;Vigor
Appraise Search	Scrutinize
Diplomacy Gather Information Sense Motive	Social
Disguise Hide Move Silently	Stealth;Disguise Stealth;Hide Stealth;Sneak
Disable Device Survival	Survival;Trapper Survival;Forgeage
Forgery Open Locks Pick Pocket	Thievery

When calculating how much damage an attack does, you must consider that D & D basically has the Strength bonus increase damage *and* the chances of hitting.

Reign holds that your chances of hitting directly affect how much damage you yield, therefore, if we just straight out took the Strength bonus and added it to damage *and* increased the dice pool for attacks, monsters might result in being too powerful!

So a creature's Strength will affect their Body score, which yields a dice pool bonus. So we therefore have to reduce the amount of damage that an attack might do.

Take a creature's basic damage (usually something like 2d8 +11) and calculate the average damage dealt.

E.g. 2d8 +11 is 20.

Consult the chart and that is the Base Damage from the attack.

AVERAGE DAMAGE	BASE DAMAGE
01 to 05	Width + 1
06 to 10	Width + 2
11 to 15	Width + 3
16 to 20	Width + 4
21 to 25	Width + 5
26 to 30	Width + 6
31 to 35	Width + 7
36 to 40	Width + 8

Monster Powers

Antagonists usually have a nice array of powers. Many of those will have previously been described in the earlier magic conversion notes.

Here is a list of other powers and how they translate.

POWER	EFFECT
-------	--------

FAST HEALING Rating X	Gain x Vitality back per hour
	Gain x Shock per round

GAZE	Victim makes a Willpower or Fortitude roll
	If avoiding during combat, gain 50% protection against attack

OOZE TYPE	Immune to all Mind-affecting magic
	Immune to all effects requiring Sight
	Eats and breathes but doesn't sleep

Immunity to Polymorph, Poison, Sleep, paralysis and distraction

REGENERATION Rating X	All non-bane damage is Shock Gain x Shock per round
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SPELL RESISTANCE Rating X	Inflict X as a die pool penalty to any spells cast at the creature
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SWARM TYPE	Swarms of Tiny creatures take no damage from weapons
	Swarms of Small creatures take half damage from Piercing/Slashing
	Swarms have a Swarm Rating which is a Dice Pool similar to an Unworthy Opponent's Threat Rating
	They take 50% extra damage from Area Attacks

UNDEAD TYPE

Immune to Shock
Damage

Immune to Mind-
affecting abilities

Immune to Disease,
Poison and any
effects that require
breathing

Immunity to Sleep
and Paralysis

Cannot heal without
magic

Immunity to any
effect requiring a
Fortitude Save

Raise Dead and
Resurrection like
spells restore them
to life

Converting Non Player Characters

Sometimes you'll have antagonists which are characters and not monsters.

In this case, they may have spells, spell-like abilities, feats and other abilities that monsters don't.

Determining what spells they have etc will have already been done for you, 9 times out of 10.

However, you will need to determine the appropriate Magical Attribute level and their Magical Skill level.

SPELL CASTING DICE POOL		
Magical Attribute	Maximum Known	Spell
Magical Skill	Magic Using Level / 3	Class

You will then need to determine Finesse Dice. There is no hard and fast rule to adopt. A good indication on whether a character should have Finesse Dice is to look at what kind of Feats they have and the level of their Statistics.

A character with 2 or more combat feats and a high Strength (16 or more) score would probably have an Expert Die in Fray. A character with 4 or more and a really high Strength (20+), would probably have a Master Die instead.

Similarly, a Wizard with 2 or more Meta Magic feats and a high Intelligence would have an Expert Die ad infinitum.

Lastly, you may need to purchase a number of 'Disciplines to round the character off.

As a rough guide, give them a number of levels of Esoteric Disciplines, Martial Techniques etc equal to their character level.

For example, a level 13 character would have 13 levels of Esoteric Disciplines.

Be aware that these are *levels* and not points to spend on them!

So a level 5 character could have 5 x level 1 Disciplines, 1 x level 1 and 2 x level 2 or 3 x level 1 and 1 x level 2 and so on.

Again, you will need to look at what feats they have to determine what 'Disciplines to choose.

For example, a character with Improved Initiative and Uncanny Dodge and a good Coordination might want a few levels of Dodge Esoteric Disciplines.

Also look at the character's class abilities. Many of these are replicated in Esoteric Disciplines and you will want to give them those powers too.

For example, the Cleric turning abilities can be found in the Magical Discipline, "Holy One".

For such quintessential abilities like this, you should just give that the character the appropriate disciplines in addition to the disciplines yielded from their character level.

For example, a high level Druid character would receive the Magical Discipline "Wildshape" in addition to the disciplines given from character level.

Monsters In Combat

Monsters roll Body + Fray as a pool for their attacks, if using natural weaponry. This includes natural weapons, claws, teeth etc.

Some monsters may have a Weapon Skill, in such cases, use that.

Spell-like abilities using Command + Focus as a pool.

When monster has multiple attacks, secondary and tertiary attacks only trigger if you roll multiple sets. A primary attack must use the highest set first, secondary using the second highest set and so on. In this way, you could only trigger a tertiary or quartary attack if you had three or four sets.

If an opposing attack spoils a set, the next highest speed set must replace it, in this way, three sets would become a primary and secondary attack.

There is no multiple attack die penalty for monsters, however. This increases the threat level of beasts, which, when faced with multiple PCs, might find themselves cut down fairly quickly!

EQUIPMENT

ADVANTAGE: WEALTH

Its important to discuss the Wealth advantage and how it is converted from Reign to D & D.

First off, Reign's economy is fuzzy and unspecific. D & D is the complete opposite. Therefore purchase costs of equipment are to be taken from the PHB. Nb. You cannot start the game with more than Wealth 5.

Wealth 1	100 gp
Wealth 2	200 gp
Wealth 3	400 gp
Wealth 4	800 gp
Wealth 5	1,600 gp
Wealth 6	3,200 gp
Wealth 7	6,400 gp
Wealth 8	12,800 gp
Wealth 9	26,600 gp
Wealth 10	53,200 gp

COMPANIES & TREASURE

Companies have a quality called Treasure. This represents the wealth of a faction. Again, Reign is a bit more fuzzy about money so we've got to implement a way to represent it in cash terms.

Treasure	Minimum Money	Maximum Money
1	400	3,199
2	3,200	26,599
3	26,600	212,199
4	212,200	1,697,599
5	1,697,600	13,580,799
6	13,580,800	--

WEAPONS & ARMOUR

WEAPON	COST	DAMAGE		HAND	REACH	WEIGHT (Enc)
		KILLING	SHOCK			
Battleaxe	20	+1	+1	1H	+1	6lb (3)
Club, Large	5	+0	+2	2H	+2	6lb (3)
Club, Small	--	+0	+1	1H	+1	3lb (1)
Dagger ¹	2	+0	+0	1H	+0	1lb (1)
Falchion ²	35	+2	+0	1H	+1	5lb (3)
Flail ³	15	+0	+2	2H	+3	5lb (3)
Glaive ^{4 7}	8	+2	+0	2H	+3	8lb (3)
Greataxe	40	+1	+3	2H	+3	9lb (4)
Halberd ⁷	5	+2	+0	2H	+3	6lb (3)
Hammer, Light	1	+0	+1	1H	+0	3lb (2)
Handaxe	6	+1	+0	1H	+0	3lb (2)
Lance ^{5 7}	10	+2	+0	2H	+3	6lb (3)
Mace, Heavy	12	+1	+3	1H	+1	8lb (4)
Mace, Light	5	+0	+1	1H	+0	4lb (2)
Morningstar	8	+0	+2	1H	+1	6lb (3)
Poleaxe ⁷	30	+2	+2	2H	+2	7lb (4)
Quarterstaff ⁷	--	+0	+1	2H	+2	3lb (2)
Rapier ¹	20	+1	+0	1H	+1	2lb (2)
Scimitar ²	15	+1	+0	1H	+1	4lb (2)
Scythe	18	+3	+1	2H	+2	6lb (4)
Sickle	6	+0	+0	1H	+0	2lb (1)
Spear, Long ^{1 7}	5	+1	+0	2H	+3	4lb (2)
Spear, Short ¹	1	+0	+0	1H	+2	2lb (1)
Sword, Bastard ⁶	40	+3	+1	2H	+2	8lb (4)
Sword, Broad	25	+2	+0	1H	+1	6lb (3)
Sword, Great	50	+4	+2	2H	+3	10lb (5)
Sword, Short	20	+1	+0	1H	+1	3lb (2)
Trident ⁷	15	+1	+0	1H	+2	4lb (2)
Warhammer	12	+1	+3	2H	+2	7lb (4)
Warmace	40	+2	+2	2H	+2	8lb (4)

¹Thrusting Weapon: add 1 Kill to any penetrating damage.

²Curved Weapon: reduce victim's Wound Threshold by 1 when determining wounds.

³Chain Weapon: add 1 Reach but if you score no successes on an attack, your weapon tangles becoming unusable until separated.

⁴Hooked Weapon: add 1d when "tripping". May use a "trip" manoeuvre against mounted foes.

⁵Mounted Weapon: reduce Encumbrance by 1 when mounted.

⁶Half-Swording: may be used either 1H or 2H. If used exclusively 1H, add 1d. If used 2H, add 1 Kill to damage.

⁷Hafted Weapon: add 1 to Reach but weapon must be wielded in two hands.

Encumbrance

Weapons are generally not light. Wielding them effectively therefore requires a certain level of strength. To represent this, every weapon has an Encumbrance (Enc) rating. Compare your Body rating to the Encumbrance rating.

Encumbrance 3 Greater Than Body	=	Unusable
Encumbrance 1 or 2 Greater Than Body	=	Must be used 2 Handed
Encumbrance Equals Body	=	May be used 1 Handed

Resilience

If you are using the “Ablative Armour” optional rule, armour receives a new statistic called “Resilience Rating”. Whenever you strike armour with a Width of the Resilience Rating or more, regardless of how much damage is prevented by the armour, reduce that Armour Rating by 1 until it is repaired.

E.g. Hagg is wearing Chain Mail with a Resilience Rating of 4. If he is struck by a set of 4 or more, the armour rating is reduced by 1.

Armour	Cost	Area	AR	Enc	Weight
Wooden Helmet*	1	Head	1	0	2lb
Iron Cap ^E	3	Head	2	1	3lb
Mail*	5	Head	3	2	3lb
Morion ^E	10	Head	3	2	3lb
Reinforced Full Helm**	15	Head	4	2	4lb
Quilted	5	Torso	1	1	6lb
Leather	10	Torso	2	1	8lb
Studded Leather	25	Torso	3	1	10lb
Cured Hide ^W	15	Torso	3	1	12lb
Chainmail	50	Torso	4	2	10lb
Scale mail	150	Torso	4	1	15lb
Splintmail	200	Torso	5	3	25lb
Banded Mail	300	Torso	5	2	25lb
Half-Plate ^W	300	Torso	6	3	30lb
Full Plate ^I	800	Torso	6	4	35lb
Leather Gloves	3	Hands	2	0	2lb
Gauntlets	10	Hands	4	1	4lb
Leather Greaves	5	Arms	2	1	3lb
Splinted Greaves	15	Arms	3	1	4lb
Mail Greaves	30	Arms	4	2	5lb
Bracers ^E	8	Arms	4	1	3lb
Half-Plate Vambraces	100	Arms	5	3	4lb
Plate Vambraces ^I	300	Arms	6	3	5lb
Leather Leg Greaves	8	Legs	2	1	4lb
Splinted Leg Greaves	20	Legs	3	1	5lb
Chausse	30	Legs	4	2	6lb
Schynbalds ^E	20	Legs	4	1	4lb
Lower Half-Plate set	200	Legs	5	3	8lb
Lower Plate Set ^I	500	Legs	6	3	10lb
Buckler	15	Front	1	1	5lb
Shield, Light Wood ^W	3	Front	2	1	5lb
Shield, Light Steel	12	Front	3	1	6lb
Shield, Heavy Wood ^W	6	Front	3	2	10lb
Shield, Heavy Steel	20	Front	4	2	15lb
Towershield	30	Front	5	3	45lb

* -1d penalty to Sight and Hearing tests.

** -2d penalty to Sight and Hearing tests.

^EEasy Exploit: Exploit Difficulty is 3.

^IInexploitable: Immune to an Exploit Armour manoeuvre.

^WWeak: Resilience of Armour is 3 instead of 4.

Armour	-	Name of Armour
Cost	-	Cost in Gold Pieces
Area	-	Area protected by armour. Includes such things as Pauldrons, Cuirass and codpiece for protection of areas such as abdomen, groin, neck and shoulders.
AR	-	The Armour Rating.
Enc	-	<p>Encumbrance value. Add your total encumbrance value to determine the current value.</p> <p>(1) Encumbrance adds a Difficulty to physical actions such as Climb, Dodge, Run and Endurance. If your encumbrance is greater than 10, you cannot swim.</p> <p>(2) If your encumbrance is greater than your Body rating, you lose 1 Shock at the end of every round due to exertion.</p> <p>(3) Your encumbrance value directly reduces your Arcane spellcasting die pool by 1 (Encumbrance 3 = -3d).</p>
Weight	-	Weight in pounds.